

SPELLSWORD

The clash of steel on steel rang out through the night again and again. As the lich advanced, a look of what could only be described as confusion was etched on its face as its seemingly defeated victim dropped her shield, waved her newly-freed hand and consumed the undead fiend in a pillar of arcane flames.

The battle had raged for hours. Whilst his body was weakening, his mind had remained fresh. As the horns sounded for one final advance, he tapped into his reserve of arcane power, flooding tired muscles with energy. Once again, the spear was tipped with a charging spellsword...

The spellsword is a master of both arcane and martial combat. Focussing their skills through one chosen weapon, they balance their physical and mental prowess, channelling one form of energy to another to always have the upper hand.

Becoming a Spellsword

The base classes from which a character can become a spellsword are **mage** and **warrior**. When a character from either of these classes reaches a new level at any point between 4th and 10th, they can choose to give up their former life and become a spellsword.

As per all prestige classes, when a character chooses to follow the path of the spellsword, their currently known skill list is compared to the skill list of the spellsword. Any known skills that do not appear on the spellsword list or general list are lost and the XP cost is reimbursed to the character; these XP can be immediately spent on new skills from the spellsword skill list. From the point that a character becomes a spellsword, they can only purchase skills from the list in this document or from the general list in the main player's manual.

Finally, any mage spells already known are compared to those on the spellsword spell lists. Any known spells that do not appear on this list are lost and replaced with the same number of spells from the same circles of the spellsword spell list. A spellsword is not able to cast any spells above 4th circle, so any known spells above this circle will be permanently lost.

CLASS ABILITIES

Armoured Caster

One of the key abilities of the spellsword is the ability to cast arcane spells whilst wearing armour. However, this comes at a price; spells cast whilst wearing armour have an increased casting cost, which depends upon the material of the armour.

- Cloth armour does not convey a penalty to the casting cost of a spell.
- Leather armour conveys a 1 MP penalty per armoured location.
- Metal armour conveys a 2 MP penalty per armoured location.

As such, a spellsword wearing a full set of leather armour (head, body, upper and lower limbs) would incur a 4 MP penalty for casting spells. A spellsword wearing only a metal breastplate would incur a 2 MP penalty.

Magical armour has the intrinsic benefit of having no penalty to casting costs, as a skilled spellsword can utilise the enchantment of the item as a conduit for their spells. This makes the collection of magical armour one of the greatest goals for a spellsword. This ability is unlocked when the spellsword becomes trained in transcending armour.

Shields convey a similar penalty to casting spells; a shield conveys a penalty of 3 MP to any spell cast. Holding a shield prevents the clear focussing of magical energies (even if the shield is magical), so the same penalty is applied no matter what size of shield is used, or what material it is made of.

Dodging in Armour

It is possible, yet difficult to dodge incoming blows whilst wearing armour. In order to attempt this, a spellsword must be trained in the armour mastery skill, showing their experience in wearing armour. To signify the extra effort required to carry out such a feat, the cost (in defensive points) increases depending upon the armour worn.

- Cloth armour does not convey a penalty to the dodging of a blow.
- Leather armour conveys a 2 DP penalty to the dodging of a blow.
- Metal armour conveys a 4 DP penalty to the dodging of a blow.

The increased points cost is the same whether the character is wearing only one piece of armour (such as a leather hat or metal breastplate) or a full suit. This signifies the additional weight and the destabilising effect of wearing armour.

There are skills that a character can take to lessen the penalty for dodging in armour. The precise details are given in the class skill lists.

Elemental Proficiency

When a character becomes a spellsword, if they do not already have a chosen elemental proficiency they must choose one of the six elements; this becomes the element with which their bound weapon makes damage calls and the first element by which their spells are cast.

As the spellsword advances in level, they can choose additional elements in which to become proficient. This is necessary for the casting of more advanced spells and also allows for the spellsword's bound weapon to call different types of elemental damage.

Weapon Bond

When a character first becomes a spellsword, they must choose one weapon. That weapon becomes bound to the spellsword, becoming an extension of the body and mind of the wielder. A ritual must be performed by the initiate spellsword, binding their chosen weapon with their magical focus. From this point onwards, the weapon and wielder are linked; no other weapon can be used by the spellsword.

The linked weapon has the following properties:

- It becomes a magical item and so can affect any creature that can only be hurt by magical sources.
- It also becomes the spellsword's focus, through which they cast their spells.
- It cannot be shattered, dropped (by accident or effect) or stolen.
- It will always do elemental damage in combat; the specific type of damage corresponds to the initial magical proficiency of the spellsword.

