

cult to act against her. Any character from the Rashemen region whose character level is lower than or equal to that of the hathran takes a -2 penalty on attack rolls and opposed skill checks made against her. This penalty increases to -4 at 7th level and to -6 at 10th level.

Universal Spirit Magic (Ex): At 3rd level, the hathran's affinity for spirit magic is such that she can commune with spirits outside of Rashemen. Once per day, she may use her Rashemi spirit magic ability outside of Rashemen.

The hathran can use this ability twice per day at 6th level and three times per day at 9th level.

Spirit Concordat (Ex): At 4th level, the hathran casts all spells in the *planar ally* spell chain at +1 caster level.

Circle Leader (Ex): At 5th level, the hathran can become a circle leader and act as the focus for Rashemi circle magic. See page 59 of the *FORGOTTEN REALMS Campaign Setting* for details on circle magic.

Spirit Dominion: At 8th level, the hathran casts all spells in the *planar binding* spell chain at +1 caster level.

Great Circle Leader (Ex): By the time the hathran reaches 10th level, she has mastered the art of circle magic and can lead a great circle. A great circle can have a total of nine assistants instead of five.

Hathran Spell List

The following spells are added to the hathran's class spell list for any arcane or divine spellcasting class that allows her access to 4th-level spells.

- 0 Level: *Naturewatch*.
- 1st Level: *Low-light vision*, *scatterspray*.
- 2nd Level: *Flame dagger*, *moonbeam*, *one with the land*.
- 3rd Level: *Flashburst*, *moon blade*.
- 4th Level: *Land womb*, *lesser planar ally*.
- 5th Level: *Lesser planar binding*, *moon path*.
- 6th Level: *Planar ally*, *planar binding*.
- 8th Level: *Greater planar binding*.

EX-HATHRANS

A hathran who violates her alignment, commits an act of treason against Rashemen or the wychlaran, or takes any item creation feat except Scribe Scroll can no longer advance in the hathran prestige class. Furthermore, she loses the benefits of her Leadership bonus, Rashemi spirit magic, and other abilities of the prestige class that relate to Rashemi. An *atonement* spell cast by a cleric of an appropriate deity is sufficient to restore her class abilities and

advancement potential. If the violation involved an item creation feat, the hathran must swear a solemn oath never to use the feat.

Incantatrix

Incantatrixes are the definitive practitioners of metamagic in Faerûn, devoting themselves to the study of spells and techniques that affect other spells. They deal with magic in its raw form,

shaping it according to their own desires rather than any external laws of magic. They can apply their deep understanding of metamagic to alter spells their allies cast, spells they cast from wands or staffs, and even spells that have already been cast.

Most incantatrixes were previously skilled wizards or sorcerers, although a few bards also study this type of magic. Divine spellcasters rarely adopt this class—perhaps, as the incantatrixes say, because their magic is tinged with divine influence and therefore less “pure” than arcane magic. Most incantatrixes are female; the rare males who take up this class are known as incantatars.

Incantatrix NPCs usually act independently, but sometimes they join together to solve a common problem. Since they dislike extraplanar intrusions on the Material Plane, they see the destruction of active *portals* to other planes as their responsibility. Thus, an

incantatrix is usually a knowledgeable source of information on functional *portals* in the area. Because incantatrixes have little offensive combat magic that is effective against normal creatures, they prefer to avoid combat or travel with companions who balance their shortcomings.

Hit Die: d4.

REQUIREMENTS

To qualify to become an incantatrix, a character must fulfill all the following criteria.

Skills: Concentration 4 ranks, Knowledge (arcana) 8 ranks, Spellcraft 8 ranks.

Feats: Iron Will, any one metamagic feat.

Spellcasting: Able to cast 3rd-level arcane spells.

Special: The candidate cannot have abjuration as a prohibited school.



Incantatrix

TABLE 2-II: THE INCANTATRIX

Class	Base	Fort	Ref	Will	Special	Spells per Day/Spells Known
Level	Attack Bonus	Save	Save	Save		
1st	+0	+0	+0	+2	Bonus metamagic feat, focused study	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Cooperative metamagic	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Metamagic effect	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Bonus metamagic feat	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Metamagic spell trigger	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	Seize concentration	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	Bonus metamagic feat, instant metamagic 1/day	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	Snatch spell	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	Instant metamagic 2/day	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	Bonus metamagic feat, improved metamagic	+1 level of existing arcane spellcasting class

CLASS SKILLS

The incantatrix's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the incantatrix prestige class.

