

# The Savant

A variant Scholar class  
for the Conan RPG

by Thulsa



## INTRODUCTION

The scholar is a versatile class that can be used to represent a number of archetypes, including both civilized and primitive sorcerers and priests, martial artists and sages, but it has certain shortcomings, both in concept and actual gameplay.

This article aims to improve upon the scholar class by providing a new core class called the savant. This is essentially the scholar class with a few important modifications, but a separate class name was chosen so as not to confuse the two. However, they are not intended to be used side-by-side; you should choose which variant you allow in your campaigns.

The design goals of the savant class have been:

- To make the scholar class more useful in combat, especially at lower levels. This is done by providing easier access to alchemical items, revising certain underpowered low-level spells (such as curses), and adding some new spells suitable for low-level spellcasters.
- To enhance the roleplaying aspects of spell discovery and learning, and fix the problem of high-level scholars who cannot "go back" and learn simple spells

because the total number of spells known is strictly limited. (Consider that Thoth-Amon, for example, is forced to waste precious advanced spell slots if he wishes to learn even the most trivial spell later in his career.) This is done by removing the limit on total number of spells known, and emphasizing the role of the character's background in acquiring new spells.

- To change as little as possible in the existing rules, to retain compatibility with published material.

Since the savant is very similar to the scholar, the changes between the two classes have been **highlighted in green** for easy reference.

## REVISED SPELLS

Several of the spells in the Conan RPG are ill-balanced, and this article provides revisions for a number of spells from the core rulebook (and a few spells from *Scrolls of Skelos*). Future versions of this article may cover other supplements.

*Thanks to Turim for inspiration and feedback on the drafts of this article.*



## Game Rule Information

**Abilities:** The savant who concentrates on pure knowledge and skills will probably prioritise a high Intelligence. A more sorcerous savant will certainly need Charisma, in order to magically attack his enemies, deal with demons and summon servitors; and Wisdom, for sheer magical power. Some of the Eastern savants, who learn the mystical combat arts, will also benefit from a high Wisdom as well as Dexterity.

**Hit Die:** d6.

## Class Skills

The savant's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (alchemy) (Int), Craft (herbalism) (Int), Craft (any mundane) (Int), Decipher Script (Int), Forgery (Int), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int) and Sense Motive (Wis).

**Skill Points at 1st Level:** (8 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 8 + Int modifier.

## Class Features

All of the following are class features of the savant.

**Weapon and Armour Proficiency:** A savant is proficient with all simple weapons. Note that armour check penalties for wearing medium or heavy armour apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight-of-Hand and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

**Savant:** All savants have a special restriction when spending skill points. They must spend at least 12 skill points on Knowledge skills at 1st level and at least 3 skill points on Knowledge skills at each subsequent level.

**Alchemist:** At 1st level, the savant may choose between Alchemist as a bonus feat, or the Knowledge Is Power class ability. If the Alchemist feat is chosen, the Knowledge Is Power ability may be purchased using a feat slot.

**Knowledge Is Power:** A savant may make a special savant knowledge check with a bonus equal to his level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. This check will not reveal the powers of a magic item but may give a hint as to its general function. The savant may never take 10 or take 20 on this check; this sort of knowledge is essentially random. The Game Master determines the Difficulty Class of the check.

**Background:** Every savant must choose a background for himself at 1st level. This is an extraordinary ability. The background indicates the manner in which he came by his knowledge. All savants, regardless of background, learn advanced spells as described under the independent background (Knowledge check after study time), but non-independents have easier access to spells since they are provided by their masters.

A savant may only ever begin the game with one background but at the Game Master's discretion he may gain an additional background or backgrounds during play. For example, an independent may call up a demon and make a pact with it, then some time later be accepted as an acolyte by a sorcerous society. Likewise, a lay priest or acolyte may elect

Level	BAB	Dodge	Parry	MAB	Fort	Ref	Will	Special
1	+0	+0	+0	+0	+0	+0	+2	Savant, Alchemist or Knowledge Is Power, Background, New Sorcery Style, Base Power Points
2	+1	+0	+0	+1	+0	+0	+3	+1 Power Point, New Sorcery Style
3	+2	+1	+1	+1	+1	+1	+3	
4	+3	+1	+1	+2	+1	+1	+4	New Sorcery Style
5	+3	+1	+1	+2	+1	+1	+4	Iron Will
6	+4	+2	+2	+3	+2	+2	+5	+1 Power Point, Incr. max PP (triple)
7	+5	+2	+2	+3	+2	+2	+5	
8	+6/+1	+3	+3	+4	+2	+2	+6	New Sorcery Style
9	+6/+1	+3	+3	+4	+3	+3	+6	
10	+7/+2	+3	+3	+5	+3	+3	+7	+1 Power Point
11	+8/+3	+4	+4	+5	+3	+3	+7	
12	+9/+4	+4	+4	+6	+4	+4	+8	New Sorcery Style
13	+9/+4	+4	+4	+6	+4	+4	+8	Incr. max PP (quadruple)
14	+10/+5	+5	+5	+7	+4	+4	+9	+1 Power Point
15	+11/+6/+1	+5	+5	+7	+5	+5	+9	
16	+12/+7/+2	+6	+6	+8	+5	+5	+10	New Sorcery Style
17	+12/+7/+2	+6	+6	+8	+5	+5	+10	
18	+13/+8/+3	+6	+6	+9	+6	+6	+11	+1 Power Point
19	+14/+9/+4	+7	+7	+9	+6	+6	+11	
20	+15/+10/+5	+7	+7	+10	+6	+6	+12	New Sorcery Style, Incr. max PP (quintuple)





to conduct a little independent research, just as though he were an independent himself but in most cases his religion or coven will at best frown upon such imper-  
finence and at worst will put him to death if they catch him.

