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ENCYCLOPEDIA
ARCANA

SOVEREIGN MAGIC

Mastery of the Land



Adrian Bott

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Encyclopaedia Arcane Sovereign Magic

Adrian Bott

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INTRODUCTION

For many, the wizard is an archetype of power. With courage and discipline he ventures into forbidden mysteries, learning the spells which may melt down reality and remould it closer to his heart's desire. Once the heady heights of ninth level spellcasting are attained, the magician is believed to be at the apex of his power. However, there are those for whom this is just the beginning.

They are the likes of the moon-pale, merciless ice witch in her far off palace of snow, whose word can open vast crevasses into which the unwary can fall and who can call up the ravening frost worm from its lair simply by an act of will. The suntanned wanderer of the plains, in appearance a harmless old dodderer, is one of them; if he willed it, the clouds would gather as heavy as ink and lacerate the earth with lightning. The aged mountain dwarf who sits quietly alone, surveying the rocks and crags of his home, could speak a handful of syllables and cause the whole side of the mountain to come hurtling down into the valley beneath. The muttering, obese sorcerer of the swamp is more than he appears; the bones of an entire army lie beneath the placid surface of his marshes and if asked they would tell a nightmare tale of bloodsucking insects, tangling roots and marsh mud that came alive and engulfed them.

These gentlemen and ladies are the sovereign mages, those who have learned the rare art of entering the soul of the land and binding their personal power to it. Not content with merely moving upon the face of the earth, they seek to become one with it; some to conquer, some to protect. By infusing their very essence into the country around them, they partake of the energies of the land, drawing upon it to achieve legendary and miraculous results. Whether they serve as governors, custodians or power-mad conquerors, they are a more potent magical force than any ordinary spellcaster could hope to be.

These mages, beginning with a kernel of power, often expand their influence into other zones. The more land they take over, the more their ability to influence it grows. Their arcane spellcasting abilities are augmented massively and they become able to cast spells over huge distances, raining down their magic upon the unwary who had thought themselves safe in far-off lands.

They enter folklore, being spoken of as legendary beings whose wrath it is not wise to risk. The wild beasts of the region seem to know and obey them. Some even send forth weird allies and emissaries, whose eyes and ears the sovereign mages may use and through whom they may speak. Some, the darker ones, are even said to take possession of important figures against their will.

So, when the king begins to act strangely and opens his borders to the kingdom's traditional enemies, who is to say it was not some malign sovereign mage using him as an unwilling puppet?

ENCYCLOPAEDIA ARCANAE

Sovereign Magic – Mastery of the Land is another volume in the Encyclopaedia Arcane series, focusing on the powers of those legendary wizards and sorcerers who overshadow whole tracts of land. Designed for easy integration with any fantasy-based D20 games system, the Encyclopaedia Arcane series does far more than merely introduce new spells or items to extend existing magic-using character classes. Instead, each book covers wholly new forms of magic or details aspects of magic-using characters' lives in extensive detail, adding fresh dimensions to campaigns. Such information is not intended solely for the Games Master to use in association with non-player characters, however. Each book of the Encyclopaedia Arcane gives full details for players themselves to try the new systems presented, along with plenty of information to aid the Games Master in the introduction of each book into his campaign.

SOVEREIGN MAGIC – MASTERY OF THE LAND

This volume gives players and Games Masters alike all the information they will need to integrate sovereign magic into their campaign. Full guidelines are given for the establishment of a sovereign mage's dominion and the expansion of territory, as well as a complete list of territory spells, the incantations only available to those who have this magical power of governance. Specific help is also provided for the Games Master, showing how to use these awesomely powerful beings in support of game balance and campaign drama, rather than upsetting it.

It has been so long. I have almost forgotten which is the mountain and which is me.

The people have a new king now. They have had many kings since I first went up to the mountain and opened the beautiful gate. I remember, as if it all happened this morning, the voice of the rock's own lord as he spoke to me, grave and gravelly, of compacts, trust and kinship. I undertook to protect the land and this I have done.

The king looks so young; he is a mere boy, hardly capable of stubble, let alone a beard like mine. It is as well that I need not move very often. It would not be good for my dignity to trip over the growth from my own chin. Flowers? Ah, yes; the child wove flowers into it, when she came and offered me water. If I stroked these dying flowers now, I could tell you their names, their life stories.

It is all part of me, you see. All of it. This green and glorious land is all a part of me, from the sky-peaks of Clavia where the greater part of my soul rests to the farmlands of the south and the wide salt sea where my sister walks and rules.

We have not met each other in the body for two centuries, she and I. She walks in peaceful blue places and holds court with the fish, while I sit in the sunshine and smile as the children point and whisper.

Be good to the people, little king. You know what will happen if you are not.

There are legends about the fate of corrupt kings. I, a legend, should know that. Sooner or later, you or one of your descendants will underestimate me and ask how it is that yonder drooling old lackwit could really be Wedderburn of the Mountains, perhaps thinking that I am merely some local greybeard who has taken the name for a joke and does not know when to stop.

Should you do this, little king, then you will be reminded.

You will look in the eyes of the great grey wolf that paces around the castle, the castle that holds secret chambers built by myself and hides a graven stone that only I know the function of, and you will be afraid. When the sun fails to rise on midsummer morn and the people scream, you will be afraid. When the chalk carving they call Old Barley Bill, the giant they cut into the hillsides of Bramlin, sits up in the night and comes calling on you, then you will be afraid.

Then you will learn who it was that stood by the side of your great-great-great-grandfather and made this kingdom a fit place for decent men and women to live. You will, if you have sense, make a better effort to be worthy of the blood of the thousands that gushed upon the land and bogged us down in crimson mud. You will realise all at once that it was indeed I who is spoken of in the Song of the Arch of Stone, I who scattered the invasion fleet of Jandire the Mead-drunken, I who called up the Worm Abominable when no other sorcery would avail us against the one who held the land before your line, that dark and fallen one of whom we do not speak.

The sun is very warm today. I am sleepy now, from the sun and this good barley beer.

We are protectors of the land, little king, you and I alike. You must never forget that. The crown that you will bear is not a license to take what you want; it is a wedding ring, for you are wed to the land, just as I am at one with it. I could have taken it, kept it, then gone on to take more, but I did not. I did not make that sacrifice so that you could come after me and abuse what I have kept. Defend your new wife, O king, and be kindly toward her; forget her not, nor treat her lightly, for while you are only part of the family by marriage, I am of one soul with her.

Perhaps I am too harsh. Perhaps he will be a good king, even as his forefather was.

Time alone will tell and I have plenty of that.



SOVEREIGN MAGIC – AN OVERVIEW

Sovereign is a term meaning the ruler of an area and a state of independent authority. Sovereign states are those that are recognised as having the right to govern themselves without being subsidiaries or protectorates of other states. Sovereign magic incorporates both meanings of the term. The magicians who follow this path are both rulers of their lands and independent powers unto themselves. A sovereign mage is no longer a mere caster of spells; he is a potent governing force in the game world, holding and expanding his territory and deploying his agents at will.

The power these magicians have is formidable. The forces of harnessed land represent a new scale of magical accomplishment, extending far beyond the range of conventional spells and eclipsing many of them in destructive potency. The influence of a sovereign mage is felt hundreds of miles away from his bastion of power; he operates through faithful allies and enslaved pawns, willing helpmeets and servitors whose only purpose is to obey him.

Sovereign magic represents a radical departure from the usual kinds of magical advancement presented to wizards and sorcerers and introduces completely new concepts. Instead of simply gaining levels and allocating new powers and abilities as you progress, as a sovereign mage you will have to manage your dominion, deal with threats to your power and conduct careful diplomacy with other sovereign mages and more mundane political forces.

Different kinds of sovereign mage have different approaches to their bond with the land. Some embark upon expansionistic crusades, seeking to bring whole continents under their rule; some are custodians, seeking to defend their holdings and their occupants from harm; some use their powers to support the rule of a monarch whose reign they favour.

We will begin with a look at the basics of sovereign magic. Several new concepts and terms are introduced with this supplement and we will need to be completely familiar with these before moving on.

SOVEREIGN TERRITORY

As a preliminary note, please be aware that the sovereign magic system is completely dependent upon maps. Without a working map of the part of the campaign world where the mage is going to be based, there will be no way to plan the establishment or expansion of his borders. Hexagonal grids are useful but not essential.

Each sovereign mage has a territory, a collection of different regions of land in which he has invested his power. This land is magically bound to him by means of a ritual, which we shall be looking at in greater detail later on. During this ritual, the mage places a *shard* of his power within the land's soul and it is this that acts as the lynchpin of the bond. A sovereign mage's territory may cover a whole continent or be as small as a single forest or broad lake. Having land is what makes a sovereign mage what he is; were he ever to have his land taken away, he would be no more than an ordinary spellcaster.

The relationship between land and mage is not necessarily one of oppressive control; some mages bind the land to them by mutual agreement with the spirits concerned. Irrespective of how the binding is achieved, once it is in place the mage may draw upon the land's power in the form of territory spells and other abilities, such as altering weather conditions, casting spells at range within its boundaries or calling upon its denizens to aid him.

The sovereign mage's bond with the land does not necessarily have any effect upon the everyday happenings within the region. The occupants are not automatically enslaved to his will. It is possible, particularly if the mage is benignly inclined to the populace of an area, for those living there to be completely unaware of the sovereign mage's dominion. However, if the mage is oppressive towards the populace or is of a variant alignment to the regional norm, he will certainly be known and feared.

The amount of magical energy invested in the land is indicated by the land's *level*. Essentially, regions of land are given levels much like characters are. The higher the Land Level, the more the mage's essence permeates the region, the more control he has over it and the more rewards may be reaped from it. Controlled land confers great benefits, in the forms of material resources, allies, land energy boons and territory spells. The regions closest to the centre of the mage's territory will often have the highest level. A territory that has just been taken over has a level of one. Subsequent actions may raise that level. If the land's level ever drops below one, it is considered lost.

Investing power in the land, whether to claim free land or upgrade the level of land already under your control, is an exhausting process. The sovereign mage must expend experience points in order to do so, just as if he were casting a high-level spell or creating a magical item.

Every sovereign mage has a minimum of one region of land under his control, though he may have more. Multiple regions must always connect in order to be part of the mage's territory; he cannot control isolated regions. If a region is severed from the main territory by the loss of a connecting region, the outlying territories are also lost.

TYPES OF TERRITORY

A territory is defined as a piece of land of a constant type, such as plains, forest, hills or sea. Land types are given in a later section. A territory may be of any shape but must not contain other types of land. The shape of a territory's boundary is either determined by the limit of the land type, such as the edge of a forest or a coastline, or decided by the mage when he first binds the territory to him, as in the case of a sector of plains marked out from a much larger area. A new territory may not extend further than one hundred miles from the boundary it shares with established territory.

There are minimum sizes set on regions of land, beneath which they may not be considered a territory. One cannot simply invest power in a row of farmers' fields and count oneself a sovereign mage! For example, when claiming grassland, the mage must establish control over a region that adds no less than nine hundred square miles to his territory. When claiming a forest, unless it is more than a hundred miles across he must attempt to control *all* of it; it cannot be divided into chunks. For full information regarding the sizes of territory see Chapter 4, Establishing and Expanding Territory.

There are limits on the type of land a sovereign mage may control. He may have dominion over a lengthy stretch of plains but have no power in the forests, or rule a broad region of sea while being unable to command the inland mountains. The more territory you hold, the fewer restrictions apply on what can be controlled – power breeds more power. The higher the sovereign mage's level, the more land types he is able to control.

For purposes of the sovereign magic rules, all game world territory is divisible into five types; foundation, controlled, overshadowed, accessible and free. The entirety of a mage's territory is referred to as his *dominion*.

Foundation Territory

This is the initial land block that the sovereign mage starts with. It is the heart of his power, the place of his first bond with the land - or conquest of it. Irrespective of the level of any other territories, if the level of the mage's foundation territory is reduced to zero, his whole dominion is gone. All other territories the mage controls must either border upon the foundation territory directly or be connected to it by intervening controlled territories. The mage may draw upon more powers when within his foundation territory than anywhere else.

Controlled Territory

These land blocks are secondary, the main bulk of the sovereign mage's holdings. They represent the extension of his realm out from the foundation. The degree of control the mage has over them may fluctuate as his power is challenged and reinforced. The mage may lose control over any amount this kind of territory without losing his whole dominion, so long as his foundation territory remains under his control.

Overshadowed Territory

This kind of region is not controlled; there is no shard of the mage's power in the landsoul here. Territory is overshadowed when a sovereign mage has a pawn or ancillary present, these being individuals into whose minds the mage's power shard has been implanted. We will look into these terms in greater detail; for now, it suffices to say that they are both individuals in whom the mage's power has been invested. Pawns are unwilling tools of the mage, whereas ancillaries are voluntarily bound to him. A mage may overshadow territory that another mage controls by moving a pawn or an ancillary into the region. Overshadowed territory offers some rewards to the mage, though these are far less than those that controlled territory affords.

Accessible Territory

This is simply the term given to all regions that the mage's territory spells can access. All territory within the mage's dominion is considered accessible, as are all territories controlled by other mages that are in immediate contact with his boundaries and all sectors of free territory that are within fifty miles of his boundaries. Other territories can be rendered accessible by alternate means that we shall address later, such as an alliance between sovereign mages. This does not mean that territory spells cast through or into accessible territory will automatically succeed; territories held by rival sovereign mages offer resistance to territory spells cast into them. Overshadowed territory is not considered part of the mage's dominion, nor is it automatically accessible.

Accessible territory is not the same as territory that may be reached by distant casting, which is a method of casting ordinary arcane spells at greatly increased distances. This has its own rules, dealt with in Chapter 7, Sovereign Spell Use.

Free Territory

This is territory that is as yet unclaimed by any sovereign mage.

THE SOVEREIGN MAGE PRESTIGE CLASS

Only a wizard or sorcerer who is already considerably advanced in his studies may take up the path of the sovereign mage. The class functions as a prestige class with several important differences from the normal procedure.

Sovereign mages gain levels not by experience but by increasing their hold over territory. The effective level of a sovereign mage is calculated by adding together the level of all territories they control. So, if Markland the Vindicator has an island for his foundation territory at level 3 and four adjoining controlled territories of sea each at level 1, his level as a sovereign mage is 7. This level will steadily increase as the mage claims new territories and invests more energy in established ones. Should he lose his grip on the land, such as by losing soul-shards to an invading mage, his level will



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likewise drop. There is thus an ongoing link between the mage's personal power and his territorial holdings.

The extra sovereign mage level is gained as soon as the ritual to claim new land or upgrade controlled land is successfully completed. It requires no special training or study. This takes some explaining. The new level does not represent advancement of the mage himself in any discipline or field of study, but rather an increase in his available resources. Sovereign mage 'levels' are really just a convenient way of keeping track of the mage's fluctuating power as determined by the shifting boundaries of his dominion.

Therefore, sovereign mage levels do *not* count towards the character's overall experience level. They have no affect upon the character's base attack bonus or saving throws. They confer neither additional skill points nor bonus feats, though they do confer additional hit points (representative of the sustaining energy of the land) and other bonuses, such as affecting the outcome of territory spells, which are specific to the sovereign magic rules.

Similarly, levels as a sovereign mage do not count as 'energy levels' for the purpose of level-draining attacks. It is impossible to break a sovereign mage's hold on the land by bombarding him with *enervate* spells or similar effects.