Weapon and Armor Proficiency: Incantatrices gain no proficiency with any weapon, armor, or shield. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Spells per Day/Spells Known: When a new incantatrix level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in whatever arcane spellcasting class granted her access to 3rd-level spells before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on), except for an increased effective level of spellcasting. This essentially means that she adds the level of incantatrix to the level of whatever other arcane spellcasting class granted her access to 3rd-level spells, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one arcane spellcasting class that granted access to 3rd-level spells before she became an incantatrix, she must decide to which class she adds each level of incantatrix for the purpose of determining spells per day and spells known.

Bonus Metamagic Feat: At 1st level, and again at 4th, 7th, and 10th level, the incantatrix may select any metamagic feat as a bonus feat. She must meet any prerequisites for a feat in order to select it.

Focused Studies (Ex): At 1st level, the incantatrix gives up a school of magic so as to focus more on the remaining schools. She

must choose a school of magic other than abjuration or divination as a prohibited school. This prohibited school is in addition to any others already chosen due to school specialization. Thus, a specialized wizard taking this prestige class has three prohibited schools instead of two.

Cooperative Metamagic (Su): At 2nd level, an incantatrix gains the ability to apply any metamagic feat she possesses (except Silent Spell, Still Spell, or Quicken Spell) to a spell being cast by a willing allied spellcaster. The caster need not prepare the spell in metamagic form or in a higher-level spell slot; the incantatrix simply modifies the spell during the casting. Using this ability is a standard action that provokes an attack of opportunity, just like casting a spell, though the incantatrix can use the Concentration skill with this ability as though she were casting defensively. The incantatrix must ready an action to use cooperative metamagic when her ally begins casting and must be adjacent to the caster. The incantatrix must make a Spellcraft check (DC 18 + [3 × modified spell level]) to succeed. "Modified spell level" is the level of the spell slot that the spell would occupy if it were prepared with the metamagic feat applied. Any spell level increases from metamagic feats that the caster applied also count toward the modified spell level. For example, if an incantatrix applies the Maximize Spell feat to an ally's *chain lightning* spell, the modified spell level is 9th (6th for the spell, +1 for the Maximize Spell feat), and the DC is 18 + (3 × 9) = 45. If she applies the same feat to an ally's silent *chain lightning* spell, the modified spell level is 10th and the Spellcraft DC is 48. An incantatrix can use this ability a number of times per day equal to 3 + her Int modifier.

Metamagic Effect (Su): At 3rd level, an incantatrix can attempt to apply a metamagic feat she possesses to a persistent spell effect that is already in place. For example, she could use Extend Spell to extend the duration of a *wall of force* or Maximize Spell to maximize the damage dealt by a *cloudkill*. To use this ability, the incantatrix must be adjacent to or within the spell effect and make a successful Spellcraft check (DC 18 + [3 × modified spell level]). "Modified spell level" is the level of the spell slot that the spell would occupy if it were prepared with the metamagic feat applied. Spell slot increases for metamagic feats that were applied to affect

the spell's casting (such as Still Spell, Silent Spell, or Quicken Spell) do not count toward the modified spell level, but adjustments for metamagic that change the spell's effect (such as Empower Spell, Enlarge Spell, or Widen Spell) do count.

For example, applying the Extend Spell feat to a *wall of fire* gives it a modified spell level of 5th (4th for the spell +1 for the Extend Spell feat), so the DC would be $18 + (3 \times 5) = 33$. If the *wall of fire* had been cast with the Silent Spell feat applied, the DC is still 33, since that feat applies to the spell's casting, not its effect. On the other hand, extending an empowered *wall of fire* would give it a modified spell level of 7th and a Spellcraft DC of 39.

An incantatrix can use this ability a number of times per day equal to 3 + her Int modifier. Using this ability is a full-round action that provokes attacks of opportunity.

Metamagic Spell Trigger (Su): At 5th level, an incantatrix gains the ability to apply a metamagic feat she possesses to the effect of a spell trigger item (generally a wand). To use this ability, she must have the appropriate item creation feat to make the spell trigger item she is using. Using metamagic spell trigger expends a number of additional charges from the item equal to the number of effective spell levels the metamagic feat would add to a spell. For example, an incantatrix can use Quicken Spell to modify a spell cast from a wand by spending 5 charges (1 + 4 additional charges for the spell slot increase). Alternatively, she can apply Empower Spell to the effect by spending 3 charges, or trigger it silently by spending 2 charges. The Still Spell feat confers no benefit when applied to a spell trigger item.