**Acolyte:** Acolytes are members of a coven or sorcerous society, or are occasionally apprenticed to a lone sorcerer. They are usually in thrall to their coven leaders, though they can gain a great deal of power this way. The drawback is that they rarely understand said power without their masters' direct assistance.

An acolyte must always select a specific group to join, or a master to whom he may apprentice himself. An acolyte may only ever learn new sorcery styles or advanced spells known to his masters (unless he also studies on his own like an independent). Depending on his superiors and on the nature of the society, he may have a free choice between the various styles and spells they know, or his progress may be highly regimented so that his sorcery styles and spells are always assigned for him rather than chosen by him.

Sorcerers from civilised lands often take on apprentices. This is an accepted method of learning found from Stygia to Khitai, even if one cannot find a larger sorcerous society to join. Some of the more primitive regions such as Kush also have village sorcerers, along with the more shamanic or witchdoctor style priests; these sorcerers, also known as Witchmen or Witch-Finders, are employed on a freelance

basis to cast spells for clients and often take on apprentices to whom they can pass on their skills.

**Independent:** Independents are the most versatile variety of savant, since they have no particular ties to any authority. However, they also have no one to teach them or to guide them through their sorcerous paths and so must work a good deal harder to gain access to any true secrets. Though at best their advancement can be highly flexible, at worst it is simply haphazard, with the independent savant simply picking up a little knowledge here and there as he goes.

Except for basic spells gained as a result of selecting a new sorcery style, an independent savant never gains any advanced spells automatically. All advanced spells must be found or discovered during play (which in practice means that the Game Master determines which spells are available). The savant can never learn any spell outside his chosen sorcery styles (but may save the knowledge of the spell and try to learn it once he acquires the required sorcery style). He must also meet all the usual prerequisites, but there is no limit on the total number of spells he may learn.

Spells are typically found on scrolls and in books, inscribed on items or buildings, or even tattooed onto human flesh. If the spell is written in an unknown language, a standard Decipher Script check must be made to translate it. To learn the spell, a Knowledge (arcana) check must be

made after a time of study. The check DC and study time is determined by the Game Master. As a guideline, use a DC of 20 + minimum caster level (determined by the spell's prerequisites), and a study time of 1d4 weeks per two minimum caster levels (minimum 1 week).

Ancient scrolls or guidance by a teacher provide bonuses to the Knowledge (arcana) check. Writings from the age of Atlantis provide a +8 bonus, while writings from the age of Acheron and Old Stygia provide a +6 bonus. A teacher provides a +1 bonus per five savant levels or demonic hit dice (maximum +4). These bonuses do not stack; use only the highest bonus.

*For example, a scroll with the Dread Serpent spell found in an Old Stygian tomb has a Knowledge (arcana) DC of 28 (minimum caster level 8) and takes 4d4 weeks to study. Its age grants a +6 bonus to the savant's skill check. If the spell was instead taught to an acolyte by a 10th-level high priest, he would grant a +2 bonus to the student's skill check.*

In cultures where formal written languages do not exist (such as in parts of the Black Kingdoms), spells are written down and learned using pictograms and arcane symbols, so the same rules apply.

Once learned, the savant does not need to study the written spell to cast it, but if required he can recreate a written copy from memory. Such copies do not provide any bonuses to students trying to learn the spell, so for this reason ancient scrolls are more prized than more recent copies.

If the savant fails the Knowledge (arcana) check to learn the spell, the study time is wasted and he must wait until he gains a new level before he can attempt to learn it again. The savant cannot take 10 or 20 on the Knowledge (arcana) check to learn a spell. During the study time, he must devote at least 8 hours per day to study, but can otherwise act freely for the remainder of that day. The total study period does not need to be continuous; for example, the savant can study a new spell for two weeks, then take a break for five weeks, and then continue where he left off.

**Pact:** A savant who makes a pact with a demonic entity or other dark force to learn sorcery is in a very similar state to that of an acolyte to a sorcerers' ring or coven, since he is often effectively in thrall to the source of his knowledge. He has a lot more choice as to what he learns; however, the master has no human compunctions to prevent him from forcing the poor savant to perform the direst of acts.

Furthermore, he will begin the game at least somewhat corrupt, for no truly decent sorcerer makes pacts with de-

mons. A savant with a pact begins the game with a Corruption of 1.

At 1st level, he must choose the New Sorcery Style: Summoning and the spell Demonic Pact. He may choose either to do his own researches, in which case he **must find and learn spells** as though he were an independent, or else risk further Corruption by calling up the entity with whom he has the pact once more. If he does the latter, he may freely choose which style or spell he learns, so long as it is one the entity knows, but he must also make a Corruption check for dealing with the demon once more.

A savant with a pact also starts the game with one additional bonus language available, as well as those offered him by his race. This is Demonic. He must expend a language slot as usual to learn to speak it.

The Game Master is always free to rule that player character savants may not begin the game with a pact. This is particularly appropriate in short-term or one-off campaigns, where the natural disadvantage of the pact savant (namely the Corruption he gains, which will someday almost certainly doom him, one way or another) may have little impact on play. This background is better balanced for longterm campaigns, offering immediate power at the cost of one's soul, or worse.

**Lay Priest:** Savants who choose the lay priest background are attached to a temple for purposes of study but with little or no religious authority. If they wish, they can work their way up to the position of fully ordained priest (see the Feats chapter), which brings with it a number of benefits and responsibilities.

