

CREDITS

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TABLE 1-1: NEW FEATS

feat	prerequisites
Adept of the Lotus	—
Arcane Builder	Knowledge (Arcana) 6 ranks, Profession (Architect) 4 ranks, Sorcery Style: Oriental Magic
Beyond the Limits	Con 13, Magic Attack Bonus +2, Knowledge (Arcana) 8
Blood Link	Magic Attack Bonus +2, Knowledge (Arcana) 6 ranks
Chilled Blast	Magic Attack Bonus +3, Knowledge (Arcana) 9 ranks, cannot also have Concussive Blast or Poisoned Blast
Concussive Blast	Magic Attack Bonus +3, Knowledge (Arcana) 9 ranks, cannot also have Chilled Blast or Poisoned Blast
Continued Success	Magic Attack Bonus +3, Concentration 8 ranks
Draw from the Well	Magic Attack Bonus +2, Concentration 4 ranks, Sorcery Style: Any
Extended Blast	Magic Attack Bonus +2, Wis 13, Knowledge (Arcana) 6 ranks
Flashing Blast	Magic Attack Bonus +2, Knowledge (Arcana) 10 ranks
Grand Success	Magic Attack Bonus +2
Greater Blast	Magic Attack Bonus +5, Knowledge (Arcana) 12 ranks, at least one other sorcery feat
Hypnotist	Magic Attack Bonus +1, Sorcery Style: Hypnotism
Master's Will	Cha 15, Magic Attack Bonus +2, Intimidate 10 ranks
Magus	Magic Attack Bonus +1, Sorcery Style: Oriental Magic
Mystic Potency	Magic Attack Bonus +1, Wis 13, Sorcery Style: Any
Naturalist	Magic Attack Bonus +1, Sorcery Style: Nature Magic
Necromancer	Magic Attack Bonus +1, Sorcery Style: Necromancy
Persistent Magic	Wis 15
Poisoned Blast	Magic Attack Bonus +3, Knowledge (Arcana) 9 ranks, cannot also have Chilled Blast or Concussive Blast
Powerful Presence	Cha 13, Magic Attack Bonus +2, Knowledge (Arcana) 10, Perform (Ritual) 10
Prestidigitator	Magic Attack Bonus +1, Sorcery Style: Prestidigitation
Seer	Magic Attack Bonus +1, Sorcery Style: Divination
Set's Blood	This feat can only be taken at 1st level
Warder	Magic Attack Bonus +1, Sorcery Style: Counterspells
Will of Obscurity	Magic Attack Bonus +4, Cha 13

their feet, making them prone (standing up is a move action and provokes an attack of opportunity.)

Continued Success

You are better able to retain the benefits of previous spells that have successfully slain one's opponents.

Prerequisites: Magic Attack Bonus +3, Concentration 8 ranks

Benefit: If the sorcerer loses hit points during the round following the actions that gave him a bonus, as per the Rule of Success, he is permitted a DC (15 + damage suffered) Will saving throw to prevent losing that bonus.

Normal: Any bonus gained due to the Rule of Success is cancelled if the sorcerer loses any hit points

during the round following the actions that gave him the bonus.

Draw from the Well (Sorcery)

You are better able to tap into a Place of Power to manipulate its raw energies.

Prerequisites: Magic Attack Bonus +2, Concentration 4 ranks, any Sorcery Style

Benefit: You gain a +3 bonus to tap into a Place of Power and for the Concentration check to use the Power Well feature.