An incantatrix cannot use this ability when using a spell trigger item that does not have charges, such as a *strand of prayer beads*.

Seize Concentration (Su): At 6th level, an incantatrix gains the ability to wrest control of a spell that requires concentration (such as *implosion*, *major image*, or *summon swarm*) from another spellcaster within 30 feet. If the target spellcaster is willing, this transfer of concentration occurs automatically. Otherwise, the incantatrix and the target spellcaster make an opposed caster level check. A divine spellcaster receives a +2 bonus on this check. If the incantatrix wins, she gains control of the spell for as long as she maintains concentration or until the original spell duration expires. The spell functions as though the incantatrix were the caster (even if it is a spell she cannot cast), except that any variables determined when the spell was cast (including its caster level) remain as determined by the original caster. The original spellcaster can be affected by his own spell, though he receives a +2 circumstance bonus on any saving throw allowed against it. If the incantatrix allows her concentration to lapse before the spell duration expires, the original caster may reassert control over his spell by making a successful caster level check (DC 15 + spell level). If he fails to do so, no one controls the spell.

Instant Metamagic (Su): Once per day, a 7th-level or higher incantatrix can apply a single metamagic feat she possesses to a spell without preparing it that way beforehand (if she prepares spells) or increasing its casting time (if she does not prepare spells). Thus, a wizard's prepared spell works as if she had prepared it with the metamagic feat, but it does not use a higher-level spell slot. A

sorcerer or bard's spell is cast without adjusting its casting time, but it works as if he had cast it with the metamagic feat. A 9th-level incantatrix can use this power twice per day.

Snatch Spell (Su): At 8th level, an incantatrix can attempt to seize control over a persistent effect created by another spellcaster. The effect must be one that does not depend on concentration but still relies on or responds to the caster's control (such as a *summon monster* spell or *spiritual weapon*, but not a *wall of fire* or *acid fog*). Furthermore, the effect (but not necessarily the spellcaster) must be within 30 feet of the incantatrix. The target spellcaster and the incantatrix make an opposed caster level check. A divine spellcaster receives a +2 bonus on this check. If the incantatrix wins, she gains control of the spell until its original duration expires. The spell functions as though the incantatrix had cast it, except that any variables determined when the spell was cast (including its caster level) remain as determined by the caster. The original caster can be affected by his own spell, though he receives a +2 circumstance bonus on any saving throw allowed against it. If the spell is dismissible and the incantatrix wishes to dismiss it, she must make a second successful opposed caster level check to do so. If she fails, the spell remains in effect and control reverts to the original caster.

Improved Metamagic (Su): At 10th level, an incantatrix has mastered metamagic to such an extent that whenever she uses a metamagic feat, the required increase in spell level (if any) is reduced by one (minimum +1 spell level). For example, a wizard incantatrix could prepare a quickened *fireball* as a 6th-level spell instead of a 7th-level spell.

This benefit also applies to the incantatrix's other class abilities. Thus, the DC for using her metamagic effect or cooperative metamagic ability is reduced appropriately for the metamagic feats involved, and she spends fewer charges when using metamagic spell trigger.

Justiciar of Tyr

As servants of the god of justice, priests of Tyr are expected to be paragons of law and order who embody the principles espoused by the Maimed God at all times. Justiciars are the very elite of Tyr's mortal servants, and they act as living embodiments of their god's portfolio. They battle lawlessness and injustice with the same fervor that paladins battle evil, neither asking nor giving quarter in their quest to bring perfect, utopian order to Faerûn. Some individual justiciars are permanently stationed in large cities with a strong Tyrran presence to serve as judges or magistrates. Others are assigned to travel frontier regions such as the North and establish law and civil order in the small towns that dot the wild lands of Faerûn. High-level justiciars sometimes travel to the planes of Chaos to strike directly against outsiders such as slaadi or demons.

Clerics and paladins make up the vast majority of justiciars, but a fair number come from the ranks of multiclass fighter/clerics, and a few were rangers before taking up the prestige class. Rogue/cleric justiciars are very rare, but not completely unknown. Multiclass monks, sorcerers, and wizards, however, are all but unheard of