Unlike other prestige classes, there is no upper limit to the number of levels a sovereign mage may gain. He is, however, limited by the level a region may be raised to – the maximum territory level is given in the Sovereign Mage table below. The maximum territory level does not apply to the mage's foundation territory. The number of levels in the mage's foundation territory may never exceed the total number of levels in other controlled territories. – the sole exception to this rule is in the case of entrenchment, which will be covered later. So, a fourth level sovereign mage could have two levels in his foundation territory and two 1st level controlled territories.

Hit Die: d4

Requirements

To qualify to become a sovereign mage, a character must fulfil all of the following criteria.

Spellcasting: The character must have the ability to cast 9th level sorcerer/wizard spells. He must know or have access to the *landsoul gate* spell and the *create/power shard* spell.

Special: The character must designate a section of free land to become his foundation territory and perform the necessary ritual of binding as detailed in Chapter 3, Becoming a Sovereign Mage.

Class Skills

Sovereign mage levels do not confer skill points and have no specific class skills.

Class Features

All of the following are class features of the sovereign mage prestige class.

Maximum Land Level: This is the highest level to which any territory other than the foundation territory may be raised.

Weapon and Armour Proficiency: Sovereign mages gain no new weapon or armour proficiencies.

Entrench: At first level, the sovereign mage becomes able to entrench. This is the route taken by those mages who turn away from the world and spend the rest of their (usually very long) lives protecting a beloved region of land. In order to entrench, the mage may control no other land than his foundation territory. Opting to entrench means that no other land than the foundation territory may ever be controlled, but the level of the foundation territory has no upper limit. It is therefore possible for an entrenched sovereign mage to control a small forest with all 20 levels invested in it, while other mages struggle for domination of the land around them.

Establish Stronghold: The first act of a sovereign mage, upon claiming his foundation territory, is to set up a stronghold within the region. The stronghold is a particular case of the anchor (for which see below). It is not absolutely necessary to establish a stronghold, though many sovereign mages do so as it enables them to leave their foundation territory with much less risk of having their power broken.

Roving Observer: The sovereign mage is granted a roving observer, a dedicated and loyal animal servant native to one of his territories, who can act as the eyes and ears of the mage in much the same way as a familiar does, though over a greater distance. See Chapter 6, Allies for full details on roving observers.

Embellish/Impoverish Land: The sovereign mage may use his bond with the land to make it more productive. It is as if the land itself co-operates with the attempts of its occupants to derive resources from it. Fields of crops have a greater yield, rivers and lakes produce more fish, forests supply wood and game in greater abundance and the ore deposits in hills and mountains are more easily extracted. This is a subtle effect but a useful one, especially if the mage is trying to win the favour of those who live upon the land that he controls. The mage also has the option of impoverishing the land, making it less fertile than before. The dwellers in the region will have to work twice as hard to bring in a decent crop, find a healthy animal to cook or skin or dig up enough ore to make a batch of tools or weapons. Impoverishing the land is usually held over its occupants as a threat, though it can also be used tactically; for example, if an enemy force is within the mage's land, he can make it hard for them to find food for themselves.

Distant Casting: At this level, the sovereign mage becomes able to cast certain spells at much greater ranges than previously. See Chapter 7, Sovereign Spell Use for details.

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Call Helpmeet: The mage becomes able to call upon the services of animal helpmeets from the land he controls. See Chapter 6, Allies for details of helpmeets.

Create Anchor: In order to make his control over his territory less easy to break, the mage may place an anchor in any territory he controls. Anchors make the shard of the mage's power inaccessible to an invading mage except at the anchor point, which can then be defended. Full details on anchors are given in Chapter 4, Establishing and Expanding Territory.

Minor Weather Adjustment: The mage is aware of weather conditions in all territories he controls and may exert a measure of influence over them. He is limited in this to the

following effects: sunshine, cloud cover, light rain, winds of up to 20 miles per hour, thin mist.

Optimise/Blight Land: Similarly to the embellish/impoverish land ability above, optimising the land pushes it to the peak of productivity possible without exhausting natural resources. Every harvest is bountiful, herd animals multiply, the rivers teem with fish and gold ore almost pours out of the rocks. This state of affairs cannot continue for more than one month out of every year; no mage, no matter how powerful, can create a utopia on earth.

Blighted land may, however, be maintained indefinitely. A blighted region is a sight to sicken the heart of any

The Sovereign Mage

Class Level	Features	Max. Land Level	Land Types	Max. Territory Spells Known				Territory Spells per Day			
				6	7	8	9	6	7	8	9
1	Entrench, Establish Stronghold, +1 Roving Observer	1	+1 land type	1				1			
2	Embellish/Impoverish Land			2				2			
3	Distant Casting			3				2			
4	Call Helpmeet			4	1			2	1		
5	Create Anchor, +1 Roving Observer		+1 land type	4	2			2	1		
6	Minor Weather Adjustment			4	2	1		3	2	1	
7	Optimise/Blight Land	2		5	3	2		4	2	1	
8	Servitor			5	3	2	1	4	2	1	1
9	Create Ancillary			5	4	3	2	4	2	2	1
10	+1 Roving Observer		+1 land type	5	4	3	2	5	2	2	1
11	Fortify Anchor			6	4	3	2	5	3	2	1
12	Create Pawn			7	5	3	2	5	3	2	2
13	Servitor Legion			7	5	4	2	6	3	2	2
14	Fortify/Weaken Structure	3		7	5	5	3	6	4	3	2
15	+1 Roving Observer, Slow Aging		+1 land type	7	6	5	3	6	5	4	2
16	Major Weather Adjustment			7	6	5	3	7	5	4	2
17	Servitor Army			8	6	5	3	7	6	4	2
18	Burn Land			8	6	6	3	7	6	4	3
19	Cloak Anchor			8	6	6	4	7	6	5	3
20	+1 Roving Observer		+1 land type	8	6	6	4	7	6	5	3



SOVEREIGN MAGIC - AN OVERVIEW

husbandman. Animals are thin and sickly, crops are scanty and infested with pests, the soil is good for nothing and life is next to impossible to sustain. A population will not voluntarily stay on blighted land if it has anywhere else to go. Mages who do not care for the populace upon their land may sometimes blight the land in order to clear them off, after which they will fill the area with creatures more to their own liking. Land that has been blighted returns to normal in one year if the blight is not maintained.

Servitor: The mage gains the power to call up servitors from the land he controls. These are artificial creatures formed from the raw stuff of the land or specially bred within it. Full details of this power and of servitors in general are given in Chapter 6, Allies.

Create Ancillary: Sovereign mages rarely work alone. At 10th level, the sovereign mage gains the power to create ancillaries by vesting a portion of his power in a willing being, through use of the *create/boost power shard* spell. Ancillaries act as representatives of the mage's authority, lieutenants, spies and advance scouts. Full details on ancillaries are given in Chapter 6, Allies.

Fortify Anchor: The mage becomes better able to protect his holdings. He may invest power in any of his anchors, making it harder for an invading mage to break the wards upon them and challenge his dominion of the anchored area. Full rules for this ability and details of anchors and their use are given in Chapter 4, Establishing and Expanding Territory.

Servitor Legion: The mage's power to call up or create servitors is further extended, enabling him to draw multiple servitors from each area under his control. This ability increases at 19th level, allowing the creation of whole armies of servitors..

Fortify Structure: In the event that he has physical structures on his land, such as towers, castles or houses, the sovereign mage may use the land's energy to strengthen their substance or to weaken it. For each full round of concentration, the mage may increase or decrease the hardness of one type of material used in a given structure's construction (such as wood or stone) by a factor equal to his spellcasting ability score modifier, to a minimum of 1 point of hardness. The structure must be within Medium range or visible through a *screaming* link. The effect lasts for one

hour per level of the mage and he may use the ability once per day. This is a spell-like ability.

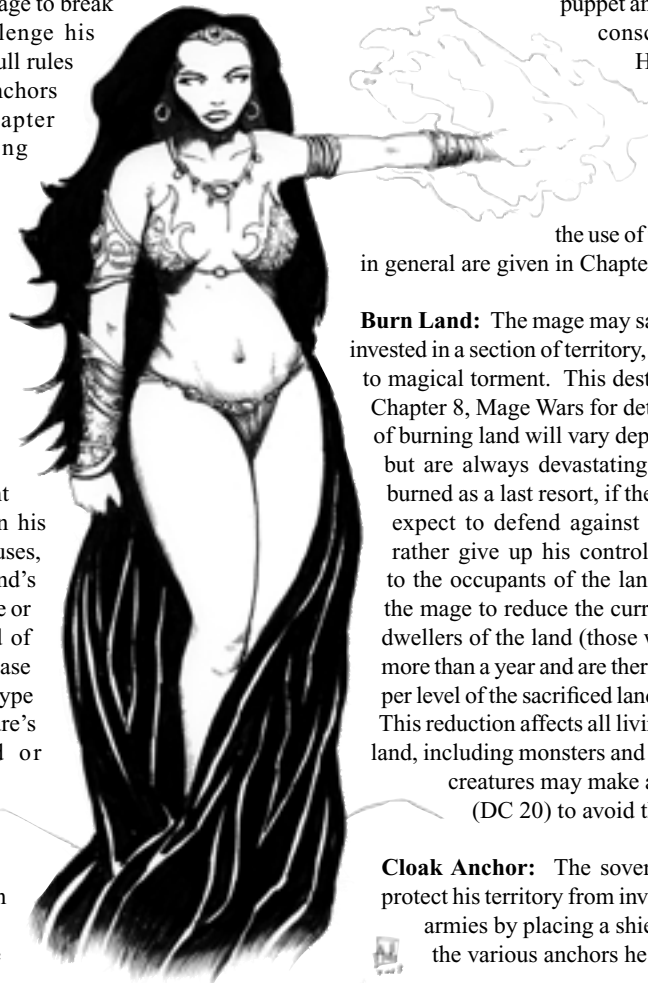
Slow Aging: Sustained by the energy of the land, the mage no longer ages at the normal rate. He ages only one year for every ten years that pass. Should he ever lose his status as a sovereign mage, the accumulated years will all catch up with him at once, possibly leading to instant death from old age. This factor alone leads many more ancient sovereign mages to hang on to their territory with grim determination.

Major Weather Adjustment: The mage's control over weather conditions in his controlled territories is now next to absolute. The weather conditions in his foundation territory are as he desires them to be, as if he had a constant *control weather* spell running. (It still takes time for changes to the weather to take effect.) He may also duplicate the effects of a *control weather* spell in any one of his controlled territories, situating the target area where he pleases. Only one such effect may be maintained at a time. The weather will, of course, influence the ordinary behaviour of the land; there is no way land may be embellished or optimised while under a blanket of constant fog or snow.

Create Pawn: The mage masters the art of forcing his consciousness into the body of another, using them as a puppet and keeping their ordinary consciousness in abeyance. He may begin to create pawns, dominated agents who do his will without revealing who is pulling their strings. Full details on the use of this ability and on pawns in general are given in Chapter 6, Allies.

Burn Land: The mage may sacrifice the power he has invested in a section of territory, subjecting the land itself to magical torment. This destroys the soul-shard: see Chapter 8, Mage Wars for details on this. The effects of burning land will vary depending on the land type, but are always devastating. Land is usually only burned as a last resort, if the sovereign mage cannot expect to defend against an invasion and would rather give up his control while dealing damage to the occupants of the land. Burning land allows the mage to reduce the current hit point total of the dwellers of the land (those who have lived there for more than a year and are there now) by 20% plus 10% per level of the sacrificed land, to a maximum of 90%. This reduction affects all living things dwelling in the land, including monsters and vegetable life. Afflicted creatures may make a Fortitude saving throw (DC 20) to avoid the effect.

Cloak Anchor: The sovereign mage may further protect his territory from invading mages or ravaging armies by placing a shield of concealment upon the various anchors he uses.



BECOMING A SOVEREIGN MAGE

There are several steps to becoming a sovereign mage. The first is to formulate the persona, which will be the mage's 'self beyond self', the expression of his nature which dwells within those lands into which he has bound shards of his power.

To enter upon the path of the sovereign mage is to become more than oneself. The sovereign mage is implicitly present in all of his lands, a larger-than-life concept who has transcended the limits of his incarnation and become something akin to a magical energy in his own right. Though he still dwells in his body, he becomes adept at transferring his consciousness into the bodies of other beings, such as his roving observers and ancillaries. Ordinary spellcasters, however strong their personality might be, are generally limited to the confines of their bodies, whereas the sovereign mage becomes an archetypal presence.

A sovereign mage exists as a concept as much as a person. He will be associated with a particular symbol, a natural phenomenon, a type of wild beast. His name may be whispered by frightened peasants or used as a blessing in the naming of children. Other magicians can often detect his unique and personal energy when they are on his territory. This conceptualisation of the sovereign mage is referred to as his *persona*. Aspects of the persona will be expressed whenever the mage uses territory spells, creates a servitor or possesses a pawn or ancillary. Sovereign mages literally have huge egos; they are spread across the landscape. The limitations of human modesty do not apply to them any more.

PERSONA

Every sovereign mage must decide on a persona. Usually, the magician's character is sufficiently well defined for him to select some defining characteristics, but he must also give some thought to those that are not yet fleshed out. There is a certain strange heraldry in the world of sovereign magicians. In the way they take on the status of archetypal forces, they sometimes resemble feuding demigods, each with his or her sphere of power.

The persona is like the mage's signature or fingerprint. It is present in some way in all of his magical acts as a sovereign mage. Sometimes the mage will display this openly, such as when he wishes to make a show of force; sometimes he will wish to conceal it from another mage's investigations, such as when he is controlling a pawn and trying to keep his activities secret.

The persona may be as detailed as the mage wishes but must cover at least the four basics of *colour*, *beast*, *atmosphere* and *symbol*.

The mage's characteristic colour need not be associated with his alignment and its typical chromatic keys; a lawful good sovereign mage could express his persona as black with red streaks, if he so chose, so long as it represented his nature in some way that made sense to him. The colour must however be consistent throughout the mage's life; he cannot alter his colour association unless he should happen to die and be resurrected or make a radical change to his alignment. The mage's colour may include lesser elements of another colour if he desires; he could be a simple flat grey, blue rayed with gold or even yellow with pink spots if he so desired and it expressed his nature.

The beast is the magician's heraldic beast or totem animal. It must express the magician's nature and cannot do so in violation of any explicit alignment attached to birds and animals. For example, a chaotic character could express himself as a white dove (though it represents peace) but an evil character could not take a unicorn to be his beast, as they have antipathy towards evil creatures. The beast may be a creature of any kind, of large size or smaller (except an undead or an outsider).

The atmosphere associated with the sovereign mage is a more subtle concept to define; think of it as the pervasive feeling associated with his or her most sacred place, or the emotion which would be aroused by his presence. A mage might radiate an atmosphere of unease, peace, corruption, delight, decay, greed, wisdom, loneliness or gloom. The mage's atmosphere is not something that can be selected in contradiction to his alignment; it is not a screen masking his true nature but rather an expression of that nature. A lawful evil mage might be associated with an atmosphere of calm or deep thought but not with one of childish happiness or joyous peace.