Extended Blast (Sorcery)

By adjusting the focus of your arcane energies, you can

TABLE 2-5: RUNECASTING

roll	effect
01-30%	No additional effect
31-45%	Reduce the PP cost of the spell by one-quarter (25%) (minimum of 1 PP.)
46-55%	Increase the spell's duration by (runecaster level x 10%) (minimum of an additional standard action.) This has no effect on spells with a duration of instantaneous, discharged, permanent or concentration.
56-65%	Gain a +1 bonus to the spell's magic attack roll.
66-75%	Increase the spell's area of effect by (runecaster level x 10%), rounded down to the nearest 5-feet (minimum of +5 ft.) or increase the number of the spell's subjects by 1 per runecaster level. This has no effect on spells with a personal range or those that only affect one creature.
76-82%	Reduce the PP cost of the spell by one-half (50%) (minimum of 1 PP.)
83-89%	Increase the spell's range by (runecaster level x 10%), rounded down to the nearest 5-feet (minimum of +5 ft.) This has no effect on spells with a personal or touch, unlimited or magical link range.
90-95%	Reduce the PP cost of the spell by three-quarters (75%) (minimum of 1 PP.)
96-00%	Gain a +2 bonus to the spell's magic attack roll.

Upon reaching 3rd-level, by **Force of Will** the runecaster may adjust the roll on **Table 2-5: Runecasting** up or down, as desired, by as much as (Wisdom bonus x 5%) from the actual number rolled. This ability is not available if the character has 13 Wisdom or less and requires a full-round action be spent on the runecasting rather than a standard action.

A 7th-level runecaster can ignore the effect of **Absent Runes**, with a limit. The detrimental effect of as many runes as are missing from a complete rune set as is equal to the character's Charisma bonus may be ignored when rolling on **Table 2-5: Runecasting**

9th-level runecasters may attempt to **Cheat Fate** by trying to influence how the runes fall. Doing so requires a Sleight of Hand check against the spell's saving throw DC (or DC 15 if no saving throw is required.) Success allows the character to choose an effect from **Table 2-5: Runecasting**. Failure results in the spell's failure and a loss of PP equal to half the spell's PP Cost.

•1 Power Point

At levels 1, 4 and 8 the runecaster's Base Power Points increase by +1. This is a supernatural ability.

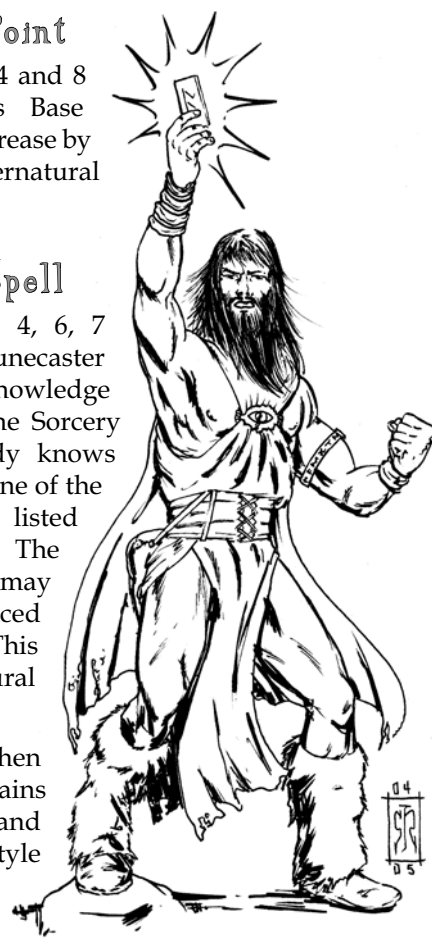
Advanced Spell

At levels 2, 4, 6, 7 8 and 10 a runecaster improves his knowledge of any one of the Sorcery Styles he already knows by gaining any one of the advanced spells listed under the style. The tattooed mystic may choose his advanced spell himself. This is a supernatural ability.

Note that when the runecaster gains Advanced Spell and New Sorcery Style at the same time on gaining a new level, he may choose to gain the Advanced Spell in the New Sorcery Style.

New Sorcery Style

At 5th and 10th levels the runecaster may choose a new Sorcery Style, along with the basic spell associated with it. This is a supernatural ability.



Tattooed Mystic

Like the ink etched into my skin, so too is the flow of magic across the universe's flesh.

In the Far East live sorcerers who have tamed magic to the point of trapping its mysterious energies within the simplicity of ink, allowing them to combine this mundane mixture with the cosmic potential of their own flesh. Their bodies fairly writhe with the spells they ensnare in the tattoos that mark their bodies, waiting to be unleashed.

