



Heroes of High Favor:



ELVES

A d20 Supplement
by Benjamin R. Durbin

Sample Pages

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Credits

Cover and Interior Illustrations

Andrew Hale

Production Coordinator

Bob Iliff

Cover, Graphic Design and Layout

Brad Kelley

Editing

Jeremy Baldrige

Additional Design and Playtesting

Steve Trustrum and Duane C. Maxwell; Josh Bennett, Matt Bogen, Jim Bologna, Greg Dinkelman, Dan Doyle, Aaron Kahler, Kevin Kulp, Brian Lasater, and John Melton

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Lost Arcana

Specialist Wizards

Elven wizards have been steeped in the lore of magic for centuries and their knowledge of the schools of magic surpasses that of any mortal arcanist. The elven Arcane Circle shows the relationship between the schools and their respective power.

There is no doubt that the various schools of magic are not equal in their power or application. While it is allowed under the core rules for the Divination specialist to choose Transmutation as his opposition school, it is far more likely that he will choose a less impactful school such as Necromancy. The following rules allow specialist wizards to balance out tougher choices in opposition schools with additional abilities.

However, some GMs may wish to limit access to these rules. In such a case, the following feat is recommended:

Greater School Specialization [General]

You have learned the greater mysteries of the arcane circle, granting exceptional abilities for your specialty school of magic.

Prerequisites: specialist wizard level 1+

Benefit: You may benefit from the additional rules presented in this section. A wizard who chooses this feat can access ever higher mysteries of his craft by deliberately forgoing more powerful opposition schools than is required.

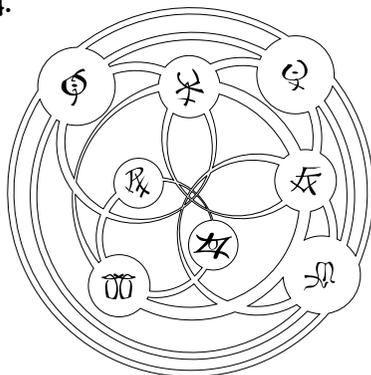
Special: At your GMs discretion, this feat may only be chosen at 1st level, during

character creation, at the time you choose your specialist school and opposition school(s).

The Arcane Circle

The Arcane Circle is composed of a number of overlapping spheres. At the center are the two schools of the Lower Circle, Necromancy and Divination. Surrounding the Lower Circle are the spheres of the Middle Circle: Enchantment, Abjuration, and Illusion. Finally, the three most influential spheres of the Upper Circle— Transmutation, Evocation, and Conjunction— superimpose their power upon the Arcane Circle.

The Arcane Circle diagram shown below also shows the relative power of the schools. The Lower Circle schools have a value of 1, the Middle Circle schools have a value of 2, and the Upper Circle schools have a value of 4.



Elven Schools of Magic— The Arcane Circle

Divination	Enchantment	Transmutation
Necromancy	Abjuration	Conjunction
	Illusion	Evocation

Opposition Schools

When you choose an opposition school, you must choose one or more schools whose value is equal to or greater than the value of your specialty school. Specialists of the Lower Circle may only choose a single opposition school.

Specialists of the Middle Circle may choose one or two opposition schools, provided the total value of their opposition school(s) is equal to the value of their own school—i.e., 2 or more. Thus, they could choose both of the Lower Circle schools (valued at 1 each), or they could choose an opposition school from their own circle or a higher circle and still meet the requirements.

Specialists of the Upper Circle may choose one, two, or three opposition schools, provided the total value of those opposition schools is 4 or more.

Specialists may not learn or cast spells from their opposition schools, nor can they use any spell-completion or spell-trigger item containing a spell from an opposition school. Furthermore, if you are using the spell research rules from this book, they may not research a spell that contains any effects from an opposition school's template.

Subtract the value of the wizard's specialty school from the total value of his opposition schools. If the net difference is zero, the specialist gains only the usual benefits:

- a) the specialist can prepare one additional spell (of the school selected as a specialty) per spell level each day;
- b) the specialist gains a +2 bonus to Spellcraft checks to learn the spells of his chosen school.

However, if the net difference is greater than zero, the specialist can "spend" the excess points to purchase one or more additional abilities, at the costs shown below:

- 1 Master's Spellbook
Saving Throw Bonus
Heighten Spell
- 2 Extra Spell Slot
+1 Caster Level
- 3 Spontaneous Casting
Metamagic Mastery

No specialist may spend more than 6 points on abilities from this table without the benefit of School Mastery (see below).

MASTER'S SPELLBOOK

Each time your wizard gains a level, you may add one additional spell to your spellbook. You may choose this option more than once to add more than one additional spell to your spellbook each time you gain a level.

SAVING THROW BONUS

You receive a +1 bonus to your saving throws vs. spells from your specialty school. You may choose this option up to three times, for a total bonus of +3.

HEIGHTEN SPELL

You receive the Heighten Spell metamagic feat as a free 'virtual' feat that you may use when you prepare spells from your specialty school. You may choose this option only once.

EXTRA SPELL SLOT

You may prepare one extra spell (of any level) per day. This spell must be chosen from your specialty school; this

bonus spell slot is in addition to the bonus spells that all specialists receive. You may choose this option more than once; each time you choose this option, you receive one extra specialty spell slot per day. However, you may not prepare more spells of a higher level than of any lower level slot. For example, a 9th level specialist with three bonus spell slots per day could prepare one bonus 5th level spell and two bonus 4th level spells, but could not prepare two bonus 5th level spells and only one bonus 4th level spell.

+1 CASTER LEVEL

All prepared spells you cast from your specialty school take effect at +1 caster level. You may choose this option only once.

SPONTANEOUS CASTING

You can “lose” a prepared spell to cast a specialty spell you have prepared in its place. The specialty spell is retained in its bonus spell slot and is cast from the other spell slot instead. You must lose a spell of a level equal to or higher than the spell you wish to cast. You may choose this option only once.

METAMAGIC MASTERY

Reduce the metamagic “cost” of any prepared specialty spell by one spell level (thus, a Maximized spell which is normally prepared as a spell 3 levels higher may be prepared only 2 levels higher). This reduction applies only once per spell regardless of the number of metamagic feats you apply. You can not reduce the cost of any spell to less than +1 level. You may choose this option only once.

School Mastery

Normally, the number of opposition schools you may choose is limited by your specialty school: Lower Circle specialists may choose only one opposition school, Middle Circle specialists may choose one or two opposition schools, and Upper Circle specialists may choose up to three opposition schools.

However, wizards who meet the secondary attribute requirements for their specialty school may choose one additional opposition school:

<i>Specialty School</i>	<i>Secondary Attribute</i>
Necromancy	Wis 13+
Divination	Wis 13+
Enchantment	Cha 13+
Abjuration	Wis 13+
Illusion	Dex 13+
Transmutation	Dex 13+
Evocation	Con 13+
Conjuration	Con 13+

Specialists who choose additional opposition schools through school mastery may exceed the normal 6 point cap on purchasing new abilities. They may spend additional points equal to the attribute modifier from their secondary attribute.

If for any reason the specialist wizard suffers ability score damage or drain in his secondary attribute, he loses access to additional abilities (of his choice) until his secondary attribute is restored.

A subsequent increase in your secondary attribute does not grant access to additional benefits.

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