The symbol a mage chooses is entirely of his design. Traditionally, it expresses the mage's ultimate intents or his own conception of himself. Unlike the other aspects of the persona, it is considered to be voluntarily crafted rather than an emanation of the mage's inner nature. The symbol is limited only in as much as it must be both simple and static. It cannot involve the mage's beast and does not need to involve his colour. A mage might express himself symbolically as an open hand with a dark circle on the palm, a luminous blue rose, a skull with a rune on the brow or a gleaming silver crescent.

For example, Ashayel is a chaotic neutral elven sorceress who prefers to keep her own company, associating with other people when necessary but preferring to dance alone in stormy weather. She chooses black and silver for her colours, a hawk for her beast, wild and primordial excitement for her atmosphere and a fork of lightning for her symbol.



BECOMING A SOVEREIGN MAGE

Examples of the way the sovereign mage's persona affects his magical actions are found in Chapter 7, Sovereign Spell Use. For example, the *monstrous wave* spell causes the tumult of waters to assume the form of the mage's beast as it bears down upon its targets.

It is customary for sovereign mages to add titles to their names, indicative both of the prestige they hold and of their characteristic style of governance. The usual format is to add a single descriptive term, such as 'Ashayel the Unfettered', 'Melmoth the Wanderer', 'Phosphor the Blue' or 'Agion the Silent', or a single compound word such as 'Lumika Forestkeeper' or 'Shakan Firebringer'.

CHOOSING FOUNDATION TERRITORY

The next step on the path is to choose the region that will lie at the heart of your magical dominion. Obviously, you cannot claim land that another mage is already controlling; in a campaign with a lot of high-level magic flowing, there may not be very much free land to go around, in which case you can always sail off to some distant shore and begin your empire there.

Remember that the beginning sovereign mage is only able to gain control over two types of land, these being the type his foundation territory is composed of and one more, so (unless you intend to entrench) make sure your foundation territory is situated in a place where you will be able to expand. For example, if you are claiming the forest on a small island, choose sea as your second land type rather than plains. Without entrenchment, there is no other way to gain levels as a sovereign mage than by expanding your territory.

If you are intending to work alongside a temporal ruler, such as a king or noble, site your foundation territory somewhere close to their seat of government. It is not possible for a starting sovereign mage to claim a city (and it is very difficult even for an advanced mage to do so) so it is best to place your stronghold somewhere where troops can be sent to defend it if necessary.

If you are intending to commence a campaign of conquest, make absolutely sure you can defend your foundation territory even in the earliest stages when its level will not be very high. Choose territory that will be easy to defend and to hide in, such as forest or mountains. It is also tactically prudent to amass as many followers as you can before you start your campaign. Not only will they help you keep your stronghold safe as you amass power, they will be very useful when claiming the territory in the first place as they can help you keep the land spirits at bay while you place your power shard.

The process by which the foundation territory is claimed is detailed in Chapter 3, Establishing and Expanding Territory. For now it is only necessary that the aspiring mage should

track down copies of two critical spells, *landsoul gate* and *create/boost power shard*.

OPPRESSION, PROTECTION OR COEXISTENCE?

Right from the start, the sovereign mage is going to have to decide on his overall strategy. Is he going to be a despot, a protector or simply an enigmatic presence? Will his control of the land bring blessings or blight upon the people who live in the region?

There are three stances the mage may take towards any territory he controls: that of the oppressor, that of the protector and that of the recluse.

Oppressors are well known to all adventurers. They seek to dominate the land as part of an ongoing quest for power; rulership is all that matters to them. They turn the energies of the lands they conquer towards the single purpose of conquering more land. Monsters are frequently enlisted by them, or bred specially to form armies. Their stronghold fortresses are the stuff of legend, virtually impossible to penetrate. Whole kingdoms are mobilised and allies formed just in the attempt to break an oppressor's grip. Sometimes, lesser sovereign mages will ally with great oppressors, in the hope that their combined strength will enable the lesser mage to seize power more quickly.

Protectors are often the mage-kings of their realms, using their powers to make the land blossom and bring forth fruit and casting powerful territory spells to keep invaders from the borders. They are usually of good alignment, seeing their sovereign power as a way to bring the greatest good to the greatest number.

Not all protectors do the work of governing themselves; the people are, after all, used to kings and queens who are ordinary men and women and whose proper profession is fighting rather than spellcasting. As protectors are often so occupied with the magical side of the kingdom's welfare, they are usually (but not always) content to be allied to the cause of the ruler of the land, following his direction in the use of land energies and territory spells. When they are so allied, they often serve as counsellors to the ruler.

The classic example of a protector is Merlin, the wizard whose spirit was as one with the land, with his simple cave stronghold in south Wales and the mighty anchor of Stonehenge holding the central lands of Britain under his benign control. Such mages often see many kings come and go, for sovereign mages tend to be long-lived. Protectors are beloved by the people living in the lands they oversee, though they tend to be blamed when things go wrong that are nothing to do with them. They are also bound by their agreements with the land spirits (for which see Chapter 4, Establishing

and Expanding Territory) and with the ruler of the land.

The recluse option is only for those who seek to control one territory for the entirety of their career. It is the path of familiar figures from fantasy such as the pale elven maiden who dwells in a misty lake, or the white-bearded custodian of the forests who keeps the trees from harm and whose tangled realm may absorb whole armies, leaving no trace behind. A recluse will always choose to entrench at 1st level. As the name implies, reclusive sovereign mages are withdrawn from the ways of the world, wishing only to stay forever in the place they know and love the best. Other sovereign mages often expand their territories around those held by recluses, so that an oppressor's empire may have a small oasis of magical calm within it that resists the presence of evil all around, or a good and just protector's dominion may yet contain a cluster of darkness where ancient malice is too deeply rooted to shift.

The stance the mage takes towards any given region will be decided largely by the method he employs to bring it under his control. As we will be discovering in the next chapter, there are only two ways to claim a region; by force or by diplomacy. The mage may vary his approach from region to region, dominating one region by force and using persuasion with another, but most mages will pick one approach and stay with it throughout their career.

If you are intending to take the path of the recluse, entrenching and investing all your power in one region, make sure the region is one you are prepared to defend for the rest of your life and that you have the power to do so. Reclusive mages very rarely leave their territory, so a character who takes this path is not likely to go looking for adventure again, though he may assist in the government of the region or offer shelter and protection to his colleagues while they are in the area.

The Stronghold

Almost every sovereign mage has a stronghold at the heart of his foundation territory, from whence he commands his forces. This is ideally situated at a considerable height above sea level, as the mage cannot make full use of his distant casting ability unless he is at a high vantage point (see Chapter 7, Sovereign Spell Use for further details). This means that many strongholds take the form of towers, castles or mountain holds.



A specific room within your stronghold, which must be in contact with the land (i.e. not above ground level) acts as the foundation territory's anchor while you are away from the region. Anchors will be addressed in Chapter 4, Establishing and Expanding Territory; for now it is enough to say they mark the point at which the land's soul may be accessed. If any invader wishes to break your control of your foundation territory and end your career as a sovereign mage, they must break through to this room within your stronghold to do it. If you have no stronghold, they can attack your control from anywhere in your foundation territory.

An extremely basic stronghold forms spontaneously as a result of the mage's claiming of his foundation territory. The powers of the land instinctively cluster around the point where the mage's power has focused. The sovereign mage may direct the shape of the initial stronghold as he sees fit.



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He may employ local materials, such as stone, wood or coral, to create a simple cubic or cylindrical shell, ten feet across by ten feet high, with an opening in one side. The form the elementary stronghold takes will depend on the territory. If it is within a forest, it will form the base of a huge tree; if a mountain, it will seem like a squat bunker or turret growing from the mountainside; if the stronghold is on plains, it will be like a tumulus, earthwork or barrow.

This initial stronghold may then be expanded upon by mundane or magical means as the mage sees fit. Some sovereign mages make their strongholds huge and imposing, the archetypal 'wizard's castle' of fantasy, upon whose battlements their servitors stride. Some take a subtler route, disguising their strongholds to look like any other building of the region, or even camouflaging them to seem like part of the landscape.

Announcing Yourself

Once your foundation territory is claimed and your stronghold established (even if it is not altogether finished) the final step

is to make your presence known to those who are already living in your realm. This is, of course, not obligatory; a mage who is planning conquest will not want to give his future adversaries any advance warning, in case they advance on his stronghold with pitchforks and burning torches. It is, however, a customary step. The attitude of the land's inhabitants will depend on their familiarity with magic in general and sovereign mages in particular.

This is where a certain irony comes into play. If the folk of the region are used to wizardly domination or protection, it is highly likely that another sovereign mage is controlling nearby land, or was recently ousted from his tenure of the land you now control. While this may make relations with the local inhabitants easier, it does set a limit on what you will be able to achieve. However, if you have taken the option of staking a claim somewhere far from civilisation (at first!) the native inhabitants may well view you with suspicion or awe. It is not unknown for a sovereign mage to set himself up as a deity in an isolated land, expanding his realm unchallenged and receiving tribute and worship from his people. It takes careful management to ensure that primitive peoples do not see you as a devil instead of a deity!

Ultimately, the relationship between the sovereign mage and the people in his territories will boil down to the expectations they each have of the other. A mage is quite justified in demanding tribute if he is providing a service in return and the people will tend to see it this way, though they will pay it grudgingly in most cases. The most popular sovereign mages are those who demand nothing of their people and who see their control of the land as a moral duty. These mages are welcomed wherever they go and presented with food and presents by a grateful population.

The population who will look to your magic to keep them alive or fear its retribution will, of course, not necessarily be human or even humanoid. Sovereign mages who begin their dominions on the fringes of settled lands often have to contend with the local tribes of orcs, kobolds, bugbears, hobgoblins and other such inconveniences. A mage capable of casting 9th level spells (as all sovereign mages must be) has little to fear from roving bands of such creatures, but even the most potent spellcaster cannot easily stand against a whole goblin army.

In such cases it is best to decide to rule over them, whether by bribery or coercion, or to enlist the help of friends and clear the area out thoroughly before you even establish your stronghold. Hordes of humanoid monsters are not going to be able to break your hold on the land magically – it takes a fellow sovereign mage to do that – but they can always do it by killing you.



ESTABLISHING AND EXPANDING TERRITORY

In this chapter we will cover the basic mechanics of how a sovereign mage comes to control new territory and increase the level of territory he already holds. The governing principle of sovereign magic is that any region of land has a soul, which the mage may fuse with a shard of his own power. This fuses his magical essence with that of the land, so that the land becomes an extension of him and vice versa. Later chapters will address the process by which a mage's power shard may be assaulted or his control over the land blocked.

LANDSOUL

The concept of landsoul is absolutely critical to understanding how sovereign magic works. The landsoul is the spirit of a given area of land, existing on its own private sub-plane. It does not matter if the 'land' is already limited by natural boundaries or if the sovereign mage has sectioned it out himself. It is not possible to access the landsoul of a given region by any other way than standing within the land and casting the appropriate spell, landsoul gate.

Unlike the soul of a creature, which occupies a physical body and may not itself be occupied, the soul of the land may be entered if the correct rites are performed. This is exactly what the sovereign mage does in order to plant the shard of his power there.

Visually, the landsoul exactly resembles its physical counterpart but in an idealised, spiritualised form; colours are more vibrant and rich, rocks glitter and gleam with latent chthonic energy, trees shimmer with vegetative life. It is exactly the size of its physical counterpart and no travel is possible beyond its limits. Above and at the edges of the landsoul there is only a foggy barrier, which allows no passage at all. So, if the landsoul of a river territory thirty miles long were accessed, the sub-plane would be of exactly those dimensions; the river would have no banks and would terminate at the limits of the physical territory. If a marked-out section of plains had its landsoul accessed, the landsoul would measure the same, even if the mage had designated its boundary in accordance with his own tactical plans.

The only way to return from the landsoul is through the gateway opened by the spell, back to the prime material plane. No other planes may be accessed from the landsoul, nor can teleport or plane shift spells – or even astral projection – be used to leave it. The entire region is effectively subject to a dimensional anchor effect. While within the landsoul, no summoning spells will work, though summoned creatures may be brought through the gate and will depart normally at the end of the summoning spell's duration. If another mage has opened a gate to the landsoul, it may be left by that egress as well as by the initial gate.

The key to accessing the landsoul, from which all the wonders of sovereign magic proceed, is the landsoul gate spell. This is very hard to find and is written only in the very oldest grimoires of magic. There are rumours of magical items that can open the way to the landsoul of a given region, but these have yet to be confirmed. If they do exist, their owners are keeping very quiet about them.

THE LEGITIMATE SIZE OF TERRITORIES

Certain rules apply regarding the minimum and maximum size a region may be in order to be claimed as a territory. The type of land involved is what determines this.

Drawing precise boundaries across the kind of maps involved in fantasy gaming is not an easy task. Many of the territories used in sovereign magic are of irregular size and their surface area cannot be calculated easily. The system presented allows the mage himself to draw the boundaries freehand, while making sure that land is added to in regular, orderly increments.

Open Land

New regions of open land, such as plains, grassland, desert, sea, tundra or ice waste, must share at least 10 miles of boundary with the mage's currently occupied territories, must add at least enough new territory to the mage's holdings to accommodate a circle 30 miles in diameter and may not extend further than 100 miles from the established boundary of the mage's territory. They must stop at a natural boundary, such as a new type of land or another mage's territory, if at all possible. It is not permissible to leave narrow strips of unclaimed open land lying around on the map.

The mage *may* claim open land territories in which the 30-mile circle overlaps with a restricted land feature such as a forest. He claims all the connecting open land around the feature, but not the feature itself. This move is often necessary prior to claiming such a feature, as it brings it within the mage's grasp.



ESTABLISHING AND EXPANDING TERRITORY

If a mage controls two adjoining regions of open land, he may alter the boundaries between them so as to make for a more orderly arrangement, so long as the boundary starts and stops at the same points and the thirty mile diameter circle can still fit into the area left.

Feature Land

Feature land is that kind of region which is not uniform and flat. It stands out from the background and is usually arranged in clumps and clusters. It includes such land types as forest, mountains, swamp, jungle and river. To qualify as a territory, the feature land must be large enough to accommodate a circle five miles in diameter, except in the case of a river, which must be at least twenty miles in length.

Land features must lie adjacent to or within territory already controlled by the mage. They are claimed all at once, unless they are larger than a hundred miles across in any dimension, in which case they are divided up into two or more equal sections.

Establishing Territory

In theory, this process is very simple. All you have to do to claim your first piece of territory and enter the exalted ranks of the sovereign mages is to select your region, find a copy of the *landsoul gate* spell, cast it within the region (thus defining the limits of your first territory), enter the landsoul, perform the *create power shard* spell and you are done. However, it does not usually go that smoothly.

Land Spirits

The landsoul is not empty. It is populated by entities that collectively make up what is called the *genius loci* or spirit of the land. These express the living, animate, sentient spirit of the land in the same way that the soul-landscape represents the land's geographical features. At least some of these spirits are intelligent and will be curious to know what an intruder is doing on their territory. Land spirits are generated spontaneously by the landsoul; if they are destroyed, they may be reformed.

The forms taken by the different spirits vary according to the type of land, as do their powers. They will not freely permit the mage to place a power shard in the landsoul as for him to do this effectively allows him to take their place as governors of the land. Indeed, successful placement of a power shard prevents the landsoul from being able to emanate land spirits while the shard remains, though they will be able to reform if the shard is removed.

The exact nature and powers of the land spirits are left to the Games Master to determine according to the nature of the campaign. They are as likely to vary in character, temperament and power as the kings, nobles and other rulers in the physical campaign world.