Priests, whether they are lay priests or fully ordained, do not usually have access to sorcery at all; if they do, it is most commonly some form or other of countersorcery with which to combat evil cults. The precise nature of each priest and which magical abilities (if any) are available to him will vary depending on both the deity he worships and his own honesty – or lack of it.

Priests are treated as acolytes in that they must gain sorcery styles known to their religion. They do not usually need to learn their styles in a specific order but in most cases their religion will offer only a very limited selection of styles in the first place. Most higher-level priests have either conducted independent studies themselves in secret, or have even more secretly made a pact with a demon or joined a sorcerous society.

The shamans found in barbaric regions such as the Pictish Wilderness can usually be treated as lay priests. A shaman might have the Priest feat but will not have had





any official ordination and may have an apprentice or two.

**New Sorcery Style:** At 1st level, 2nd level, 4th level and every four levels thereafter, the savant gains a new sorcery style, along with the basic spell associated with it. *The savant gains the defensive blast associated with the first style he selects, and must discover and learn other defensive blasts as if they were normal spells.*

*Starting at 3rd level, the savant can learn and cast advanced spells.*

At any time at which he is eligible to gain a new sorcery style, the savant may instead gain a bonus feat from the following list: Skill Focus (any), Diligent, Iron Will, Investigator, Negotiator, Priest, or any Sorcery feat. If the sorcerer knows the Calm of the Adept spell from the Oriental Magic sorcery style, he may also select from Brawl, Defensive Martial Arts, Improved Critical (staff or unarmed strike), Stunning Attack, or Weapon Focus (staff or unarmed strike). In all cases, the savant must meet the usual prerequisites for the feat.

Note that the savant may or may not be permitted to choose his new sorcery style himself, depending on his Background class feature.

**Base Power Points:** A 1st level savant learns to access his own personal magical energy. This is referred to as Base Power Points, or Base PP. A beginning savant has Base PP equal to 4 + Wisdom Modifier, to a minimum of one point.

Power points are used when casting spells and creating magical objects. They can be regained by rest or the use of various

lotus concoctions (see Drugs, Poisons and Herbal Preparations), or temporarily increased by various means, most commonly by sacrificing one or more humans. For most characters, their power points can rise to a maximum of double their Base Power Points. See the Sorcery chapter for more on power points and their use. This is a supernatural ability.

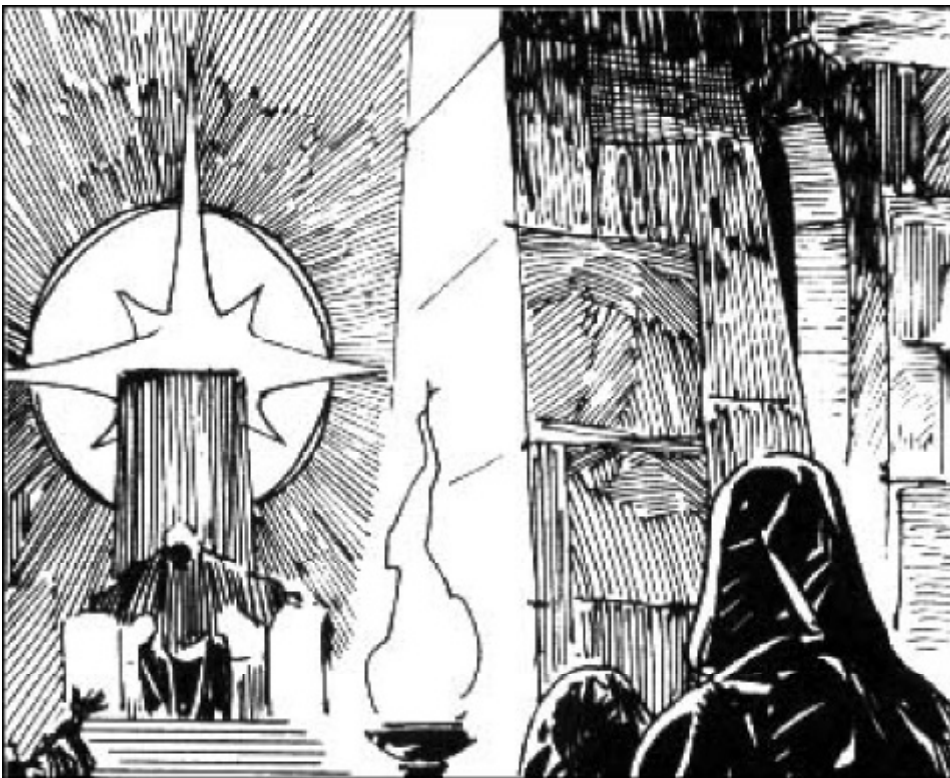
If for some reason a character already has Base Power Points when he becomes a savant, usually through the Dabbler feat, he does not gain "new" Base Power Points as above. Instead, he receives a one-time bonus of +2 to his already acquired Base Power Points.

**+1 Power Point:** At 2nd level and every four levels thereafter, the savant's Base Power Points increase by +1. This is a supernatural ability.

**Iron Will:** At 5th level, the savant gains Iron Will as a bonus feat. If he already has Iron Will, he may instead select any Sorcery feat for which he meets the prerequisites as a bonus feat.

**Increased Maximum Power Points:** As savants become more experienced and knowledgeable, they become able to store far more magical power in their bodies, so long as it is available to them by means of sacrifice or some artefact or other.

At 6th level, a savant's maximum Power Points rise to triple his Base Power Points, rather than double as is usual for most characters. At 13th level it rises again to quadruple his Base Power Points and at 20th level to quintuple his Base Power Points.