Despite the name "spellsword", a character is not forced to choose a sword as their weapon. Any one weapon can be chosen from the following list:

- Short blunt or short sharp
- Long blunt or long sharp
- 2-handed blunt or 2-handed sharp

The only restriction on the choice of weapon is that it must be a masterwork item in order to take the binding ritual.

LEVEL PROGRESSION

Whilst a character that chooses to become a spellsword may be up to a 10th level warrior or mage, they start their career as a spellsword again at level 1. From that time onwards, future XP spent increase their spellsword level, as detailed below. The following table details the number of experience points needed to be spent to reach each level, along with any bonuses granted at each level.

Level	Experience Points	Bonus	Note
1	Starting points (minimum of 33)	Initiate spellsword; bound weapon chosen along with first elemental proficiency and two 1 st circle spells (if not already known)	Any skills that do not appear in the spellsword or general skill lists are lost and the XP cost reimbursed
2	+ 9	+2 offensive/defensive/magic points	Player chooses
3	+ 18	Base hits increase to 2/1	If not already at 2/1 or greater
4	+ 28	2 nd elemental proficiency chosen	If not already known
5	+ 39	May learn Master level skills	
6	+ 49	+2 offensive/defensive/magic points	Player chooses
7	+ 60	None	
8	+ 72	3 rd elemental proficiency chosen	
9	+ 83	May learn Grand Master skills Base hits increase to 2/2	If not already at 2/2
10	+ 95	None	
11	+ 107	+2 offensive/defensive/magic points	Player chooses
12	+ 120	None	
13	+ 133	+2 offensive/defensive/magic points	Player chooses
14	+ 146	None	
15	+ 159	+2 offensive/defensive/magic points	Player chooses
16	+ 172	None	
17	+ 186	Base hits increase to 3/2	
18	+ 200	None	
19	+ 214	+2 offensive/defensive/magic points	Player chooses

CLASS SKILLS

The following table details the XP cost for each skill available to the spellsword. Only skills from this list and from the general skill list in the player's manual can be taken by a spellsword; any other skills must be unlearned and their XP cost be reimbursed. Skills highlighted in yellow are from the mage class manual and those highlighted in red are from the warrior class manual; if a skill has an asterisk (*) next to it, the skill is slightly different to that from the original manual and so directly replaces the former skill.

A spellsword cannot be trained in both ambidexterity and shield mastery; when one is learnt, the other cannot be taken.

Skill	Apprentice	Expert	Master	Grand Master
Ambidexterity *	3	4	-	-
Arcane Power	2	3	4	5
Arcane Power Advanced	4	5	6	7
Armour Mastery	3	5	7	9
Artefact Affinity	5	6	7	8
Battle Casting	4	5	6	7
Defensive *	3	4	5	6

Defensive Surge	4	5	6	-
Dodge	3	4	5	6
Improved Weapon Bond	3	4	5	6
Mind and Body	4	5	6	-
Offensive *	3	4	5	6
Offensive Surge	4	5	6	-
Read Scroll	3	4	5	6
Scroll Writing	3	4	5	-
Shield Mastery *	3	4	5	6
Spell Potency	3	4	5	6
Spell Study	2	3	4	5
Spellword Lore	3	4	5	6
Transcend Armour	3	4	5	6
Weapon Mastery *	3	4	5	6

Ambidexterity

This allows the spellsword to show their skill at fighting with two weapons; the second weapon must be the same type as the spellsword's bound weapon; the second weapon also becomes bound to the spellsword.

Prerequisite is Ambidexterity Use.

Cannot take this skill if the chosen weapon is 2-handed, or if the spellsword has the Shield Mastery skill.

<i>Apprentice</i>	May call elemental damage with each weapon; can use long as well as short weapons in off hand.
<i>Expert</i>	May call different elemental damage with each weapon (if you have access to a second elemental proficiency); may use same style in off hand by paying style cost twice

Arcane Power

The basic necessity for the casting of any arcane spells.

<i>Apprentice</i>	+3 magic points (MP)
<i>Expert</i>	+3 magic points (MP)
<i>Master</i>	+3 magic points (MP)
<i>Grand Master</i>	+3 magic points (MP)

Arcane Power Advanced

This gives the spellsword more power to cast more spells, more often.

Prerequisite is Mage Power at master level

<i>Apprentice</i>	+3 magic points (MP)
<i>Expert</i>	+3 magic points (MP)
<i>Master</i>	+3 magic points (MP)
<i>Grand Master</i>	+3 magic points (MP)

Armour Mastery

Through extensive training, the spellsword can make the most of the protection granted by their armour.