Suggested Chief Spirits

Land Type	Typical Chief Spirit
City	Celestial, Demon or Devil
Desert	Djinni, Efreeti
Forest	Treant, Naga
Hills	Heiracosphinx, Cloud Giant
Ice Waste	White Dragon,
Jungle	Couatl, Green Dragon
Plains	Earth Elemental
River/ Lake	Water Elemental
Sea	Dragon Turtle, Tojanida, Kraken
Swamp	Black Dragon, Green Hag

The primary land spirit should always be a named entity of at least 18 Hit Dice. This will be the spokesman for the land if there is any negotiation to be done. Spirits are not of a constant alignment and have their own agenda to follow. Many of them are largely neutral, though some can tend towards good or evil. A particular piece of land that has a reputation will have that reputation reflected in the alignment of its chief spirit. For example, a particularly treacherous swamp that has swallowed many lives or a brooding, dark and sinister forest is likely to have a chief spirit of evil alignment, whereas a bright and colourful wood or a sea rarely troubled by storms is more likely to have a chief spirit of good alignment.

Suggested spirits are listed in the table below. Note that although they carry the designation 'spirit', when within their own plane (which they cannot leave) they function identically to an ordinary specimen of the creature concerned.

In order to place a power shard, the mage must therefore deal with the land spirits first. There are two ways to do this. The mage may overpower them or negotiate with them. Overpowering the land spirits is simply a matter of keeping them at bay for as long as it takes the mage to cast the *create/boost power shard* spell, after which they are bound and unable to offer further resistance. As they reform on the spot where they fell several rounds after being 'destroyed', this can be a very difficult task. A mage may of course bring allies through the *landsoul gate* to assist him in keeping the land spirits back, but as the number of rounds for which the gate can be kept open is limited, he will not be able to bring whole armies with him.

Negotiation is a more delicate matter but is the only ethical method when the sovereign mage is of good alignment. The mage may attempt to persuade the land spirits to let

him place a power shard in the landsoul, with a promise to keep the land safe and defend it from its enemies. It is possible to place the power shard so that the land spirits may destroy it and reclaim the landsoul for themselves. This is almost always done in such instances, as the spirits may then judge for themselves whether the sovereign mage is keeping to his word or not.

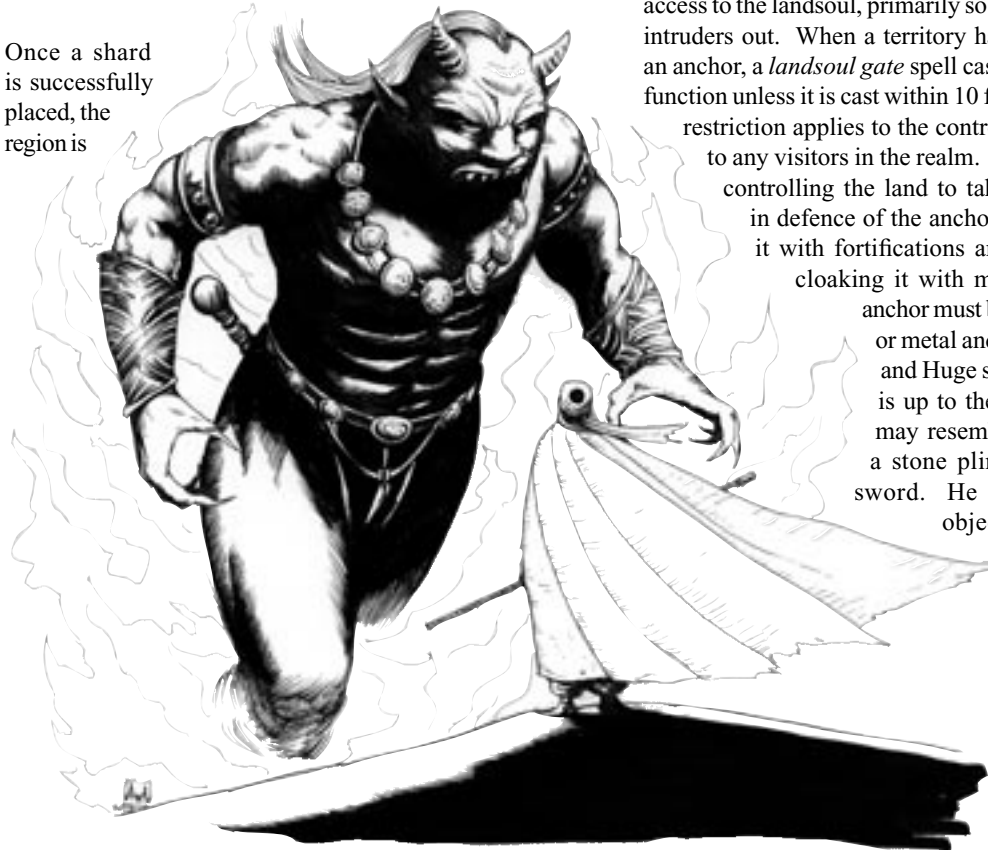
Certain actions will immediately convince the land spirits that the mage has reneged on his side of the bargain. If he impoverishes or blights the land, or uses his territory spells or other magic to cause severe damage to the land or its inhabitants, the spirits will consider the pact null and void and destroy the power shard.

Placing the Shard

The shard is placed by the *create/boost power shard* spell. It has no physical form, being more of a magical essence that permeates the whole of the landsoul. The mage may therefore neither conceal nor protect it within the landsoul environment; he may, however, restrict access to the landsoul itself by use of an anchor.

When in the landsoul of a controlled region, it is immediately obvious that a mage has placed a shard there. Glimmers of light in the colour of the mage's persona ripple through the landscape and the land spirits are nowhere to be seen.

Once a shard is successfully placed, the region is



immediately considered controlled territory with a level of 1. Once he has recovered from the fatigue effect, the mage may then go on to boost the shard to the maximum level that his own sovereign mage level allows, if he has the experience points to spare.

Expanding Territory

Once the foundation territory has been claimed, the sovereign mage may then go on to claim further regions in exactly the same way as the first. He may continue this so long as he has the experience points to expend. Should he ever lose the ability to cast 9th level arcane spells because of excessive experience point expenditure, he is no longer considered a sovereign mage and his control over his lands is utterly lost.

The starting mage may only control two types of land in total, so it is a common strategy when first expanding the boundaries of one's dominion to alternate claiming small sections of land and raising the level of the foundation territory. Once the mage reaches fifth sovereign level and may control an additional land type, he becomes more flexible in his choice of land.

Anchors

An anchor is an object placed in controlled territory by the mage and imbued with power. Its function is to restrict access to the landsoul, primarily so that the mage can keep intruders out. When a territory has been provided with an anchor, a *landsoul gate* spell cast in the region will not function unless it is cast within 10 feet of the anchor. This restriction applies to the controlling mage as well as to any visitors in the realm. This enables the mage controlling the land to take special precautions in defence of the anchor, such as surrounding it with fortifications and guards, burying it, cloaking it with mist and so forth. An anchor must be made of stone, wood or metal and may be between Tiny and Huge size. Its physical shape is up to the magician; an anchor may resemble a megalith, a tree, a stone plinth, a gem or even a sword. He may either select an object that already exists to be his anchor or manufacture one for the purpose.

If the anchor is ever destroyed or removed from the land, it loses its power to restrict access to the landsoul. For most sovereign



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magicians, the challenge in placing anchors is to make them sufficiently large to resist destruction while being small enough to be easily concealed. Some sovereign magicians fashion their anchors as jewellery and place them in the keeping of ancillaries who then remain within the region.

The stronghold in a magician's foundation territory is, by default, his anchor for that territory. The landsoul may only be accessed from the heart room of the stronghold; neither he nor any other magician may open a gate to the landsoul anywhere else in the foundation territory.

Empowering an anchor is a full-round action and drains the sovereign magician of 500 experience points. If open land is being anchored, the anchor may be placed anywhere within the 30 mile diameter circle used to mark out the land initially; if the anchor is being placed in a land feature, it may be situated anywhere within the land.

Fortified and Cloaked Anchors

When the magician reaches 11th level, all of his anchors automatically count as fortified. It becomes a good deal harder to gain access to the landsoul without the magician's permission. In order to open a *landsoul gate*, even within 10 feet of the anchor, any magician other than the magician whose anchor it is must succeed in an opposed

caster level check (d20 plus caster level) with the magician who owns the anchor.

When the magician reaches 19th sovereign level, all of his anchors automatically count as cloaked. Though their physical forms are still visible, they offer resistance to *detect anchor* territory spells.

LAND TYPES

Each one of the entries below describes a specific type of land used in the sovereign magic rules system. While there are of course many varied kinds of land in the real world, it is necessary to sum up essentially similar types of land under one heading.

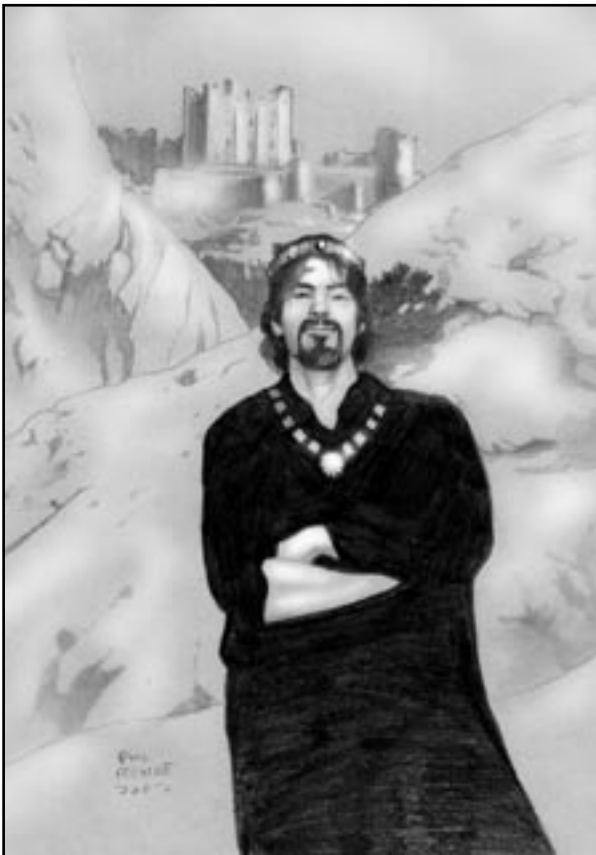
Indications are also given of the kind of powers traditionally associated with each type of land. These are included because a sovereign magician who has based his foundation territory in a given land type is likely to model his approach upon the traditional powers of that land. The presence of the magician's soul-shard in the landsoul means that the nature of the land rubs off on the magician, as well as the magician's power being invested in the land. This information is primarily for the Games Master's use in creating non-player character sovereign magicians, though players may draw upon it if they wish.

For example, a sovereign magician who has placed his foundation territory upon city land may steep himself in the glamour of the city, dressing in rich velvets, occupying an apartment fitted out with fine draperies and an extensive art collection and using magical means to augment his Charisma ability score. He effectively becomes an embodiment of the city's glamorous nature. A different city magician might choose to embody the labyrinthine attribution of the city, building himself an extensive lair of many corridors and subtle traps, using his powers to close off routes and open them at will, squatting at the heart of his city-labyrinth like a spider in his web. A sorceress of the swamps might focus on the association of swamps with the power to swallow things up, becoming a bloated glutton, perhaps with the reputation of swallowing her enemies whole. Mountain magicians could cast themselves as haughty loners or gruff, sarcastic ruffians.

The selection given here is intended to be compatible with most fantasy game world maps used in d20 games. The Games Master should agree with the players beforehand as to what land type the various different regions in the campaign world count as.

City

To qualify as city land, an area must be settled, built on and mostly paved over or cobbled. The land on which cities stand has a special magic all its own. Thousands of souls live there, filling the city's aura with emotional



power and enriching it with their dreams and aspirations. Many dramas are played out on the city's streets, with violence and murder being all too common in some places. The powers associated with cities are those of glamour, diplomacy, trade, the labyrinth, construction and defence.

Desert

Desert land is found only in hot climates. The terrain is composed almost entirely of sand and dust, with very little animal or vegetable life. Occasionally, outcrops of wind-blasted rock will be seen rising from the endless sand; sometimes there will even be a welcome oasis. The powers associated with the desert are those of fire, desolation, heat, the scouring blast of the sandstorm and the shimmering lies of the mirage.

Forest

Nobody needs the magical power of a forest explained to them. Some are places of shelter and calm, some are filled with enchantment and the bewitching presence of the Fey, some are gloomy and frightening places where hidden dangers lurk to seize those who stray from the path; yet all are filled with the presence of thousands of living trees and a multitude of animal life. The powers associated with forests are those of concealment, subterfuge, strength, resilience, misdirection and shelter.

Hills

Often barren and rugged, hilly land is any place where the territory is uneven, but does not rise and fall with as steep a gradient as that of mountainous land. Civilisation is not often found on steep hills, though sometimes a settlement will be established high on a hill in order to defend it more easily. Those who dwell in hilly country are often as rugged as the hills themselves. They are a favourite habitation for coarser humanoid monsters such as ogres and ettins, as well as being a retreat for criminals or those who wish to evade pursuit. The powers associated with hilly ground are those of ambush, gritty tenacity, endurance, desolation, solitude, safety and surveillance.

Ice Waste

At the very extremities of the land lie the terrible wastes of endless snow and ice. Only the most resilient creatures can survive and thrive in these freezing temperatures. Many sovereign mages will not consider the ice wastes as worthwhile places to build an empire, as there are few citizens to govern and existence is apt to be bleak and lonely. However, there are legends of those who have raised vast castles far off in the ice, claiming territory after territory unopposed and amassing their power before rallying barbarian tribes to their cause and descending upon unsuspecting temperate kingdoms. The powers associated with ice wastes are those of cold, desolation, confusion, concealment and ruggedness.

Jungle

Lush and humid, jungle lands are found in hot climates. They differ from forests in the range of animal and plant life that is found within them. They also are often thickly overgrown, with vegetation sprawling in a tangled mass across the jungle floor and creepers dangling from branches overhead. The powers associated with the jungle are those of strength, savagery, wildness, resourcefulness and healing.

Mountains

Home to dwarves, giants and other rugged races, the mountains are a raw and inhospitable environment. Crops are impossible to raise in the high altitudes and such game as there is, is scarce. Where the mountains excel is in their defensibility. The key to defence is to occupy the high ground; there is not much ground higher than a mountain, nor are there many better sources for the hard rock necessary to build fortresses. Mountain dwellers are often hardy, taciturn people, hard-bitten and driven by their survival instincts, not suffering strangers or fools gladly. The powers associated with the mountain are those of endurance, loftiness, protection, majesty and challenge.

Plains

This term covers just about all other instances of dry land than those mentioned elsewhere in this list. Everything from farmland to tundra, from fertile grassland to barren steppe is considered 'plains' for the purposes of sovereign magic. The great majority of the land on any given game world map is going to consist of plains, so a mage who cannot control this land type is severely limiting his scope for expansion. The powers associated with plains are those of accessibility, mobility, fertility, the open air and freedom.

River / Lake

The fresh inland waters play host to a very different selection of fishes and other aquatic life from than the ocean. They are often the source of a city's life, providing it with fertile soil, drinking water and food. Rivers and lakes are counted as the same type of land for the purposes of sovereign magic. The powers associated with them are those of fresh water, reflection, swift mobility, the maintenance of boundaries, cleansing and erosion.