## NEW FEATS

### Alchemist (Sorcery)

You know the secrets of alchemy and how to create alchemical items quickly.

**Prerequisites:** Scholar/savant or dabbler, Craft (alchemy) 4 ranks.

**Benefit:** You know how to make Flame-Powder, Kothic Demon-Fire, Stygian Tomb-Dust and Blue Devil's Flame (from *Scrolls of Skelos*). The cost of creating the first three of these alchemical items is reduced to one-fourth of the listed cost, while the cost of creating Blue Devil's Flame is reduced by one-half. This in turn reduces the time it takes to craft the items.

Note: The Game Master may decide to apply similar benefits to (overpriced) alchemical items found in other supplements for the game.

## REVISED SPELLS

### Rune of Jhebbal Sag (Counterspells)

**Power Point Cost:** 1 point/round

**Components:** S, M, (XP)

**Casting Time:** 1 full round

**Range:** Touch

**Effect:** Any worshippers of Jhebbal Sag who come within 25 feet + 5 feet/scholar level of the rune

**Duration:** Power Points or Mortal

**Saving Throw:** None

**Prerequisites:** Knowledge (arcana) 4 ranks, Knowledge (religion) 6 ranks, Wis 13, Warding

The rune of Jhebbal Sag, when inscribed or painted onto any surface (only runes inscribed on non-movable items can be made permanent), lets any worshippers of Jhebbal Sag know that the sorcerer is friendly. Its most notable effect is to release the subject or subjects of a *Summon Beast* spell from the spell as soon as they come within range. However, all animals remember their god Jhebbal Sag and will become calm and non-aggressive if they come within range. Likewise, if any human or other intelligent worshippers of the god come within range, the sorcerer gains a +2 circumstance bonus to all Charisma-based skill checks regarding them. In effect, he is demonstrating an allegiance to Jhebbal Sag, though this allegiance need not be true.

**XP Cost:** 1,000 XP to make the rune permanent



### Lesser Ill-Fortune (Curses)

**Power Point Cost:** 2

**Components:** V

**Casting Time:** 1 standard action

**Range:** Evil Eye, Touch or Magical Link

**Target:** One creature

**Duration:** One day

**Saving Throw:** Will negates

**Magic Attack Roll:** Sets DC for target's Will saving throw

A sorcerer places a curse on a victim. The victim suffers a -4 luck penalty to all attack rolls, saving throws, ability checks and skill checks.

### Ill-Fortune (Curses)

**Power Point Cost:** 4

**Components:** V

**Casting Time:** 1 standard action

**Range:** Evil Eye, Touch or Magical Link

**Target:** One creature

**Duration:** One month

**Saving Throw:** Will negates

**Prerequisite:** Lesser Ill-Fortune

**Magic Attack Roll:** Sets DC for target's Will saving throw

The sorcerer can choose from any of the following effects when casting this spell:

- *Bound to the Earth:* The target automatically fails all Climb and Swim checks.
- *Fool:* The target loses 4 points of Wisdom or his Wisdom is lowered to 7, whichever is lower.
- *Hated by Wild Animals:* If the target approaches within 20 feet of any wild animal or vermin, or within 40 feet of a specific species of wild animal or vermin (caster's choice), the animal immediately attacks and fights to the death.
- *Impotence/Infertility:* The target is unable to satisfy and impregnate a woman (if male) or unable to bring forth offspring (if female).
- *Troubled Sleep:* The target's sleep is troubled by nightmares and strange unsettling visions. The sleep-deprived target is always fatigued.



### Greater Ill-Fortune (Curses)

**Power Point Cost:** 8

**Components:** V

**Casting Time:** 1 standard action

**Range:** Evil Eye, Touch or Magical Link

**Target:** One creature

**Duration:** One year

**Saving Throw:** Will negates

**Prerequisite:** Magic attack bonus +3 or higher, *Lesser Ill-Fortune*

**Magic Attack Roll:** Sets DC for target's Will saving throw

The sorcerer can choose from any of the following effects when casting this spell:

- *Aged Before His Time:* The target physically ages by two age categories and suffers all negative effects of aging, but none of the positive effects.
- *Blindness:* The target becomes blind.
- *Evil Eye:* The target automatically fails all saving throws of a specific type (Fortitude, Reflex or Will), as selected by the sorcerer.
- *Lame Limb:* One of the target's limbs (caster's choice as to which) becomes lame and useless. A lame foot reduces speed by half and makes it impossible to run. A lame arm cannot grasp a weapon or shield.

*Greater Ill-Fortune* can also duplicate any of the effects of an *Ill-Fortune* spell, but with a longer duration.

### Astrological Prediction (Divination)

**Power Point Cost:** 1

**Components:** V, S, M

**Casting Time:** 1 minute

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

An astrological prediction can tell you whether the stars are right and if a particular action will bring good or bad results for you in the immediate future.

The base chance for interpreting the stars correctly is 70% + 1% per caster level, to a maximum of 90%; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the astrological prediction succeeds, you get one of four results:

- *Weal* (if the action will probably bring good results).
- *Woe* (for bad results).
- *Weal and woe* (for both).
- *Nothing* (for actions that don't have especially good or bad results).

If the spell fails, you get the "nothing" result. A caster who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful astrological prediction.

The astrological prediction can see into the future only about half an hour, so

anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All astrological predictions cast by the same person about the same topic use the same dice result as the first casting. *Material Component:* Valuables worth at least 25 sp.