Prerequisites are Cloth Armour Use, Leather Armour Use and Metal Armour Use

<i>Apprentice</i>	+1 hit on all locations covered by armour; this bonus is lost if the armour covering a particular location is removed, either intentionally or at the end of a combat encounter in which the armour was destroyed.
<i>Expert</i>	May use dodges whilst wearing armour
<i>Master</i>	The DP penalty for dodging in armour is reduced by 1 to a minimum of 1.
<i>Grand Master</i>	The DP penalty for dodging in armour is reduced by 1 (2 total) to a minimum of 1.

Artefact Affinity

The spellsword has an uncanny affinity with magical items. By balancing the power of the magical items bound to them, they can exceed the standard limit of 6 bound items.

<i>Apprentice</i>	The maximum number of bound magical items increases by 1 (total 7)
<i>Expert</i>	The maximum number of bound magical items increases by 1 (total 8)
<i>Master</i>	The maximum number of bound magical items increases by 1 (total 9)
<i>Grand Master</i>	The maximum number of bound magical items increases by 1 (total 10)

Battle Casting

Prevents spell casting from being interrupted when taking damage. Also allows spells to be cast without holding the caster's spellbook.

Spells cast this way must include verbal component "battle casting" instead of the usual "spell casting"; the absolute minimum verbal component of a spell will be "battle casting <spell name>"

<i>Apprentice</i>	Reduces spell verbal components by 1 word.
<i>Expert</i>	Reduces spell verbal components by 2 words.
<i>Master</i>	Reduces spell verbal components by 3 words.
<i>Grand Master</i>	Reduces spell verbal components by 4 words.

Defensive

The ability to increase your defensive combat styles points

<i>Apprentice</i>	+3 defensive points (DP)
<i>Expert</i>	+3 defensive points (DP)
<i>Master</i>	+3 defensive points (DP)
<i>Grand Master</i>	+3 defensive points (DP)

Defensive Surge

The spellsword can channel their magical ability to bolster their defensive capabilities.

The DP created this way must be used within the same period of combat or encounter, otherwise be lost.

<i>Apprentice</i>	Can convert 3 MP to 1 DP for immediate use
<i>Expert</i>	Can convert 2 MP to 1 DP for immediate use
<i>Master</i>	Can convert 1 MP to 1 DP for immediate use

Dodge

Allows the avoidance of blows in combat. It is not possible to dodge wearing any armour unless another skill allows it.

In order to dodge a blow, the spellsword must have seen the source of the blow.

<i>Apprentice</i>	Dodge common blow; +1 defensive point (DP)
<i>Expert</i>	Dodge rare blow; +1 defensive point (DP)
<i>Master</i>	Dodge ranged blow; +1 defensive point (DP)
<i>Grand Master</i>	Dodge magic effect or very rare blow (calling "master dodge"); +1 defensive point (DP)

Improved Weapon Bond

A greater depth of bond with the chosen weapon unlocks a series of further abilities.

<i>Apprentice</i>	Can make elemental weapon calls to match the second elemental proficiency of the spellsword; cannot change elemental weapon calls during combat
<i>Expert</i>	Can change elemental weapon calls as per the elemental proficiencies during combat
<i>Master</i>	A "time freeze" can be called by the spellsword to draw the weapon, calling "time in" when the weapon is readied
<i>Grand Master</i>	During the "time freeze" called to draw the weapon, the spellsword can also move 5 paces before calling "time in"

Mind and Body

Through masterful control of their body, the spellsword can use their physical prowess to create magical effects.

The MP created this way must be used within the same period of combat or encounter, otherwise be lost.

Prerequisites are Offensive Surge and Defensive Surge to the same level of expertise

Apprentice	Can convert 3 OP / DP (or combination) to 1 MP
Expert	Can convert 2 OP / DP (or combination) to 1 MP
Master	Can convert 1 OP or DP to 1 MP

Offensive

The ability of the spellsword to hone their offensive combat styles.

Apprentice	+3 offensive points (OP)
Expert	+3 offensive points (OP)
Master	+3 offensive points (OP)
Grand Master	+3 offensive points (OP)

Offensive Surge

The spellsword can channel their magical ability to improve their offensive capabilities.

The OP created this way must be used within the same period of combat or encounter, otherwise be lost.

Apprentice	Can convert 3 MP to 1 OP for immediate use
Expert	Can convert 2 MP to 1 OP for immediate use
Master	Can convert 1 MP to 1 OP for immediate use

Read Scroll

This allows the spellsword to read a scroll that they have found on their travels.