Sea

Control of the wide oceans is the dream of many a sovereign mage. All life is said to have come from the sea; certainly there is much life there now, from the tiniest creatures to the monstrous leviathan and kraken. The sea is also a giver of life, providing a bounty of fish and other useful creatures. Once conquered with the power of sail, it enables trade or even warfare between separate



continents. There are many legends of the powers of the sea – some revere her and many fear her, but all respect her. The powers associated with the sea are those of salt water, changeability, destruction, the storm, transport, devouring and depth.

Swamp

The watery, boggy environment of the swamp deters all but the best-adapted or the most resourceful beings from dwelling in it. It is often hard to tell what is solid land and what is semi-liquid marsh. Swamps are often the home of dangerous, venomous creatures and such strange beings as lizard men. They have a reputation for treachery and danger. Many unfortunate travellers have been sucked down to a dismal death by drowning, having followed flickering marsh-lights in the belief that they were friendly lanterns. The powers associated with the swamp are those of moisture, deception, illusion, swallowing, adhesion and concealment.

SENSORS

The connection that a sovereign mage forges with the land grants him certain default powers of awareness. At first a vague and unfocused sense of extended consciousness, this new ability steadily becomes more finely tuned and useful to the mage. As he invests new levels of power into the soul-shard, his bond with the land grows and his awareness of what is taking place within it grows accordingly.

The magical means whereby a magician is able to keep track of events upon land that he controls are referred to as *sensors*. The sensors are always of equal power to the land's level.

The function of sensors is to keep the mage informed of what is going on in his realm, with priority given to detecting those beings that would wish him harm. Standard practice is for the mage not to act on sensor information himself, but to dispatch an ally of some kind to take care of it. Roving observers are especially useful when implemented in conjunction with sensors, as the sensor makes the initial detection, alerting the sovereign mage who can dispatch a roving observer to track and monitor the threat.

The most important aspect to sensors to remember is that they are almost entirely passive. Though the sovereign mage may concentrate briefly to activate a certain sensor feature, the information he receives does not distract him or impede him in any way. Also, though sensors can provide enough of a connection for a scrying connection, the mage must cast a regular *scrying* spell or similar in order to truly monitor the trespasser.

Level 1 Sensors

The mage's sensors at this level are attuned to one thing above all else; they are set to pick up hostile intentions directed towards the mage himself. Whenever a verbal declaration is made in a mage's dominion that expresses explicit hostility towards him, the mage may make a Spellcraft check as a free action to detect who the speaker is and whereabouts he is located. This is a language-dependent function; the sensors cannot interpret any statement as hostile unless it is spoken in a language the mage himself understands. The standard DC of all sensor Spellcraft checks is 20.

In order to resist this or any other sensor effect, a trespassing character who is deliberately trying to 'hush his thoughts' may apply the total of his Intelligence and Wisdom modifiers (if positive) as a circumstance penalty to the sovereign mage's Spellcraft check. The use of anti-scrying abilities and spells, such as mind blank, are effective against all sensor effects. A character must specify that they are doing this and may take no other action requiring concentration while they are doing so, such as preparing or casting spells, fighting or picking locks.

If the Spellcraft check is successful, the mage only knows who spoke, what they said and where they spoke from. This information is delivered in an instant. It does not distract the mage, nor does it threaten to break concentration. The detection of hostility establishes a temporary scrying connection with the target with the target, though the mage must use *scrying* on the speaker if he wishes to monitor the creature any more. Such an attempt must be made within five rounds of the detection of express hostility, or the connection is lost.

The speaker has a chance to notice that the sovereign mage has heard him, as is usual with scrying effects as an Intelligence check with a DC of 20. Success means that the mage's personal symbol or an image of his beast flashes before the speaker's eyes. The mage may choose not to disguise the fact that the speaker has been overheard, as is sometimes done when the mage wishes to intimidate his subjects. In this case the speaker is treated to the mental image described above along with a sense of the atmosphere associated with the mage without the need for an Intelligence check.

Mages who are more concerned with helping the occupants of their territories than with resisting challenges to their power may alter their sensors so that they register cries for help rather than threats. In this way, they may respond quickly when their friends or dependents are in danger. The sensors may not be set to detect both types of utterance at the same time.

If another sovereign mage uses magic within the mage's territory, it is likely that the sensors will pick it up. The detecting mage may make a Spellcraft check as before, with a circumstance bonus to the check equal to the level of the spell cast. Territory spells add a circumstance bonus of 10 plus the level of the territory spell. Normal spells cast by non-sovereign mages will not be picked up, unless they are of 9th level or higher, in which case a Spellcraft check can be made, though with a -5 penalty.

Level 2 Sensors

Sensors of the second level are capable of all that those of first level may achieve, with the additional feature that they may be set to *detect evil, law, chaos or good*. Obviously, magical sensors that detected every single creature of a given alignment within an area would overwhelm the mage with data. He can therefore use his sensors in one of two ways, once per day as a full-round action. He may either detect *all* creatures of one of the aforementioned alignment types within the territory and find out nothing more than their location, as if they were coloured dots on a map. Alternately, he may have his sensors set to detect only creatures of the specified alignment with 10 or more Hit Dice or levels. In the latter case, the presence of such a creature within the mage's territory allows him to attempt a Spellcraft check as detailed above, as if the creature concerned had verbally expressed hostile intentions toward him. The creature has the same chance to notice that it has been detected.

Additionally, the sovereign mage will now detect normal spells cast by non-sovereign mages of 8th level or higher, in which case a Spellcraft check can be made, though with a -5 penalty.

Level 3 Sensors

Sensors of this level begin to achieve quite terrific degrees of sensitivity. They function as level 2 sensors, with the added feature that the mage has a chance to notice whenever his name is mentioned. He is aware of all such utterances of his name as a constant chattering in the back of his mind. When his name is spoken, he is immediately aware of the surrounding phrase and context. He may make a Spellcraft check as above to recognise the speaker and its location. Whether or not the Spellcraft check is successful, the mage may use the mere mention of his name in order to cast a scrying or similar spell on the target. As before, this scrying attempt must be made within five rounds or the link dissipates.

For example, the sovereign mage Voltemand the Unspeakable is contemplating the progress of an alchemical precipitate when he is suddenly aware that someone has said '... evil bastard Voltemand taking five

out of every six coppers I earn, if he were here right now I'd tell him what I thought of him'. He fails his Spellcraft check to find recognise the person, but reaches for his crystal ball and casts *scrying* to discover more about his detractor. The target must now make a Will saving throw as per the normal *scrying* rules; as Voltemand has not previously met the creature and has no connection other than the registering of his name being spoken, the target gets a +10 bonus to its saving throw. If Voltemand had succeeded his Spellcraft check, and now knew the detractor was Benjy the Wainwright (with whom he is familiar), then Benjy would not get +10 to his Will saving throw - indeed, he would be at a -5 penalty!

It is not for nothing that seemingly superstitious village folk caution their loved ones not to speak the name of the dark wizard, lest he hear them; likewise, it is not for nothing that the names of some of the most beloved sovereign mages are invoked as a blessing.

Additionally, the sovereign mage will now detect normal spells cast by non-sovereign mages of 7th level or higher, in which case a Spellcraft check is made, though with a -5 penalty.



Level 4 Sensors (and above)

Sensors of level 4 are only ever found in a mage's foundation territory, as no other kind of land may be raised above third level. When a sensor is as powerful as this, it has all of the abilities of earlier sensors, supplanting the first level sensors' ability to detect hostile words with the power to detect hostile thoughts as if they had been spoken aloud. This is no longer a language-dependent ability as it was for a level 1 sensor. Though potent, this thought-detecting ability of level 4 sensors is very limited in range, being restricted to a one-mile radius centred on the sovereign mage. If he leaves his foundation territory, this ability is temporarily confounded.

If he prefers, the mage may set his sensors to detect thoughts that call upon his help rather than hostile thoughts directed towards him. His sensors in any one area may not utilise both functions at once.

In order to detect hostile thoughts directed against the mage, The Spellcraft check is made at a DC of 30 rather than the usual 20. The sensors make only one such attempt per target per hour. He may add the Land Level as a circumstance bonus to this check; the more levels the land has, the easier it is for the mage to detect hostile thoughts. Success informs the mage of the thought, the thinker and his location; he may make a reciprocal scrying attempt as before if he has the means to hand, but he only has three rounds in which to do so before the link dissipates.

Additionally, the sovereign mage will now detect normal spells cast by non-sovereign mages of 6th level or higher, in which case a Spellcraft check can be made, though with a -5 penalty.

Landsoul Gate

Transmutation

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 action

Range: See text

Effect: See text

Duration: Concentration (see text)

Saving Throw: None

Spell Resistance: No

The use of a *landsoul gate* spell opens a temporary rift between the material form of a given region of land and its landsoul. The gate must be opened within the land concerned; it may not be cast from an adjoining territory or opened more than 10 feet away from the substance of the land. A *landsoul gate* into the landsoul of a sea region need only be opened within 10 feet of the sea's surface, not the seabed. The gate may not be opened in or on a structure built upon the land itself unless the land in question is city land.

The sovereign mage must specify which land's soul he is accessing according to the rules for demarcation of territories. In doing so, he may need to specify the borders of the territory. If another sovereign mage has already placed

a shard of his power within the landsoul and thus demarcated the territory, the landsoul accessed will assume that form and those limits.

If the land is already under the control of a sovereign mage, the places where a *landsoul gate* may be opened are strictly limited. If the territory has been anchored by the controlling sovereign mage, then a *landsoul gate* may only be opened within 10 feet of the anchor, and will require an opposed caster level check if the anchor is fortified.

The *gate* itself is a circular opening, which may range from 5 to 20 feet in diameter as the caster chooses. The caster may hold the *gate* open for one round per caster level and must concentrate on keeping the connection open, or it is severed.

Create/Boost Power Shard

Necromancy

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 minute

Range: Touch

Effect: See text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell transfers part of the mage's powers and psyche into the landsoul of a region, taking over the reins of command from the region's natural spirits. To do so is a demanding task, draining permanent energy from the caster in the form of 6,000 experience points. The caster is fatigued afterwards for 1d6+1 hours. It takes the same amount of energy and experience points to raise the land's level by a further increment using this spell.

This spell is also used to transfer a shard of the mage's soul into a living vessel, if the mage has achieved a sufficient level of experience to be able to do this. Once it is mastered, this is a much more straightforward process than occupying the soul of a whole region. Placing a power shard in a living vessel drains 2,000 experience points from the caster. Such shards may be upgraded like those placed in a landsoul, costing a further 2,000 experience points for every such boost, but may not be raised further than the mage's land level limit.

The level of a power shard within a living creature does not count towards the sovereign mage's experience level. A mage may not have more levels invested in ancillaries and pawns than he has levels in his foundation territory.

Creatures that offer themselves voluntarily as receptacles of the mage's power are called ancillaries while those who are unwitting receptacles are called pawns. Full rules regarding ancillaries and pawns and the methods for creating them are given in Chapter 6, Allies.

THE POWERS OF SOVEREIGN LAND

Controlling the land is not just a matter of giving orders and having the citizens work it for you. A sovereign mage may tap the energies of the land to create spell-like effects, which he can then apply to himself and to others. Land powers only ever affect individual targets and are always in the nature of a boost or boon, never a direct attack. They represent the application of the concentrated power of the land in such a way as to augment an individual.

LAND POWERS

The land power effects available from a given piece of land depends on the level to which the land has been raised (or 'Land Level'). For example, a 1st level forest may yield only a *sylvan warding* or *green glamour* effect, while a 2nd level forest may yield either of these or an *oak's strength* or *wooden wisdom* effect.

The land may yield only one of its available effects when it is tapped. For example, a 3rd level plains territory may not be tapped to yield one *swift travel* effect and one *land's providence* effect. Multiple uses of the same land power do not stack; it is not possible to triple your movement rate twice by using two *swift travel* effects.

Land powers may not be used on any plane other than the Prime Material. The sole exception to this is when the mage is within the landsoul of a territory that he controls, in which case he may draw upon land powers stemming from that land alone.

Each land region may be tapped only once per day. To tap the powers of any one of controlled territory, the sovereign mage must be within his dominion, though it does not usually matter which part of it he is in at the time. Some effects require the mage to be within the land at the time, such as *Roofwalk*. Tapping the energies of a territory is a standard action that provokes attacks of opportunity and the mage must concentrate to achieve it. If distracted or struck while attempting to tap the land, a Concentration check is made as if the mage were casting a spell of equivalent level to that of the land effect.

All land power effects are spell-like abilities for the sovereign mage. The duration of the land power's effect is equal to the character's sovereign mage level in minutes, unless stated otherwise.

Land powers may be bestowed upon another person instead of being used by the mage himself, in which case the mage must touch the recipient to transfer the power. An unwilling recipient is allowed a Will saving throw as if he were resisting a spell cast by the mage (DC 10 plus the level of the effect plus the caster's ability score bonus) to resist the effect.

The bonuses granted by land powers are always termed as a *territorial bonus*. This is a new type of bonus developed purely for the sovereign mage and the powers he derives from the land. The territorial bonus is somewhat like a circumstance or insight bonus, but is entirely distinct as the land itself grants its own type of augmentation for the character. Territorial bonuses do not stack however – a sovereign mage who utilises the *oaken strength* and *endure ocean* effects at the same time, for example, will only gain the greater of the two Constitution bonuses, not the total.

Finally, land powers may only be accessed if the mage is in his own body and possessing an ancillary or pawn (see Chapter 6, Allies).

EMPOWERING SPELLS WITH LAND ENERGY

Instead of tapping land to draw powers from it, the sovereign mage may tap land to add to the effective caster level of arcane spells (but not territory spells). To do this, he must first tap the land as described above, then cast the spell in the following round. Only one piece of land may be tapped per spell. If he fails to cast the spell, the land is still tapped for that day and its energy is wasted. The type of spell that can be augmented is indicated alongside the land title. This use of land may not be transferred to another person.

For example, Athelack the Marshgrave is an 18th level sorcerer / 6th level sovereign mage who controls a level 2 swamp territory. She may spend a round to tap the land, then cast *animate dead* (a Necromancy spell) as if her caster level were 20th rather than 18th, which enables her in this case to produce 20 HD of skeletons or zombies rather than 18 HD. Alternatively, she could tap the land and then cast *cloak of chaos* (a Chaos spell) at an effective caster level of 20, which would then last for 20 rounds rather than 18.

City Powers (Transmutation, Law)

The powers associated with cities are those of glamour, diplomacy, trade, the labyrinth, construction and defence.

- 1st level:** Information Network, Urban Glamour
- 2nd level:** Street Reflexes, Roofwalk
- 3rd level:** Architectural Merge, Bright Lights

Information Network: The city is home to many thousands of people, each one preoccupied with his or her own thoughts. A multitude of voices speaks all at



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once within any city, day or night. The sovereign mage whose energy is merged with the stones, bricks and roof tiles of the metropolis may sift through those thousands of minds and voices and siphon off a little of that teeming information, so as to access one fact known by just one of the city's occupants.