### Psychometry (Divination)

**Power Point Cost:** 1 point

**Components:** V, S

**Casting Time:** 1 hour

**Range:** Touch

**Target:** One object

**Duration:** Instantaneous

**Saving Throw:** None

**Prerequisites:** *Astrological Prediction*, Knowledge (arcana) 5 ranks

**Skill Check:** See text

Psychometry allows the sorcerer to determine information about the previous owner of an object touched. The object may be a completely lifeless inanimate object, or a body part or fluid previously "owned" by a still-living creature. Examples of the latter include the hair of a wolf, found caught in thorn-bush; or the blood of a king, spilled forth on the sand during a desperate fight to the death.

The sorcerer makes a Knowledge (arcana) check, with the Difficulty Class dependent on how far into the object's past he wishes to probe, as follows (take 10 not allowed):

Period of object's lifetime	DC
Last month	15
Last year	20
Last decade	25
Last century	30
Last millenium	35
Every additional 1,000 years	+5

Success means the caster learns one basic fact about the object during the specified period, such as the owner's species, gender, land of origin, age, name, how he came by the object, how he lost the object, and whether he had any Corruption. A failed roll means the caster cannot use this spell on the same object until he gains another level.

### Visions (Divination)

**Power Point Cost:** 2 points/minute

**Components:** S, M or F

**Casting Time:** 1 hour

**Range:** 1,000 miles plus 100 miles/scholar level

**Effect:** Magical sensor (see below)

**Duration:** Power Points

**Saving Throw:** Will negates

**Prerequisites:** *Astrological Prediction*, Knowledge (arcana) 8 ranks

**Skill Check:** Knowledge (arcana), DC 15 + 1 per 100 miles distant the target is beyond the first 100 miles, plus see below.





You can see and hear events at great distances.  
 This spell produces an invisible magical "sensor" that sends a moving image back to your focus or material component, providing you with a view of the site or person upon which you wish to spy. This view can be very close up, as though it were a human eye, or very far away and high up so as to see the whole of a battle-field or other wide scene, such as a hawk's eye might observe.  
 If you target a creature or group of creatures, they get a Will save and if it succeeds, the spell fails and you cannot attempt to scry on that subject again for 24 hours. A target that succeeds on the saving throw knows that an attempt to scry was made, and the identity of the caster.  
 The Difficulty Class for the Knowledge (arcana) check is modified by the caster's familiarity with the creature or area being scryed upon, as follows:

Knowledge	DC modifier
None*	+10
Secondhand	+5
Firsthand	+0
Familiar	-5

\* You must at least know the name or general description of the area or creature you wish to scry upon.

*Focus/Material Component:* This spell requires either a focus, or alternatively a material component. One or the other will do; if you have a focus available, you have no need for a material component.



The focus can take the form of a crystal ball or silvery mirror.  
 The material component can be either a handful of special herbs thrown onto an ordinary fire to produce green smoke in which the visions can be seen, or else a dose or two of a suitably hallucinogenic drug such as black lotus wine. In either case, the cost is around 100 sp.

## Dance of the Cobras (Hypnotism)

**Power Point Cost:** 1 point/round

**Components:** S, M, F

**Casting Time:** 1 standard action

**Range:** Evil Eye

**Target:** One humanoid creature

**Duration:** Power Points

**Saving Throw:** See below

**Prerequisites:** Entrance, Telekinesis, Ritual Sacrifice, Perform (any musical instrument) 8 ranks

**Magic Attack Roll:** Sets DC for target's Reflex and Fortitude saving throws or Perform checks

The dance of the cobras is an extensive and elaborate but powerful ritual sacrifice, revolving around four pre-prepared, hypnotised snakes.

Four jars containing the snakes are smashed about the target. In effect, the snakes are inside the target's five-foot square, though at the very corners of it. Every round the spell is in effect, the target must make a Reflex saving throw or be bitten by one of the snakes. A bitten target must make a Fortitude saving throw or suffer 3d6 points of Constitution damage (half that if the save is successful). If he chooses to spend the whole of each round just dodging snakes (similar to a Total Defence action in combat) he gains a +4 circumstance bonus to his Reflex saving throws. The target gains a +2 synergy bonus to the Reflex saving throw if he has at least five ranks of Perform (dance).

If the target attempts to leave the square, he is automatically bitten (no Reflex save allowed) and suffers from poisoning as described above.

If the victim dies from being bitten by the snakes, the sorcerer who cast the spell gains a number of benefits as follows:

- Power Points as though the target had been slain by the sorcerer, according to the rules of sacrifice, counting as a ritual perfect offering. The usual limit for Maximum Power Points applies.
- +1 morale bonus to all attack rolls and magic attack rolls for every hit dice or level of the target for the next 24 hours.

If the victim somehow escapes or is rescued, the sorcerer instead suffers a -1 morale penalty to Defence and all saving throws for the next day.



**Material Component:** Four jade jars, worth at least 100 sp each. With the snakes inside (see below), these must be balanced among the rafters of the room in which the spell is to be used, or, if the sorcerer has *Greater Telekinesis* available, concealed somewhere in the room or about the person of the sorcerer.

**Focus:** Four cobras, of at least Small size. These must be somehow placed in the jars before the spell is cast.

### Mass Hypnotic Suggestion (Hypnotism)

**Power Point Cost:** 2 points/target

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./two scholar levels)

**Targets:** One creature/level, no two of which can be more than 30 ft. apart

**Duration:** 10 minutes plus 1 minute/scholar level, or until completed

**Saving Throw:** Will negates

**Prerequisites:** *Entrance*, *Hypnotic Suggestion*, magic attack bonus +5

**Magic Attack Roll:** Sets DC for target's Will saving throws

As *Hypnotic Suggestion*, except that the spell affects multiple creatures of 8 HD or below who can hear the sorcerer's voice. The caster and the targets must share a common language for the spell to be effective.