Any scroll can be read by a character with this skill; the only limitation is the circle of the spell, as dictated by the proficiency level in this skill.

Scrolls are cast by tearing them in half and calling "by the power of this scroll, spellcasting [spell name]"

Apprentice	1 st and 2 nd circle scrolls may be read
Expert	Up to 4 th circle scrolls may be read
Master	Up to 6 th circle scrolls may be read
Grand Master	All scrolls may be read

Scroll Writing

This allows the spellsword to transfer scrolls into their spell books.

Only scrolls of spells that appear in the spell list of a character can be written into their spell book; if the spell is not on their spell list, any attempt to write it to a character's spell book will immediately fail.

Attempting to write a scroll into a spell book will destroy the scroll, whether the attempt is successful or not.

Every player has a remote chance of successfully achieving this task; this is 10% for 1st & 2nd circle spells and lower for higher circle spells. A dice is rolled when this is attempted; if the player fails then the scroll is lost and not transferred into the book. If scroll writing with another spellsword or mage, the level of the highest participant may be taken.

Apprentice	1 st and 2 nd circle spells 60%; 3 rd and 4 th circle spells 30%
Expert	1 st and 2 nd circle spells 95%; 3 rd and 4 th circle spells 60%
Master	1 st and 2 nd circle spells 100%; 3 rd and 4 th circle spells 95%

Shield Mastery

The ability to use a shield to optimum efficiency.

Cannot be taken if the chosen weapon is 2-handed, or if the spellsword has the Ambidexterity skill.

Prerequisite is Shield Use.

Apprentice	May use large shields
Expert	The additional cost of casting spells whilst holding a shield is reduced by 1
Master	Can resist a stagger effect at the cost of 3 DP
Grand Master	Can reflect a common blow at a cost of 3 DP; call "reflect" to signify this

Spell Potency

This allows the spellsword to study the ways of spell construction. With greater knowledge it is possible for others not to be able to resist your spells. The caster must call 'irresistible' before the spell name.

Prerequisite is Spellsword Lore to the same level of expertise

<i>Apprentice</i>	One 1 st circle spell may be cast as irresistible once a day
<i>Expert</i>	One spell of up to 2 nd circle may be cast as irresistible once a day
<i>Master</i>	One spell of up to 3 rd circle spell may be cast as irresistible once a day
<i>Grand Master</i>	One spell of up to 4 th circle spell may be cast as irresistible once a day

Spell Study

This skill allows the spellsword to learn additional spells beyond those initially learnt.

<i>Apprentice</i>	Can choose an additional 1 st circle spell from the list; +1 MP
<i>Expert</i>	Can choose an additional 2 nd circle spell from the list; +2 MP
<i>Master</i>	Can choose an additional 3 rd circle spell from the list; +3 MP
<i>Grand Master</i>	Can choose an additional 4 th circle spell from the list; +4 MP

Spellsword Lore

This grants the spellsword access to the higher circles of magical spells.

Replaces any levels of Mage Lore

<i>Apprentice</i>	May learn 1 st circle spells beyond their starting spells; may choose two additional 1 st circle spells
<i>Expert</i>	May learn 2 nd circle spells; may choose one 2 nd circle spell
<i>Master</i>	May learn 3 rd circle spells; may choose one 3 rd circle spell
<i>Grand Master</i>	May learn 4 th circle spells; may choose one 4 th circle spell

Transcend Armour

This allows for the spellsword to effectively cast spells whilst wearing armour. It also grants the spellsword the ability to cast spells in magical armour at no additional cost.

<i>Apprentice</i>	The additional cost of casting spells in armour is reduced by 1
<i>Expert</i>	The additional cost of casting spells in armour is reduced by 2
<i>Master</i>	The additional cost of casting spells in armour is reduced by 3
<i>Grand Master</i>	The additional cost of casting spells in armour is reduced by 4

Weapon Mastery

This allows for the advanced use of the chosen weapon of the spellsword.

Replaces any weapon masteries; the highest proficiency is used to determine the level replaced.

<i>Apprentice</i>	Double blow style; +2 offensive points (OP)
<i>Expert</i>	Double combat style; +2 offensive points (OP)
<i>Master</i>	Disarming blow style; +2 offensive points (OP)
<i>Grand Master</i>	Critical blow style; +2 offensive points (OP)

COMBAT SUMMARY

The following table summarises the full range of offensive and defensive calls that can be made by a spellsword, along with the relevant points cost.