Scholars and students of the black arts who follow better known, traditional paths to power look upon the

SORCERY EXPANDED

Within this chapter are new spells for sorcerers to enjoy.

Blood Witchery

A new Sorcery Style that is only available to the blood theurgist, Blood Witchery requires the sorcerer to have an expert's understanding of the relationship between blood and magic. Blood theurgists are the only sorcerers possessing enough of an understanding of this relationship to utilize this gory, (comparatively)

uncivilized and inhumane dark art – anyone else who has ever tried casting Blood Witchery spells has achieved nothing more than cutting themselves.

In order to work Blood Witchery spells at least half the spell's required PP must come from the blood theurgist's Blood Rite ability (pg @@), representing the spell's somatic and material component aspects.

Note: A typical human male has 12 pints (192 fluid ounces) of blood in his body.

TABLE 3-1: SORCERY STYLES

sorcery style	spell	prerequisite
Blood Witchery	<i>Lend Essence (Basic Blood Witchery)</i>	<i>Blood theurgist level 1</i>
	<i>Binding of Blood</i>	<i>Lend Essence, Blood Link, Knowledge (Arcana) 6 ranks</i>
	<i>Blood Brother</i>	<i>Lend Essence, Binding of Blood, Blood Link, Knowledge (Arcana) 12 ranks</i>
	<i>Bloodlust</i>	<i>Lend Essence</i>
	<i>Blood Sayer</i>	<i>Lend Essence, Blood Link, Sense Motive 4 ranks</i>
	<i>Bodily Defiance of Pederon</i>	<i>Lend Essence</i>
	<i>Healer's Gore</i>	<i>Lend essence, Heal 6 ranks</i>
	<i>Life's Might</i>	<i>Magic Attack Bonus +2, Lend Essence, Blood Link</i>
	<i>Vengeful Wound</i>	<i>Lend Essence, Base Attack Bonus +3</i>
Cosmic	<i>Sorcerer's Vengeance</i>	<i>The Time is Right, Knowledge (Arcana) 12 ranks, Int 15</i>
Curses	<i>Clouded Mind</i>	<i>Magic Attack Bonus +1, Lesser Ill-Fortune, Entrance</i>
	<i>Touched By Madness</i>	<i>Magic Attack Bonus +4, Lesser Ill-Fortune</i>
Hypnotism	<i>Delayed Suggestion</i>	<i>Magic Attack Bonus +4, Entrance, Hypnotic Suggestion</i>
	<i>Mass Delayed Suggestion</i>	<i>Magic Attack Bonus +8, Entrance, Hypnotic Suggestion, Mass Hypnotic Suggestion</i>
	<i>Purify Soul</i>	<i>Magic Attack Bonus +4, Entrance, Knowledge (Nature) 14 ranks</i>
Nature Magic	<i>Great Beast</i>	<i>Summon Beast, Knowledge (Nature) 8 ranks</i>
	<i>One With The Land</i>	<i>Summon Beast, Astrological Prediction, Knowledge (Geography) 8 ranks, Knowledge (Nature) 10 ranks</i>
	<i>Plague of One Hundred Legs</i>	<i>Summon Beast, Knowledge (Nature) 14 ranks, scholar level 10</i>
Necromancy	<i>Life Feast</i>	<i>Magic Attack Bonus +2, Raise Corpse</i>
	<i>Unclean Touch</i>	<i>Magic Attack Bonus +5, Raise Corpse</i>
	<i>Undying Sentinel</i>	<i>Magic Attack Bonus +4, Raise Corpse, Astrological Prediction, Psychometry, Knowledge (Arcana) 8 ranks</i>
Oriental Magic	<i>Wandering Soul</i>	<i>Calm of the Adept, scholar level 18</i>
Summoning	<i>Healing of the Spirits</i>	<i>Magic Attack Bonus +3, Master-Words and Signs or Demonic Pact, Heal 6 ranks, Knowledge (Arcana) 10 ranks</i>
Weather Witching	<i>The Gods' Breath</i>	<i>Knot Wind, Knowledge (Nature) 10 ranks</i>

PLACES OF POWER

During Ages of Ancient Wonder, such as is the case with most **OGL Barbarian** settings, magic is entwined with the very fabric of the mortal world even if it is feared and mistrusted by those who accept only that which they can work with their own two hands. These energies gather and coalesce at various places across the land for numerous reasons.