### Summon Beast (Nature Magic)

**Power Point Cost:** 1+ points

**Components:** V, S, F, XP

**Casting Time:** 1 standard action

**Range:** See text

**Target:** One animal (see text)

**Duration:** See text

**Saving Throw:** See text

**Prerequisites:** Knowledge (nature) 4 ranks

This spell summons a creature of the animal subtype, either Small or Medium-size, to serve the sorcerer. The spell is different for each animal and must be learned separately (for example, *Summon Boar* and *Summon Eagle* are two different spells).

The PP cost is 1 for an animal of Small size and 2 for a Medium-size animal.

The animal will serve the sorcerer without question, including attacking his enemies. The spell may be cast in two ways:

- **Call Animal:** The caster calls upon an animal of the given type within 1 mile/level. The animal moves towards the caster at its normal speed. This version of the spell has a duration of 1 hour/level.
- **Manifest Animal:** The caster throws the spell focus (a figurine of the animal) on the ground within 15 feet of himself, and the figurine magically grows and becomes a normal animal of its kind. This version of the spell has a duration of 1

round/level. At the end of any round during which a manifested creature is dealt damage, it must make a Will saving throw (DC = damage sustained that round). Failure indicates that the spell ends and the figurine reverts to its inanimate form.

For some reason, any animal summoned by a Pictish scholar has a pale, almost ghostly appearance. This has no particular game effect but simply appears to be a peculiarity of the Pictish style of sorcery.

**Focus:** A small image or carving of the animal to be summoned.

**XP Cost:** 25 XP (50 XP for a Medium-size creature).

### Greater Summon Beast (Nature Magic)

**Power Point Cost:** 4+ points

**Components:** V, S, F, XP

**Casting Time:** 1 standard action

**Range:** See text

**Target:** One animal (see text)

**Duration:** See text

**Saving Throw:** See text

**Prerequisites:** Knowledge (nature) 10 ranks, *Summon Beast*

As for *Summon Beast*, except that an animal of up to Huge size can be summoned. The PP cost is 4 points for a Large creature, or 8 points for a Huge creature. **XP Cost:** 250 XP (500 XP for a Huge creature)

### Command Weather (Nature Magic)

**Power Point Cost:** 4 points/hour

**Components:** V, S, M

**Casting Time:** 1 hour

**Range:** 1 mile/level

**Duration:** Power Points

**Prerequisites:** Magic attack bonus +7, Knowledge (nature) 10 ranks, *Spirit of the Land*

This spell allows the caster to control the weather in the surrounding area. He can summon up snowstorms or howling winds, quell the raging seas or pour so much rain into a river that it bursts its banks and floods a town. The caster cannot call up any weather that is outside the possible range for a region in the current season; for example, he cannot create a snowstorm in the desert or at the height of summer.

For every five caster levels, the sorcerer may move up or down one level on the wind force table (light, moderate, strong, severe, windstorm, hurricane, tornado). **Material Component:** A small block of ice from Hyperborea (for cold effects), a volcanic stone from the Fires of the South (for heat effects), a pearl from the Western Ocean (for water effects), or a flute carved from Lemurian bone (for wind effects).





### Agonising Doom (Necromancy)

**Power Point Cost:** 4 points/target

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft. per two scholar levels)

**Targets:** One or more creatures, up to a maximum of one creature/two scholar levels

**Duration:** 1d6 rounds

**Saving Throw:** Fort negates and see below

**Prerequisites:** Magic attack bonus +6, *Raise Corpse*, *Death Touch*

**Magic Attack Roll:** Sets DC for targets' saving throws

Black tendrils of power shoot out from the sorcerer's hands, slaying his enemies agonisingly and rapidly. This spell only affects creatures of less than 8th level or 8 HD. The targets must all make Fortitude saving throws, with success completely negating the effects of the spell. A character who fails his saving throw begins to lose 4d6 hit points per round until dead. Furthermore, he is in such extreme pain that he must make a Will saving throw on any round in which he wishes to act. Success means he may take either a move action or standard action but not both; failure means he may not do anything that round other than lie prone in agony.

### Warrior Trance (Oriental Magic)

**Power Point Cost:** 2+ points

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** Self

**Duration:** One round/scholar level

**Prerequisites:** *Calm of the Adept*, scholar level 3

For every two power points expended, *Warrior Trance* gives one natural weapon of the sorcerer a +1 enhancement bonus to attack and damage rolls and gives the caster a +1 dodge bonus to Dodge Defence. The spell can affect a slam attack, fist, bite or other natural weapon. The spell does not change an unarmed strike's damage from nonlethal damage to normal damage. The maximum bonus that can be gained is equal to the caster's level.

### Shape-Shifter (Oriental Magic)

**Power Point Cost:** 10 points

**Components:** V, S, XP

**Casting Time:** 1 full round

**Range:** Personal

**Target:** Self

**Duration:** 10 minutes/level

**Prerequisites:** Scholar level 12, *Calm of the Adept*

This spell enables you to assume the form of any single non-unique animal (any creature of the animal type) from Tiny to Huge size. The spell is different for each animal and must be learned separately (for example, *Shape-Shifter (Hyena)* and *Shape-Shifter (Giant Eagle)* are two different spells).