Offensive		Defensive	
Call	Cost (OP)	Call	Cost (DP)
Critical (blow)	6	Dodge common blow	1
Disarm (blow)	3	Dodge ranged blow	1
Double (blow)	1	Dodge rare blow	3
Double (combat)	5	Dodge very rare blow	6
		Reflect common blow	3
		Resist stagger	3

SPELL List

The following table and list details the spells available to each spellsword.

1 st circle	2 nd circle	3 rd circle	4 th circle
* Blast 1	** Blade of sharpness	* Armour	*** Hold demon
Create focus	* Blast 2	* Blast 4	* Mass Blast 1
Detect magic	** Blink	** Hold monster	* Reflect *
Drop	** Blur	* Resist *	*** Repair armour
Glue	Hold person	** Shatter	
Stagger	Warp		
* Wound			

Spells prefixed by a single * require one elemental proficiency in order to be cast. Spells prefixed by two or more * require the corresponding number of elemental proficiencies before they can be cast. For example, the spell “blink” requires two elemental proficiencies; there is no condition to dictate which two proficiencies are needed.

Spells suffixed by * produce effects that correspond to the elemental proficiency used to cast the spell. For example, casting the “resist” spell using the fire elemental proficiency will produce the “resist fire” spell.

- * Armour Provides two points of elemental armour to each location of the caster, akin to two temporary hit points per location. The armour dissipates at the end of the combat or encounter (at the discretion of the referee).
- ** Blade of sharpness Allows a touched weapon to be used to make "through" damage calls for the next combat or encounter (at the discretion of the attending referee).
- * Blast 1 Does one point of ranged elemental damage to the chest of the target, ignoring armour.
- * Blast 2 Does two points of ranged elemental damage to the chest of the target, ignoring armour.
- * Blast 4 Does four points of ranged elemental damage to the chest of the target, ignoring armour.
- ** Blink Caster may place hand above head and walk (out of time) to any location within 10 walking paces in a single straight line. Throughout this movement, they are unaware of anything happening around them.

** Blur	Caster is immune to all offensive weapon calls (e.g. double, crush, through), treating them as single points of damage for the next combat or encounter (at the discretion of the attending referee).
Create focus	Changes an existing mundane object into the focus of the caster's power. This is the only spell that can be cast without a focus; a focus is required for casting all other spells. A character can only have one focus at a time.
Detect magic	Can detect whether an item has any magical properties, or is affected by a curse. No details of the magic or curse can be determined, only their presence or absence.
Drop	Target must release whatever is held in the hands; the held object must hit the floor before being picked up. Works on objects held in two hands.
Glue	Target is stuck to any surfaces it is in contact with for 10 seconds.
*** Hold demon	Target demon (or extra-planar entity) is held in place for 30 seconds; it cannot move at all for the duration. Any physical or spell damage taken will immediately break the held effect.
** Hold monster	Target monster (e.g. ogre, cyclops or troll) is held in place for 30 seconds; it cannot move at all for the duration. Any physical or spell damage taken will immediately break the held effect.
Hold person	Target humanoid (e.g. human, orc, elf or lizard) is held in place for 30 seconds; it cannot move at all for the duration. Any physical or spell damage taken will immediately break the held effect.
* Mass Blast 1	All targets within a 90 degree cone in front of the caster (shown by the caster's arms) are affected by an elemental blast 1 spell (1 point of damage to the chest, ignoring armour).
* Reflect *	Target can reflect the damaging effects of the next elemental spell corresponding to the element by which the spell was cast back to its source (e.g. resist fire allows the target to reflect the damage of the next fire blast spell). Also provides damage resistance to environmental sources of elemental damage (e.g. reflect fire will prevent damage from lava).
*** Repair armour	Can repair a single piece of cloth, leather or metal armour, as per the patching ability, restoring the protection granted by the armour to full.
* Resist *	Target can resist the damaging effects of the next elemental spell corresponding to the element by which the spell was cast (e.g. resist fire allows the target to resist the damage of the next fire blast spell). Does not provide damage resistance to environmental sources of elemental damage (e.g. resist fire will not prevent damage from lava).
** Shatter	Target object is damaged sufficiently to prevent its use. Large objects (chests, doors, tables etc.) or magical items cannot be shattered. If an item is warded or is magical, the bearer must call "no effect". Armour damaged in this way must be repaired before it can be used again.
Stagger	Target stumbles and must fall or touch the ground with one hand before continuing forwards.
Warp	Target wooden object (shield, staff, bow, quiver of arrows) is damaged sufficiently to prevent its use. Large objects (chests, doors, tables etc.) or magical items cannot be shattered. If an item is warded or is magical, the bearer must call "no effect".
* Wound	Does two points of elemental damage to the touched location of the target. Does not ignore armour.