Some Places of Power are formed naturally by disasters, seismic upheavals and shifts, coincidental shaping and formation of the land, and so on. Others come into being because events of great significance, such as resting upon a site where an ancient city of sorcerers once existed, or through the conscious choices and efforts of someone whose magical knowledge is powerful enough to do so.

Places of Power come in five degrees (or levels) of arcane strength: negligible, lesser, average, greater and legendary. The significance of this will become clear throughout this chapter.

Dabblers

Other than possibly sensing a Place of Power, anyone with the Dabbler feat rather than a Sorcery Style is unable to utilize such arcane locations in any way.

Natural Versus Manmade

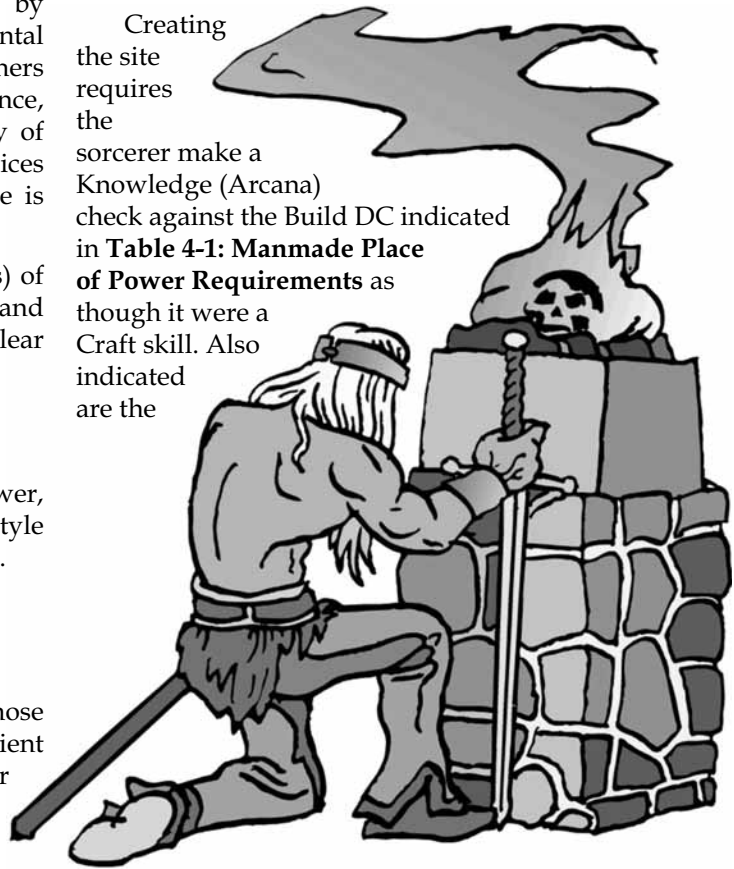
The most common Places of Power by far are those that occur naturally. Common locations include ancient and lost burial sites where great sorcerers, kings or evils were buried or deep within forests, hills or mountains that have stood and grown wild since ancient times. Many sites have been noted by forgotten and long dead civilizations and marked with altars and megaliths to be used in whatever antiquated rituals they practiced. Some of these fallen people (especially those where sorcerers ruled) even built their cities upon such mystical foci.

Other Places of Power have been created by men, in modern times or in ages of Days Now Gone, but to what purpose? Some are intended to consolidate a sorcerer's power over a given region by providing a strongpoint from which to act, while others are purposely built within the tombs of powerful dead to feed the fell guardians that hold watch within. Some sites are designed to facilitate their master's arcane studies and still others act as places of worship.