By tapping the city land, the sovereign mage may discover information concerning the city or its inhabitants. He may not actually read anyone's mind by use of this power, but he may skim the surface thoughts of several thousand minds. In game terms, he is allowed to make an Intelligence check (DC 15) to access any one fact about a building in the city or a person living there that the Games Master rules is known to at least one person in the city. He may make an additional Intelligence check (DC 20) to find out whether a given person, object or event has been seen by anyone in the city; a further Intelligence check (DC 25) reveals the name of the witness, if successful. Note that if the witness is under the effects of a *mind blank* spell or similar effect then his identity will not be revealed. If the mentally shielded individual is the only person in the city who knows the desired fact, then no information will be discovered by the



mage. Each use of the power allows only one fact to be accessed.

Urban Glamour: The city is a place of charm, wit and social graces. The most arch and refined members of society circulate in its upper echelons, trading *bon mots*, flattering compliments and withering put-downs. The beauty of these noble creatures is exceptional and often considerably enhanced by cosmetic artistry. The reality of bricks and mortar, of filthy gutters and dilapidated low-class housing, is a whole world away.

The sovereign mage who controls city land may draw upon this ambience of charm and sophistication, diverting the concentrated essence of many dozens of socialites and scene queens to his personal use. The effect is to grant him territorial bonus to his Charisma ability score equal to the Land Level plus one, to a maximum of +5. This effect last for ten minutes per sovereign mage level; as partying and conversation are usually carried on for several hours, there is normally plenty of such energy to draw upon.

Street Reflexes: You need your wits about you to survive in the rougher parts of the city. It is easy to see which people have been living there for years and which are fresh from the country; the experienced ones have quick eyes, darting here and there to spy out danger and though they seem cool and assured, there is a great deal of tension under the surface ready to react to any threat. Every city has its rogues, its criminals, its street-fighters and its fugitives. All of that paranoid, twitchy energy is available to the sovereign mage.

Tapping the land here results in a boost to the mage's nervous system, flooding him with the alertness and quick reflexes of those who walk his city's more dangerous streets. He receives a territorial bonus to his Reflex saving throws and his Armour Class equal to the Land Level plus one, to a maximum of +5. The effect lasts for one round per level of the sovereign mage; as people who are in a tense situation try to get out of it as soon as possible, the supply of this kind of energy is erratic.

Roofwalk: The sovereign mage's spirit permeates every cobblestone, every column, every brick and every tile of his city to a faint degree. He may lay his hand upon any worked stone in the whole place and feel his own power stirring within the landsoul. Such a relatively trivial force as gravity is not much of an impediment next to that kind of a relationship.

By tapping the land as usual, the sovereign mage may walk or run upon any surface within his city as if it were ordinary flat ground. He may walk down a street, up a wall, across a roof, down the other side of the wall and keep going down the street. He could also walk upside down across the ceiling of a room.

Architectural Merge: Cities are built to stand for centuries; those who construct them have had timbers and stone hauled for many miles to form lasting structures. The sovereign mage may draw upon the resilience of his city's strongest buildings to fortify his own body, bracing his frame with the strength of marble pillars, sturdy roofbeams and deep foundations.

The energies of tapped city land bestow a territory bonus equal to the Land Level (to a maximum of +5) to the mage's Fortitude saving throws and confer a territorial bonus to his Armour Class of half the Land Level (rounded down). In addition, his body and clothing take on the appearance of worked stone, as if the image of a city wall had been projected across him. This effect grants him a +6 territorial bonus to any Hide skill check made within an urban environment, or any other environment that is composed primarily of worked stone. These effects last for one round per sovereign mage level.

Bright Lights: Cities are hives of energy, with fires burning in countless hearths, torches casting welcome light across the streets, candles flickering in windows and even magical sources of illumination lighting up the darkness with their unnatural radiance. The city is often spoken of as the place where the lights are bright. The brilliance of the city after dark is part of its attraction to the folk who dwell there and a major component of its magic.

The sovereign mage who controls a city's land may tap this glowing power and use it for his own ends. This effect may only be used once the city's lamps have been lit, so it is useless before evening begins to draw in, or in the period before dawn when most lamps have been doused. Tapping the radiant city gives the effect of a host of dazzling, scintillating lights surrounding the magician, making him difficult to look at directly. Any foe attempting to engage him in combat must make a Reflex saving throw (DC 10 plus the Land Level plus the mage's spellcasting ability modifier) or be dazzled for 1d3 rounds. The cape of lights also grants the magician the effects of one-half concealment, giving all attacks against him a 20% miss chance. The *bright lights* effect lasts for one round per sovereign mage level.

Desert Powers (Illusion, Fire)

The powers associated with the desert are those of fire, desolation, heat, the scouring blast of the sandstorm and the shimmering lies of the mirage.

1st level: Sandskin, Sandflow

2nd level: Heat Haze, One Million Grains

3rd level: Sunblaze, Dune Walk

Sandskin: The uncountable grains of desert sand are mostly made from silica, a tough and abrasive rock. Its powdery granules can scour metal away, burnishing it to a bright shine or blunting a sharp edge. These qualities are useful

to the desert-controlling sovereign mage, for he can employ them in his own defence.

Tapping the land and activating this effect produces a crust of magical sand that covers the caster's body from head to toe. While the encrustation lasts, he suffers only half damage from attacks made by slashing weapons and benefits from cold resistance of 20. The effect lasts for one round per sovereign mage level.

Sandflow: The desert's contours are inconstant. Beneath the sand there is bedrock, but for a variable distance above there is nothing but a shifting sea of sand that may be hurled into the air by violent winds and settle in new patterns. Dry sand flows almost as if it were a sluggish liquid, trickling through fingers or crevices, finding its way into everything that is not tightly sealed against it.

The sovereign mage may take advantage of the flowing quality of sand by tapping desert land. When the sandflow ability is activated, the sovereign mage's body becomes loose and amorphous, able to slither under doors, down narrow tunnels and through keyholes. He resembles a figure made of flowing sand. He may not detach any part of himself (his gear is treated as if he were subject to a *baleful polymorph* spell) and may no part of himself may be less than half an inch in thickness. His movement rate while in this form drops to 10 ft.

Heat Haze: When the sun is high in the sky the desert can become scorchingly hot, turning into a simmering cauldron of sand dunes, the very air rippling and seeming to melt in the heat. The heat of the air plays tricks upon the vision, making the ground sway as if seen through water, or making the horizons seem to have reflections in the sky.

The sovereign mage may draw upon these phenomena and use them protectively. The heat haze effect surrounds the spellcaster with a shimmering curtain of heated air, combining the effects of a *fire shield* spell (hot version) and a *blur* spell. The effects endure for a one round per sovereign mage level plus the Land Level.

One Million Grains: The desert environment is, in a word, uniform. One dune is very much like another. Sand blends with sand in an endless vista of flat colour. Against such a backdrop, creatures of the right colouration are very easily concealed. Reptiles burrow into the sand, hiding beneath it, and exotic creatures are all but invisible until they move.

The sovereign mage may tap the energy of this unending uniformity to blend into the desert environment seamlessly. When surrounded by a desert environment, he may activate the *one million grains* effect to become perfectly camouflaged. His body colouration shifts to match that of its surroundings. He benefits from *sandskin* as detailed above,



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plus an *improved invisibility* effect that lasts a number of rounds equal to his sovereign mage level.

Sunblaze: The fire of the desert sun at its midpoint is ferocious, crippling those who cannot find shade and drying exposed creatures to shrivelled husks. The desert itself becomes dangerous to look at directly, as the reflected glare can blind unprotected eyes. Those who have had their power of sight seared away from them by the remorseless solar rays are doomed to wander stricken for their remaining few days of life, unable to find water or shelter, until death claims them or help arrives.

The sunblaze effect may only be used by the sovereign mage when the sun is risen, as it is dependent upon the energy of focused sunlight that is absorbed by the desert sand. The mage drawing upon *sunblaze* is transfigured, blinding light surrounding him in a halo, as if his aura has become suffused with solar flames. He receives all the benefits of the *heat haze* effect as detailed above, with the following additional benefit: any foe looking at him without averting their gaze (see the rules governing gaze attacks in *Core Rulebook III*) must make a Reflex saving throw (DC 10 plus the Land Level plus the sovereign mage's spellcasting ability modifier) or be blinded for 2d4 rounds. The light of the *sunblaze* is sufficient to illuminate a circle 300 feet in diameter with light equivalent to sunlight. Creatures with a vulnerability to sunlight, such as vampires, are affected by the *sunblaze* as if it were natural sunlight. The effect lasts for a one round per sovereign mage level.

Dune Walk: Although stark and brightly lit, the desert is a very deceptive place. It is easy to mistake one sandy region for another one; there often seems to be no such thing as 'location' within a desert, merely an undifferentiated sea of bright sand. It is even said that deserts can become places where roads become meaningless; one place being much like another, a person who knows the secret ways can step between regions many miles apart as easily as if he were walking from one dune to another.

By tapping the land and activating this effect, the mage may walk to the top of one dune and appear at the top of another dune up to 2,000 feet away as if transported by a *teleport* spell. He may continue this progress, covering great distances in a short time, but must walk from his arrival point to the top of a new dune every time. A sovereign mage may make as many teleportations from dune to dune as he wishes. He may only teleport from the highest point of any given sand dune and appears at the highest point of his destination dune. If the mage controls more than one desert territory and they are connected, he may *dune walk* from a dune in one territory to that in another. He may not use this effect anywhere other than within a desert territory that he controls.

Forest Powers (Enchantment, Fear)

The powers associated with forests are those of concealment, subterfuge, strength, resilience, misdirection and shelter.

1st level: Sylvan Warding, Green Glamour

2nd level: Oaken Strength, Wooden Wisdom

3rd level: Tree Form, Wild Spirit

Sylvan Warding: There are few better hiding places than the depths of the forest. Immense tree trunks provide shelter in their hundreds, light through wavering leaves plays tricks on the searcher's eyes and deep bracken and the hollows between roots provide a refuge for hunted creatures gone to ground.

A sovereign mage who controls a forest territory may tap the land to draw upon the forest's occlusive powers. *Sylvan warding* has the effect of screening the mage with a rippling ambience of shadows, similar to those produced by faint sunlight through leaves. The crafty elusiveness of the creatures of the forest fills his psyche. He receives a +10 territorial bonus to any Hide checks made when within a forest environment, the concealment effects of a *blur* spell and a +2 territorial bonus to his armour class. These effects last for a one round per sovereign mage level.

Green Glamour: Forests are bewitching places; scenes of storybook romance are often set in deep bluebell-carpeted woodlands, while on the darker side there are many tales of strange alluring roadside presences that lure the traveller from the one and only safe path through the woods. It is not for nothing that the Fey, who toy with mortals' minds for sport, so often dwell in the forests.

The *green glamour* effect calls upon the power of the deep enchanted woods to fascinate the mind. When the land is tapped to activate the effect, the magician's voice becomes soothing soft as spider silk or the moss of the forest floor. His presence carries with it a promise of peace and rest, with hints of mystery and ancient magic. The effect is to give him a territorial bonus equal to the Land Level (maximum +8) to any Charisma based ability checks or skill checks. It becomes harder to stand against his charms when he has the mystique of the forest infusing his magic. Accordingly, the DC of saving throws to resist the effects of any mind-affecting spell cast by the mage using *green glamour* increases by the Land Level plus one, to a maximum of +5.

Oaken Strength: Resilience is a famous quality of the forest. The very bones of civilisation are nothing more than the wooden timbers that held up the earliest dwellings of man; and that wood came from the forest. Trees have stood there for a thousand years and may stand for a thousand more. The steady, sturdy endurance of the mighty trees is frequently used as a metaphor for the better moral qualities

of mortal beings. More practically, the borrowed strength of good oak is what lends a shield its powers of deflection or a ship its sound hull.

All that latent strength bound up in those ancient, burly, gnarled tree-branch arms is available to the sovereign mage who knows how to tap it. Use of *oaken strength* bestows an territorial bonus to both the mage's Strength and Constitution ability scores equal to the Land Level plus one, to a maximum of +5. The mage may also choose from one of two additional effects; *bark* or *thorns*. The *bark* effect confers all the benefits of a *barkskin* spell cast at the spellcasting level of the sovereign mage, rendering the mage's skin rough and gnarled-looking. *Thorns* covers his body with sharp cusps that count as armour spikes, with which the mage is considered to be proficient for the duration of the effect. These spikes are considered to be magical weapons, with an enhancement bonus to attack and damage rolls equal to the Land Level, to a maximum of +5. The combined effects of *oaken strength* last for one round per sovereign mage level.

Wooden Wisdom: There is a saying; while the flesh speaks, the wood listens. The oldest and wisest of the trees keep

their own counsel, brooding for decades on matters of deep philosophical import, refusing to be hurried, knowing they have aeons in which to debate. Their patience is a matter of legend and a quality that many Druids seek to emulate. They see many things in their long, long lives; they also endure many things. Over the centuries, an ageless wisdom is secreted in their wooden hearts.

The wisdom of the trees is accessible to the sovereign mage, who knows them intimately because of his bond with the land; though whether he sees them as wise advisors or as convenient slaves will depend on the nature of his bond and the kind of mage he has chosen to be. Tapping the land for this effect confers a territorial bonus to the sovereign mage's Wisdom ability score equal to Land Level, to a maximum bonus of +5. This represents his use of the best arboreal minds available in the forestland he controls. The effects last for one round per sovereign mage level.

Alternatively, he may open himself completely to the strange and slow thoughts of the trees and connect with the sum total of their cognitive power all at once. If he takes this option, he receives an immediate territorial bonus of +6 to both his Wisdom and Intelligence ability scores. This is

extremely hard to bear, as the minds of humanoid life forms and those of trees are so very different. This effect last for three rounds, after which the mage takes 1d6 points of temporary ability score damage both to his Wisdom and to his Intelligence, rolled separately. This effect is usually only called upon when a 'brain boost' is needed, whether to solve a desperately hard conundrum, to give the mage a better chance of making a Will saving throw, or to add greatly to the DC of a spell he is casting.

Tree Form: Not all of the grave green sentinels in the forest are what they appear. No tree on a sovereign mage's land is ever a mere growth. Even the ordinary trees are filled with a strange semi-awareness. There will often be treants in the deepest parts of the woods, blending in with the ordinary trees. Sometimes, what is at first taken for a tree like any other is the magical lord of the region himself, warped into a new form, the better to connect to his land.

The *tree form* ability causes the mage's physical shape to shift into that of a tree, mobile or not as he chooses. Essentially, the effect is that of a *shapechange* spell, changing his shape into that of a tree, or



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that of a treant if the mage prefers. The mage may change to his ordinary form and back to tree form as he wills for the duration of the effect, but may not assume any other shapes. If he is on his own controlled forest territory when this effect is activated, he is in tree form and he is in direct contact with the earth, he may take a whole round action to recover 1d8+1 hit points. He achieves this by drawing magical sustenance from the ground through his roots.

Wild Spirit: The forest is home to many unfettered creatures, running wild and free under its sheltering branches. It is often used as a symbol of freedom or rebellion, with the forest being the characteristic home of the outlaw, the runaway or the criminal, as well as beasts who answer to no law of man, such as the dread lycanthropes, or those who prize gaiety and tricksters' ways, such as the pixies. There are places in the forest's heart where the civilising influence of towns and cities cannot reach and where not even a single recognisable road runs.

This untamed wildness may be drawn upon and used in the interests of the mage's own freedom. Tapping the land and calling upon this effect causes a thrill of feral energy to run through the mage's form, as he becomes attuned to the agile minds that run wild in his woods. The effect immediately confers the benefits of a *freedom of movement* spell. The mage's movement rate is also doubled for the duration of the effect and he receives a territorial bonus to his Dexterity ability score equal to Land Level plus one, to a maximum of +8. The effects lasts for a one round per sovereign mage level.