The assumed form can't have more Hit Dice than your caster level, to a maximum of 15 HD at 15th level. Your creature type and subtype (if any) change to match the new form. Upon changing, you regain lost hit points as if you had rested for a night (though this healing does not restore temporary ability damage and provide other benefits of resting; and changing back does not heal you further). If slain, you revert to your original form, though you remain dead.

You gain the Strength, Dexterity, and Constitution scores of the new form but retain your own Intelligence, Wisdom, and Charisma scores. You also gain all extraordinary special attacks possessed by the form but do not gain the extraordinary special qualities possessed by the new form or any supernatural or spell-like abilities.

**XP Cost:** 10 XP per Hit Die of the assumed form

### Channel Demon (Summoning)

**Power Point Cost:** 2+ points

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Duration:** 1 round/caster level

**Prerequisites:** *Demonic Pact*, Str 13

When this spell is cast, the sorcerer's face contorts as his body is temporarily infused with demonic energies! For every two power points expended, to a maximum of one power point per level, he gains a +2 enhancement bonus to Strength and Constitution and a +1 bonus to damage reduction. Furthermore, he can use his hands as claws that deal 1d6 points of damage on a successful hit; these count as weapons for the purposes of attacks. The sorcerer must make a Corruption check (DC 10 + 1 per power point expended) or gain a point of Corruption when he casts this spell.

### Boundary (Hypnotism)

**Power Point Cost:** 1 point/10 ft. boundary

**Components:** V, S, M, (XP)

**Casting Time:** 1 round per 10 ft. of line

**Range:** Touch

**Line:** A boundary up to 100 ft. long per scholar level, and 100 ft. high

**Duration:** 1 minute/caster level or Mortal

**Saving Throw:** Will partial

**Prerequisites:** Magic attack bonus +7 or higher, *Entrance*, *Hypnotic Suggestion*

**Magic Attack Roll:** Sets DC for target's saving throw





This spell causes an invisible boundary to be created. The boundary emanates magical vibrations that repel a specific kind of creature as defined by the spellcaster. The kind of creature to be affected must be named specifically. A creature subtype is not specific enough.

*For humans, a specific race, sub-race, tribe or family must be named.*

Creatures of the designated kind feel an overpowering urge to avoid crossing the boundary.

A compulsion forces the creatures to avoid crossing the boundary, shunning the region of the boundary and never willingly returning to it while the spell is in effect.

A creature that makes a successful saving throw can cross the boundary but feels uncomfortable doing so. This distracting discomfort reduces the creature's Dexterity score by 4 points until it re-crosses the boundary.

**Material Components:** Chalk or other powder to draw the line, at a cost of 10 sp per 10 feet of line.

**XP Cost:** 1,000 XP, plus 10 XP per 10 feet of line to make the boundary permanent.

### Dance of Atali (Hypnotism)

**Power Point Cost:** 6 for the first round, 1 for each round thereafter

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft. per two scholar levels)

**Target:** Up to one male human/scholar level

**Duration:** Power Points

**Saving Throw:** Will partial

**Prerequisites:** Entrance, Hypnotic Suggestion, Cha 13, Perform (dance) 4 ranks

**Magic Attack Roll:** Sets DC for target's saving throw

This spell causes males to follow the sorcerer wherever she goes, so long as she continues a wild and sensual dance begun with the casting of the spell.

The sorcerer must make a Perform (dance) check each round. If her check result is below 20, the spell ends. If her check result is above 20, she adds half her check result as an enhancement bonus to her movement rate that round, rounded to the nearest 10 feet.

All males affected by the spell will be filled with immediate and pressing feelings of lust for the sorcerer, and will follow her wherever she goes, though they will not be completely careless of danger and will certainly stop and fight if attacked.

They may attempt Will saving throws when she initially casts the spell. Even a successful Will save does not entirely negate the effects of *Dance of Atali*, and a character who successfully saves will still regard the sorcerer as devastatingly attractive — he may well follow her anyway.

As a side benefit of the *Dance of Atali*, the sorcerer is entirely immune to the effects of non-magical cold for the duration of the spell.

If the sorcerer has the Ritual Sacrifice feat, she gains Power Points as though she had sacrificed any of the targets who die as a direct result of following her, whether she is able to lead them to a cold death at the bottom of a crevasse somewhere, or into an ambush.

**Focus:** A scanty garment of high quality, which is the sorcerer's only item of clothing.



## NEW SPELLS

### Dance of Shub-Niggurath (Curses)

**Power Point Cost:** 1 point/target  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft. per two scholar levels)  
**Targets:** Up to three living creatures  
**Duration:** 1 minute/level  
**Saving Throw:** Will negates  
**Prerequisites:** Lesser Ill-Fortune, Perform (dance) 4 ranks  
**Magic Attack Roll:** Sets DC for target's Will saving throw

To cast this spell, the caster dances wildly and chants. The spell affects those closest to the caster first. Targets who fail their saving throws become sickened and take a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

### Finger of Nergal (Necromancy)

**Power Point Cost:** 2  
**Components:** V, S, M  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft. per two scholar levels)  
**Target:** One living creature  
**Duration:** Instantaneous  
**Saving Throw:** Reflex half  
**Prerequisites:** Raise Corpse  
**Magic Attack Roll:** Sets DC for target's Reflex saving throw

When casting this spell, the caster touches a nearby corpse with one hand and points his other hand at the target, channeling a black ray that blasts and blackens the target's flesh. The target takes 1d4 points of cold damage per caster level (maximum 10d4). The caster can attempt to increase the damage dice used from four-sided dice to six-sided dice by making a Fortitude saving throw (DC 18). If this saving throw fails, the spell uses four-sided dice and the damage is evenly divided between the caster and the target (who still gets a Reflex save to further reduce the damage).  
**Material Component:** A corpse, which becomes blackened and withered and cannot be re-used for the same spell.