Creating a Place of Power ...

Although it is the forte of the geomancer, any sorcerer of skill can attempt constructing a Place of Power. Creating the site requires a great investment in time, effort and money, not to mention PP to transform the mundane into the extraordinary.

Creating the site requires the sorcerer make a Knowledge (Arcana) check against the Build DC indicated in **Table 4-1: Manmade Place of Power Requirements** as though it were a Craft skill. Also indicated are the



prerequisites to make a Place of Power of the desired power level, along with its component cost. The required money is spent on the material to be expended in the building process, and this value is also used to determine how long is needed to build the site, in the same manner as a sp value is used with the Craft skill for creating items. The indicated PP cost must be spent each week, regardless of the Knowledge (Arcana) check's success or failure, in any denominations desired per day so long as the PP is spent on the site's creation.

Failing the Knowledge (Arcana) check requires the sorcerer to make a Will saving throw using the site's Creation DC as the save DC. Failure means there is a mystical backlash that causes 1d6 points of damage to the Place of Power's creator per point the Knowledge

40 or more As 35 to 39 but the Corruption saving throw's DC is 15.

Knowledge (History) Scale

check	knowledge known OR misunderstood
7 or less	As 8 to 12, plus believing the journal holds the secrets to immortality, meaning Abakai still walks the land.
8 to 12	As 13 to 17, plus believing Abakai lived during one of the first Atlantean dynasties.
13 to 17	As 18 to 21, plus believing the skin used in the journal was Abakai's own, employed as a symbol of his devotion to his words.
18 to 21	Abakai was a banished Atlantean sorcerer.
Target DC 22 to 26	The journal was penned by Abakai using human skin to write upon in his own blood.
27 to 31	As 22 to 26, plus knowing Abakai was a caged demon and the skin came from the humans that were fed to him.
32 to 36	As 27 to 31, plus knowing Abakai was trapped by a wizened necromancer during the age of lost Atlantis.
37 or more	As 32 to 36, plus knowing the cataclysm that destroyed Atlantis set Abakai free and now he wanders the world searching for his journal.



Modde's Runes

Crafted of smooth, polished, jet stones of unknown origin that are uniformly two inches long by a half inch wide and a quarter inch thick, the engraved symbols of this exceptional rune set are painted in gold flecked with ruby dust.

Note: A runecaster using this rune set gains two rolls on **Table 2-5: Runecasting** instead of the usual single roll for runecasting. If also using the Cheat Fate ability, the latter only applies to the first of the two rolls.

Appraise DC: 22

Value: 875 sp, 50 sp per individual rune tile

Knowledge (History) Scale

check	knowledge known OR misunderstood
7 or less	As 8 to 12, plus believing the rune tiles actually hold some manner of divining magic that even Modde was unaware of
8 to 12	As 13 to 17, plus believing Modde was elected chief seer to a powerful king
13 to 17	As 18 to 21, plus believing Modde used the runes to assist in false prophesizing
18 to 21	Modde was the Frigid Northman who requisitioned the rune set's creation
Target DC 22 to 26	Modde was the Northern Hillman who created the rune set
27 to 31	As 22 to 26, plus knowing Modde was an especially powerful runecaster
32 to 36	As 27 to 31, plus knowing Modde lived nearly three hundred years ago
37 or more	As 32 to 36, plus knowing Modde was slain by a mob after a rival leveled a charge of cavorting with demons against the runecaster

Scrolls of the Bone King

These papyrus scrolls are written in a crisp and fluid hand, in the language of a now-lost kingdom that once dominated the continent's heartland. Each scroll is wrapped around a femur and talk about anatomy in great detail, especially as it relates to the dead, death and disease.

Note: The exact size of the complete collection varies to suit how many spells of the Necromancy Sorcery Style you are using in your game. There should be one scroll per spell.

Furthermore, adding the scroll's femur as a material component to any Necromancy spell grants a +4 bonus to that spell's magic attack roll, but unavoidably tears the scroll as it is removed, rendering it useless.