While the *wild spirit* effect lasts, the mage has a supernatural sense of how to move to avoid tripping over obstacles on the ground and can run freely in a forest environment without having to worry about tree roots, fallen branches and the like; he never has to make any kind of a check to avoid these. A deliberately camouflaged snare or other trap is a different matter. This will require the usual Reflex saving throw, but bear in mind the Dexterity ability score enhancement.

Hill Powers (Divination, Air, Electricity)

The powers associated with hilly ground are those of ambush, gritty tenacity, endurance, desolation, solitude, safety and surveillance.

1st level: Flint Heart, Vortex

2nd level: Hill Walk, Electric Tempest

3rd level: Cloud Body, Bellow

Flint Heart: Hills are often composed of masses of such igneous rocks as flint, famous for its hardness and sharp edge when chipped. Flint weapons formed the earliest tools of man, as well as being the source of the first spark of man-made fire in some civilisations – those in which fire was not

stolen from the Gods, that is. The qualities of flint are often applied to people who are emotionless, stern and resolute.

The *flint heart* effect channels the enduring power of the flint deposits within the magician's hill territory and uses them to fortify the magician's internal organs. For the duration of the effect he becomes immune to critical hits, exactly as a construct or an undead creature. He also gains a temporary territorial bonus to his Constitution ability score equal to the Land Level, to a maximum of +3. The effect lasts for one round per sovereign mage level.

Vortex: Hills are often raw and exposed places, where bitter winds hone their edges upon flanks of rugged stone. The powerful winds that howl about the hilltops are what make hilly regions so useful for powering air magic spells. They may also be harnessed for a particular kind of protection.

The *vortex* effect surrounds the magician with a tiny hurricane in column form, as tall as he is and with a five-foot radius. It confers a territorial bonus to his Armour Class against ranged weapon attacks, as long as the projectile is of Small size or smaller, of 5 plus the Land Level (to a maximum of +10). It conferring a territorial bonus to his Armour Class of the Land level plus one (to a maximum of +5) against all other physical attacks. Attacks from



incorporeal creatures ignore this territorial bonus, as do area effect attacks or ranged attacks made as part of a spell, such as the roll to hit with a ray. The vortex lasts for one round per sovereign mage level.

Hill Walk: Hill territory is unlike other kinds of land. It is composed of masses and clusters that are, in themselves, not sufficiently unique to constitute a feature in their own right, yet it is far from being uniform, either. This common connection between one hill and another within a given region enables the sovereign mage who knows the land's secrets to move from one hill to another effortlessly, closing the gap between them with a single step.

By invoking the *hill walk* effect, the sovereign mage may *teleport* freely between any one hill on his territory and any other. This teleportation is a standard action, which requires concentration. The effect lasts for ten minutes per sovereign mage level, during which time the mage may *hill walk* a number of times equal to the Land Level. If the mage controls more than one hill territory, he may *hill walk* from a hill in one territory to that in another. He may not use this effect anywhere other than within a hill territory that he controls.

Electric Tempest: The hills of the land rise high into the sky, seeming to come close to the underbelly of the clouds. In this environment, the full force of the storm seems close enough to reach out and grasp – as in fact it is, if one is magically inclined. The electrical charges that zip and fizz in the air above high hills on stormy days may be gathered together and harvested by the sovereign mage, turning him into a humanoid Van der Graaf generator.

The effect of the *electric tempest* is to clothe the mage in a halo of blue electric crackles that light him up like a beacon, crawling back and forth across his body. He takes no harm from this effect and has an energy resistance of 20 to electricity while the *electric tempest* lasts. He may use *shocking grasp* as a spell-like ability at will; the electrical damage inflicted is 1d8 plus Land Level, rather than plus 1 per level of the 'caster'.

Attacks made against the mage with metal melee weapons releases a burst of electrical energy, which deals 1d8 points of damage plus 1 per Land Level to the attacker. Attacks in which the attacker touches the mage with part of his body, such as an unarmed attack, cause the same effect and damage. The mage does not need to take any action to cause this discharge; it is a natural side effect of the *electric tempest*. The effect lasts for one round per sovereign mage level.

While the *electric tempest* is in effect the mage may not enter water, or the effect is dispelled. Dousing the mage with at least two pints of water quenches the effect, unless

the mage makes a successful Reflex saving throw against a DC of 15.

Cloud Body: Sovereign mages who control hill territories are in close affinity with the powers of the air and the sky. Even than the mages of the mountains lack this ability, for the sheer mass of the mountains means that their earthy nature takes precedence over proximity to the airy powers. It is said that the more advanced mages of the hills may sometimes be seen overshadowing the land as great cloudy forms... and these rumours do not lie.

Evoking the *cloud body* effect enables the mage to make one of two alterations to his physical form. He may either enter *gaseous form* at will for the duration of the effect, or transform himself into an air elemental by means of a *shapechange*. The mage may change to his ordinary form and back to air elemental form as he wills for the duration of the effect, but may not assume any other shapes. The effects last for ten minutes per sovereign mage level.

Bellow: Sound echoes far among the hills; a cry may reverberate down the valleys, travelling great distances from its point of origin. Some hill dwellers use strange yodelling calls or shouts to signal to each other across the broad divide between one hill and the next. To the mage who knows how to use them, the valleys of his hill land may act as an immense sounding chamber.

Tapping the resonant valleys of a hill region and calling upon this effect grants the sovereign mage the power to amplify his voice to a monstrous degree, so that words shouted by him may be heard five thousand feet away, plus one thousand feet per Land Level. While the effect lasts, he may use *shout* or *greater shout* at will as a spell-like ability, as if the spell were cast by a spellcaster of his own character level. The *bellow* effect lasts for one round per sovereign mage level.

Ice Waste Powers (Evocation, Cold)

The powers associated with ice wastes are those of cold, desolation, confusion, concealment and ruggedness.

1st level: Frost Skin, Hibernation

2nd level: Freezing Flesh, Ice Hammers

3rd level: Chill Genius, Icefear

Frost Skin: In the lands where the only colours are the endless white of the ice floes and the endless marble grey of the skies, an eternal carpet of snow and ice crystals covers the ground. This barrier can lie to a depth of many hundreds of yards in places, sealing away the underworlds of water or earth beneath a nigh-impenetrable surface. The remains of peoples and beasts long since forgotten by humankind are said to lie under this frozen barrier, shut off from the upper world for eternity.





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The sovereign mage with power over an ice waste region can draw upon the millions of tons of ice in his realm to fasten upon his body and shield him from harm. The *frost skin* effect causes the fleshy parts of the mage's body to appear frozen solid and dusted with sparkling diamonds of ice, like a corpse left out for years in freezing conditions. It confers damage reduction of 20/+3 and fire resistance of 20, dissipating once it has prevented a total of 20 points of damage (of any kind) per Land Level (to a maximum 200 points). The effects last for 1 round per sovereign mage level. If the effect is called upon in below-zero temperatures or in the presence of large quantities of ice, the duration of the spell is extended to one minute per sovereign mage level.

The mage may also sacrifice the effect so as to absorb all of the damage from any one attack, simultaneously *teleporting* to a familiar spot within 50 feet. He may only do this if he is within a controlled ice waste territory of his own. If this is done, the *frost skin* shatters completely. It is a favourite tactic of sovereign mages who control ice wastes to gull enemies into thinking that they have shattered the mage himself to icy fragments, while he is actually recouping his strength somewhere nearby. Anyone observing the *frost skin's* destruction may make a Spot check at DC 30 to notice that the mage was not within the ice shell when it was destroyed.

Hibernation: Some animals spend the winter in a dormant state, awakening once again when the land begins to warm and the sun has returned. In the harsh lands of ice where the winter is unending, there are still those beasts who spend some part of their time in deep sleep, having fattened themselves up for a season of rest and recuperation. Even in a place of freezing winds and biting flakes of ice, there are still some places of refuge and some natural ways of coping with the worst of the conditions.

Like some of the creatures in his realm, the mage of the ice wastes may shelter beneath a protective barrier of snow. Activation of the *hibernation* effect causes magically summoned snowflakes to pile up around the mage, who usually assumes a recumbent or meditative position. It takes ten rounds for him to be completely buried, after which the *hibernation* commences.

Every ten minutes spent in a state of *hibernation* confers all the benefits of a full day's rest. While in this state, the mage is considered asleep, and so may take no actions. He may not prepare spells and as soon as he moves the effect is terminated. The mage may spend one hour in *hibernation* per Land Level, to a maximum of five hours.

Freezing Flesh: Living tissue suffers horribly in ice waste conditions. Exposed skin rapidly becomes sore and chapped. Prolonged exposure brings with it the risk of frostbite, causing extremities to become grey and dead,

leading to the loss of fingers, toes and possibly whole limbs. Cold is no less cruel than flame when inflicting tissue damage.

Tapping an ice waste territory enables the sovereign mage to take advantage of the destructive powers of the cold winds and sub-zero temperatures in his dominion. His flesh becomes supernaturally cold to the touch, causing any who come into contact with it (such as with an unarmed attack) to take damage. *Freezing flesh* inflicts 1d8 +1 per Land Level in cold damage. The victim must also make a Fortitude saving throw (DC 15 plus the sovereign mage's spellcasting ability modifier) or suffer a point of temporary Strength damage. The mage may also make unarmed attacks while he has the *freezing flesh* effect running without incurring attacks of opportunity. This effect lasts for one round per sovereign mage level.

Ice Hammers: When ice falls, it falls hard. Ice is as heavy as stone and strong as glass; a thrown ice boulder is no less devastating than an equivalent sized lump of granite. Avalanches out in the ice wastes are devastating for any settlement unfortunate enough to be in their path. Even a fall of large hailstones can do severe damage to exposed skin.

The mass, inertia and hardness of packed ice can be tapped by the sovereign mage, who becomes able to use ice magic as a weapon. This effect causes fist-sized spheres of rock-hard ice to orbit him at a high velocity, like tiny planets whirling around a central sun. The area of effect is a cylinder with a five-foot radius and a height one foot taller than the mage, with the mage being at its centre. The *ice hammers* do not affect the mage's vision, though he cannot manifest them if there is not enough room for them to appear.

Any character that enters the region in which the *ice hammers* are whirling (such as by moving adjacent to the mage to make a melee attack) will be at risk of taking damage from them. The hammers inflict 1d6 points of bludgeoning damage per Land Level, to a maximum of 10d6 damage. A Reflex saving throw is allowed for half damage; the DC of the saving throw is the sovereign mage's class level plus his spellcasting ability modifier plus the Land Level. There is only enough ice in the whirling hammers to inflict a total of 20 points of bludgeoning damage per Land Level. Once all possible damage has been dealt, the effect ends. Even if there are ice hammers remaining, the effect lasts no longer than one minute per sovereign mage level.

Area effect spells (or other area-affecting attacks such as alchemist's fire) inflicting fire damage may melt some or all of the ice hammers. Roll damage for the *ice hammers* as if they were a creature. Deduct the result from the total bludgeoning damage the hammers can deal – if this means the *ice hammers* can no longer deal damage, then they dissipate and the effect ends as usual.

Chill Genius: A snowflake is a thing of geometric perfection when viewed close-up. Intellection is often considered to be a cold process, as when people speak of ‘cold, hard facts’ or ‘a cold, calculating expression’. This indicates the tendency of those who are very cerebral in their thinking processes to lack warmth and conviviality. Cold is a useful asset to an ice mage, as it dispels unwanted emotion and enables him to cogitate with a mind as clear as pure ice.

The mage may tap the powers of an ice waste region to give a territorial bonus to his Intelligence ability score. In this way he may increase his Intelligence by one point per Land Level to a maximum bonus of +6.

While in this icily contemplative state, he is far less likely to have his emotions swayed, as he has very few emotions to speak of. He gains an equal territorial bonus on saving throws made to resist mind-affecting magic or abilities. The effects of *chill genius* last for one round per sovereign mage level.

Icelfear: There is no argument about it; the arctic wastes are terrifying. The utter desolation of the place, the certainty of death if shelter is not found and the remorseless scouring of the land by wave after wave of snow and ice borne on knifelike winds – all of these together are enough to horrify anyone but the most stout-hearted adventurer. Fear itself is a cold emotion, as when blood runs cold, or hearts are chilled. Those who choose to instil fear in others may do so far more readily when they can draw upon the freezing terror of a whole region.

The mage who taps the land to activate *icelfear* calls the desolate horror of the ice wastes into his soul. His eyes become windows onto a pitiless realm where life quickly ebbs away and human courage counts for nothing. He acquires the ability of *frightful presence* as described in *Core Rulebook III*, the activation of *icelfear* being the trigger for this ability. Sovereign mages of the ice wastes often use this land power to force the people living in scattered settlements on the perimeter of the ice waste to worship them.

Jungle Powers (Conjuration, Healing)

The powers associated with the jungle are those of strength, savagery, wildness, resourcefulness and healing.

- 1st level: Purge System, Beastlord
- 2nd level: Serpentform, Bestial Aspect
- 3rd level: Wild Strength, Wild Fury

Purge System: The jungle is resplendent with life, much of it uncategorized or even undiscovered. There are thousands of creeping, crawling, slithering creatures and tangling plants that contain venom of various degrees of potency,

from the irritation of a small centipede’s bite to the fatal fang of the black mamba. In the curious balance by which the Gods abided when they created the world, the home of the sickness is also the home of the cure. There are said to be healing plants hidden amongst the foliage of the jungle floor that can negate the effect of even the most virulent toxins; humble beetles have been found to have restorative effects unexpected by the herbalists and magicians that stumbled upon them.

A sovereign mage controlling jungle territory may siphon off a portion of the jungle’s prodigious healing power to drive poison or disease out of his body, or confer upon another the power to do the same to their bodies. He may not cure another by these means, but he may transfer to them the power to cure themselves. By tapping the land, he may duplicate the effects of *remove disease* or *neutralise poison* spell on himself. In doing so he may also restore ability score damage caused by poison or disease, to a maximum of one point restored per Land Level. If multiple ability scores have been affected, he must choose which to restore. Tapping the land to gain the effect takes the usual amount of time but applying *purge system* once the land has been tapped is a free action.

The mage may hold this healing energy in his body for ten minutes per sovereign mage level before using it; he may thus tap the land in advance if he is about to enter a situation in which he might suffer a poison attack, discharging the healing energy to purge the poison once it has struck.

Beastlord: There is probably a greater variety of animal life found in the jungle than anywhere else, with the possible exception of the depths of the ocean. He who sets his soulshard in the landsoul of a jungle is tapping into the habitat and the minds of some of the most powerful predators alive in the animal kingdom. The inhabitants of the mage’s own jungle territory will instinctively recognise the presence with which they live on a daily basis; he may use his experience with them to influence other animals.

Activating the *beastlord* effect brings the sovereign mage into close empathy with the animals, beasts and magical beasts of the jungle. They are moved to recognise him as someone of great importance, if not their rightful lord and master. To be influenced by this effect, a monster must be an animal, beast or magical beast, must have an Intelligence ability score of no higher than 2 and must be native to the jungle. While the effect is active, all eligible creatures within a 50 foot radius of the mage are subject to a *calm animals* effect, to a total number of HD equal to twice the character level of the sovereign mage. Some creatures are allowed a saving throw, as per the rules governing *calm animals* (see *Core Rulebook I*); the DC for this saving throw is the sovereign mage’s class level plus the Land Level (to a maximum of +5).