### Red Sign of Skelos (Counterspells)

**Power Point Cost:** 1 point per target/round  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** 30 ft.  
**Targets:** Up to one living creature per two scholar levels  
**Duration:** Power Points  
**Saving Throw:** Fort negates  
**Prerequisites:** Lesser Ill-Fortune, magic attack bonus +2



**Magic Attack Roll:** Sets DC for target's Fortitude saving throw

You draw a glowing red symbol in the air. Each target you designate takes 1d6 points of damage each round, +1 point of damage for every caster level you have, as long as they stay (or come back) within range. You must have a line of effect to each target. You also take 1 point of damage per round due to the sign's power. The spell ends when you stop expending power points, or when you move away from the spot where you drew the sign.

### Screech of Groth-Golka (Curses)

**Power Point Cost:** 5  
**Components:** V, F  
**Casting Time:** 1 standard action  
**Range:** 30 ft.  
**Targets:** All living creatures within range  
**Duration:** 1 round  
**Saving Throw:** Fort negates  
**Prerequisites:** Lesser Ill-Fortune, magic attack bonus +2  
**Magic Attack Roll:** Sets DC for target's Fortitude saving throw

The caster emits a piercing screech. Every creature in the area (including any allies of the caster) of 6 HD or less must make a Fortitude saving throw or be stunned for 1 round.  
**Focus:** Feather of a large bird, such as a vulture.



## REVISED RULES OF SORCERY

The following are tweaks to the rules of sorcery. Except for the changes outlined below, these rules otherwise work as described in the core rulebook.

### Spell Range

**Magical Link:** The item which functions as a magical link to the target is consumed during the casting of the spell. If a *Warding* or *Greater Warding* (or similar) spell is used against a spell cast with a magical link and fails, the caster cannot retry the dispelling until he gains another level.

### Sacrifices and Energy Drains

**Energy Drain:** If you have a sorcerer helpless and under your power, you may place your hand against his skin and drain 1d4 Power Points from him as a full-round action. This is removed from his usual Power Points. Against non-sorcerers, this simply causes 1d4 points of damage to the victim, but you do not gain any Power Points.

*Why? With the rules as written, Energy Drain is so much better than the other ways of gaining Power Points that nobody would really bother using anything else. It's much better to have half a dozen slaves (which you can buy for 3 sp apiece in Turan) chained in your basement and drain them regularly for PP using Energy Drain, than it is to use black lotus powder (300 sp/dose) or engage in Power Rituals (which require several hours and dozens of participants and skill ranks to be as effective).*

### The Rule of Impermanence

Any time a sorcerer is reduced below zero hit points, he must make a separate Will saving throw (DC 15) for each of his sorcerous creations. If the saving throw is failed, the creation ceases functioning immediately. Spells end and items crumble to dust.

If a sorcerer is left for dead or killed, he must make a similar saving throw (DC 20) for each of his sorcerous creations. If the saving throw succeeds, the sorcerous creation lasts for another 1d10 rounds. If the duration was Mortal and the save succeeds by 5 or more, the creation lasts for another 1d10 days, or 1d10 months if the save succeeds by 10 or more, and so on for other increments of five.

The sorcerer may choose to voluntarily fail any such saving throw.

*Why? There may be certain occasions when it would be dramatically appropriate for the sorcerous creations of a scholar to linger on,*

*even after his death, for example if a band of adventurers are exploring the abode of a dead sorcerer.*

### The Rule of the Master

**Power Transfer:** The maximum number of Power Points that can be taken or granted from or to a thrall in any 24-hour period is equal to the sorcerer's Maximum Power Points.

*Why? With the rules as written, a master sorcerer with a horde of low-level thralls has an almost unlimited supply of Power Points, even considering any Intelligence damage inflicted upon the thralls.*

### The Rule of the Sorcerer's Soul

Any sorcerer, magical beast or outsider who can meet the eyes of a sorcerer can sense the latter's sorcerous nature if he succeeds at a magic attack roll opposed by the target's Will save.

Unless a player character is actively looking to detect a sorcerer, this roll should be made in secret by the Game Master. If the magic attack roll fails, it cannot be attempted again until another level is gained.

*Why? With the rules as written, the detection of sorcerers by other sorcerers or supernatural creatures is automatic. There may be occasions when it would be dramatically appropriate for a sorcerer to be able to hide his sorcerous nature, for example if he were infiltrating the king's court (or the party!), masquerading as a simple servant.*

### Mighty Spells and Runaway Magic

A sorcerer can cast one mighty spell per week without fear of dangerous consequences. Each time he casts a further mighty spells within seven days of the last one, he must make a Will saving throw. This Will saving throw starts out at DC 20 but the DC rises by +5 for each additional mighty spell cast within the last seven days.

On a roll of 29-30 on the Runaway Magic table, the sorcerer is slain outright (regardless of Fate Points spent), and either the site of his death, an item worn or carried, or any or all of the sorcerer's descendants, are affected by a magical curse (as determined by the Game Master) for 1d100 years.

On a roll of 31+ on the Runaway Magic table, the effects are as above, but the curse lasts for 10d100 years.

*Why? The DC of the saving throw has been increased, as most sorcerers would easily be able to save successfully several times before being struck by runaway magic. Also, instead of a minor cataclysm (which would make it far too easy for a low-level sorcerer to destroy a city), a curse is the result of a badly failed roll.*





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