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In addition to this ongoing effect, if the mage is within a jungle territory he controls he may also call upon a *dominate animal* effect once and only once during the effect's duration. The DC for the saving throw to resist the effect is the sovereign mage's class level plus the Land Level (to a maximum of +5).

Serpentform: Some of the most notorious of the jungle's denizens are the limbless reptiles that drape themselves lazily over the boughs of trees, dangle like creepers from overhead branches and slither noiselessly amongst the mulch of the jungle's floor. The jungle is the home of some of the hugest snakes known to man. Possibly for this reason and for the impressions left on the jungle's psychic atmosphere by terrified travellers, the giant serpent is a form that the sovereign mage can easily assume when he controls a jungle territory of the appropriate level.

Use of this land power enables the sovereign mage to *shapechange* into the form of a huge giant constrictor snake, for which see *Core Rulebook III*. He may shift back to his ordinary form at will but may not use this effect to assume any other shapes. If he is within a jungle region that he himself controls, the effects last for ten minutes per sovereign mage level, otherwise it lasts for the default duration of one minute per sovereign mage level.

Bestial Aspect: From the lion's roar to the flared spines of the mantichore, from the girallon's thunder on its own breast to the hiss of the displacer beast, the jungle is full of startling and diverse methods of communication where animals signal to one another. When a creature of the jungle reacts in a hostile manner, you know about it – there is no room for doubt. These creatures signal their displeasure in a direct and intimidating manner.

The sovereign mage may channel the blatant power displays of the beasts into his own personal aura, investing his presence with a myriad warning signs. Any observer instinctively feels that the mage is not a person to mess with and that those unwise enough to do so would come off worse. In order to take any voluntary hostile action against the sovereign mage while the *bestial aspect* effect is running, the creature making the attempt must make a Will saving throw, the DC being equal to the twice the Land Level plus the sovereign mage's spellcasting ability modifier. Failure does not have any adverse effect upon the creature; he simply cannot bring himself to take the action. This counts as a mind-affecting spell-like effect. It only affects those who are within 50 feet of the mage. The effect lasts for one round per sovereign mage level.

Wild Strength: The jungle plays host to some of the most physically powerful creatures on the planet. Survival in this environment is challenging, so life has to be capable of fighting hard to survive. Even small creatures like termites and army ants are a formidable force when working in

numbers. Not only the animal kingdom is possessed of prodigious strength; some of the exotic woods found in a jungle environment are the hardest known to man.

The mage who needs to call upon extra strength for himself or his allies may draw upon that found in his jungle territory. By tapping the land, he may grant himself an territorial bonus to his Strength ability score equal to the Land Level plus one, to a maximum bonus of +8. Alternatively, he may channel the energy into an object of up to Huge size, giving it an territorial bonus to its hardness attribute equal to the Land Level. This may only be used to enhance the hardness of objects that actually have a hardness rating – water, for example, cannot be made harder, although ice can. If used to enhance Strength, the results last for one round per sovereign mage level; if used to toughen an object, they last for ten minutes per sovereign mage level.

Wild Fury: The savagery of life is nowhere more apparent than in the heart of the jungle, where beast feeds on beast and only the strong survive. When provoked to anger, or when fighting for their lives, many of the jungle's creatures will tear into a foe and not leave off combat until it is ripped to pieces. They are extremely hard to kill when feeling the full force of their fury; wounds do not slow them overmuch, nor can their jaws be unlocked when they bite.

The sovereign mage may tap this berserk anger and flood his own system with it. When under the effects of *wild fury*, the mage takes on a primordial ape-like appearance. He grows bristly hair all over his body, his teeth lengthen and his eyes shine with a mad light. He is filled with the powers of endurance and ferocity culled from thousands of wild animals. This is identical to the rage ability of a barbarian (see *Core Rulebook I*), except that Strength and Constitution increase by the Land Level plus one (maximum +6) and the effect lasts for one round per sovereign mage level.

Mountain Powers (Abjuration, Earth)

The powers associated with the mountains are those of endurance, loftiness, protection, majesty and challenge.

1st level: Rock Ward, Mountain Leap

2nd level: Soar, Stone's Might

3rd level: Rockform, Roots of the Mountain

Rock Ward: Mountains are above all a barrier, a natural fortification dividing land from land and kingdom from kingdom. The immensity of rock and earth they represent has kept many a hostile empire from invading; there is no better screen against foes, for even oceans can be crossed easily if one has ships. Mountainous lands can only be penetrated if one has the power of flight or is prepared to take a longer route around them.

The rock ward is an effect that draws upon the protective quality of the mountain. It places a close-fitting shield of semitransparent, greyish energy veined with crystalline quartz-like tinges around the mage (or the person or object on whom he is placing the effect) with the mage's symbol clearly visible upon it. This energy does not impede the mage's free motion. Any damage dealt to it is transposed to the mountains the mage controls instead, with the result that it has exactly the same protective attributes as a *wall of force*; unless the mage is hit by enough energy to shatter a mountain, the *rock ward* will not fall. It may be dealt with in the same ways as a *wall of force* can be destroyed. The *rock ward* only lasts for a number of rounds equal to the Land Level plus one.

Mountain Leap: In order to navigate the difficult and dangerous terrain of the mountain, some of its native creatures (such as goats) develop the ability to leap from rock to rock without losing their balance or overshooting. In this way they become adept at avoiding predators, taking to ground that less well adapted creatures cannot reach. In warfare as in the animal kingdom, having the high ground counts for a lot.

The sovereign mage of the mountains may, while in a mountain environment, call upon this effect to gain the power of leaping immense distances. He may make leaps of 100 feet per Land Level in any direction, from a standing or running start as he pleases. Beginning such a leap is a move-equivalent action, following which the mage moves through the air at a rate of 100 feet per round. This is not controlled flight; he may not alter his trajectory or velocity by means of this ability while in mid-jump. He may fall any distance without suffering damage, so long as the effect is still in operation when he lands. The effects last for 15 minutes per sovereign mage level.

Soar: The image of the eagle soaring above the mountain, wings outspread in the morning light, is one of the most enduring depictions of freedom. Paradoxically for such a restrictive phenomenon, the mountains symbolise freedom as well as being a barrier, representing the power to rise above odds and eventually to dominate what lies beneath you. He who holds the highest position is the most fitted to trample those below him.

While the *soar* land power is in effect, the mage gains the effects of a *fly* spell with double the normal speed (180 feet, or 120 feet if wearing medium or heavy armour) and perfect manoeuvrability, but otherwise subject to all the rules governing the *fly* spell. He also receives all the benefits of a *freedom of movement* spell. The effect lasts for 5 minutes per sovereign mage level.

Stone's Might: The strength of the mountains is ponderous and slow-moving, but ultimately well-nigh unstoppable. The combined pressure from millions of tons of rock can



compress coal into diamonds. Focused through a properly directed channel, it may crush the skulls of dragons or shatter the foundations of mighty castles. Those who know how to access the rock's slow and patient strength can use it to break down almost anything in their path.

By tapping mountain land, the sovereign mage may transfer the gravitational pressure of his mountains so that their force begins to press through him in a single constant direction. He can take no other action other than to press with part of his body against the object to be moved or the item to be crushed. He begins by pushing using only his own Strength ability. For every round that passes, his Strength receives a +1 territorial bonus for the purpose of exerting pressure in that direction and from that point alone, to a maximum total Strength score (not bonus) of 50. The effect is as if rock after rock were being added to a pile, increasing the pressure being brought to bear. This need not be direct downward pressure; the mage may direct it as he wills, so long as its direction is constant throughout the effect's duration. The



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pressure must be constant and cannot be applied in sudden bursts or thrusts.

As soon as the mage moves from the spot or there is no longer anything solid to press against, the effect stops. If the mage is distracted while exerting the effect, he must make a Concentration check as if he were casting a 7th level spell or the effect dissipates.

For example, a mage wishing to bring down a castle wall could stand next to one of its buttresses at ground level and start exerting pressure. For the first few rounds, his Strength would be too low to have much of an effect, but as round after round passed and his Strength built up, the block would slowly start to move. Unless the mage was distracted or killed, or the effect was broken in some other way (such as by an *antimagic field*), the wall would eventually be breached. Some mountain mages use this effect as a very messy way of executing trespassers on their territory. It is an unpleasant fate to be steadily crushed by the accumulated mass of those very mountains on which you have unwisely trespassed.

Rockform: Creatures made entirely from stony substance are rare, but they do exist. More usually found on the elemental plane of earth, they substitute the fragile flesh and interior skeleton of vertebrate creatures for a body based on silicon, leading to a much more resilient but usually more cumbersome physical frame. The subtle powers of elemental earth are found in strong concentration within the hearts of mountains; a sovereign mage may draw upon these as readily as the grosser and weightier powers of the rock.

By tapping the land and invoking the *rockform* effect, the mage may *shapechange* into a single large rock, a stone golem or an earth elemental as he chooses. The mage may change to his ordinary form and back to any *rock form* as he wishes for the duration of the effect, but may not assume any other shapes. Assuming *rock form* is usually done when a sovereign mage wishes to observe without being observed or when he wants to drive intruders off his land by the power of his fists alone.

Plains Powers (Conjuration, Sonic)

The powers associated with plains are those of accessibility, mobility, fertility, the open air and freedom.

1st level: Swift Travel, Earth Current

2nd level: Land's Providence, Dissipate

3rd level: Familiar Face, Everyman

Swift Travel: The plains are the region where overland travel is easiest, with broad flat land stretching for miles and few obstacles in the way to work around. The animals that grow up on plains territories are often faster than other creatures, as predator and prey alike evolve to outdo each

other for speed and manoeuvrability. Even small herbivores like hares and rabbits can put on a good turn of speed.

Evoking the *swift travel* effect imbues the mage with the land-crossing power of the swiftest creatures in the territory, tripling his effective movement rate (or doubling it if he is wearing medium or heavy armour or is encumbered). The effects last for a maximum of ten minutes per sovereign mage level. The mage may sustain the effect for ten minutes per Land Level without needing to rest afterwards; continuing past that point is possible, but the mage becomes fatigued (see *Core Rulebook I*) once the effect ends.

Earth Current: Vibrations travel a long way through the surface of the plains. Like a stretched drumskin, they transmit ripples of disturbance from one side of the land to the other. Trained listeners may set an ear to the ground and hear an army approaching from many miles away. Sovereign mages who control plains land may take advantage of these vibrations within their territory to discover the movements of creatures around them.

The *earth current* land power attunes the mage to seismic activity taking place around him to the very tiniest degree. It may only be used on land of the plains type. The mage is aware of all movements upon the earth within a circle with a 200-foot radius per Land Level, centred on him. Unseen targets can have their number, size, weight, creature type and direction of movement assessed simply by the vibrations they emit when their feet contact the ground. He can tell the size and type of a moving vehicle within the same region. This power is passive; the magician does not need to concentrate in order to use it. It is thus practically impossible to sneak up on him while this land power is in use.

Land's Providence: The plains are almost always the source of the people's sustenance; only the sea may rival them in terms of the amount of life-giving food produced. Whether as fertile farmland where crops are grown or as the pasture where herd animals are tended, the plains are the life support system of civilisation. Major cities would shrivel up and die were it not for the food brought to them by the farms and ranches out on the plains land. To the sovereign mage as well as to the people who live upon his lands, the earth of the plains is a rich source of sustenance. The power of the land to regenerate itself as the seasons turn is a primary feature of many folk religions; it is this regenerative blessing that the mage seeks to employ.

By tapping the land and diverting its life-giving energy into himself, the magician may create a direct channel to a source of sustenance that will keep his body alive and healthy while he still lives. The sovereign mage acquires the power of fast healing (see *Core Rulebook III*), recovering a number of hit points per round equal to the Land Level.

This power may only be employed properly if the region controlled is fertile and bringing forth crops. If the land is tapped in winter, or if the tapped region has been impoverished, the effect is less potent and the number of hit points recovered per round is halved. A blighted plains region may not yield this land power.

Dissipate: In the wide-open spaces of the plains, it is easy for things to blow away and be forgotten. Being level and mostly flat, they have the capacity to distribute their contents evenly; creatures move upon them freely, the population settle where they will and the wind blows hither and thither with nothing to impede it. This dissipating quality of plains land is useful to the sovereign mage, who may draw upon it to conduct energy away from himself and into the earth.

The sovereign mage calling upon this effect gains energy resistance of 5 points per Land Level (maximum 20) to fire, cold, electricity and sonic effects. They are conducted through him, dissipating harmlessly into the plains region he controls. The effects last for one round per sovereign mage level.

Familiar Face: The plains may be open and empty in places, but they are home to a great variety of people, from settled farmers to rural nomads to rural craftsmen and charcoal burners living on the edges of forests. The sovereign mage who controls the land has impressed his personality across the whole area, so much so that the inhabitants of the plains will often believe they have 'seen him somewhere before...'

The sovereign mage may take advantage of the people's unconscious familiarity with him to improve his standing in their eyes or convince them that he is to be feared. Activation of the *familiar face* effect grants the mage a territorial bonus equal to the Land Level (maximum +10) to any Charisma based ability checks or skill checks dealing with the occupants of a plains territory that he controls. In addition, the saving throw DC to resist the mage's mind-affecting spells is increased by the Land Level, to a maximum increase of +5. Finally, the mage may cast *sleep* and *charm person* at will as a spell-like ability (as if the spell were cast by a spellcaster of his own character level) on any plain-dwelling humanoid creature for the duration of this effect.

Everyman: News travels swiftly across the open plains, as messengers on horseback carry missives from one city to another and carrier birds take written notes through the skies above. The plains are a place where currents of information travel freely. This open accessibility is useful to the sovereign mage, as he can notify all in a region of important news, or simply deliver a message such as 'surrender' or 'evacuate'.

Use of the *everyman* land power enables the sovereign mage to send a message to all intelligent minds in a given area within a plains territory that he controls, up to the boundaries of that territory. He may not pick and choose between recipients; either everyone in the specified area receives the message or nobody does. The minimum area of effect is a circle half a mile in radius.

This is a language-dependent ability, so he must use a language the inhabitants understand. The message sent in a given use of this land power may contain one word per Land Level, such as 'rejoice', 'tribute demanded', 'orcs coming, flee', 'plague in Carovia', or 'criminal Vanithrax escaped, be alert'. Its telepathic receipt is preceded by a sudden sense of the atmosphere associated with the sovereign mage's persona (e.g. dread, calm, joy). The recipients will 'hear' the voice of the sovereign mage in his head and instinctively recognise it as a message from a powerful being, rather than a sign of madness. It is not necessarily distracting and does not interfere with tasks requiring concentration unless the Games Master rules otherwise.

River / Lake Powers (Illusion, Water)

The powers associated with rivers and lakes are those of fresh water, reflection, swift mobility, the maintenance of boundaries, cleansing and erosion.

- 1st level:** Mist Veil, Corrosion Cloud
- 2nd level:** Troubled Reflection, Change Image
- 3rd level:** Energy Reflection, Waterform

Mist Veil: The powers of inland water also govern those of dew, morning mist and other manifestations of water. Lakes in particular may often be veiled in mist at first light, with the thin clouds giving a timeless air of magic to the place. Those who have power over lakes and rivers are often quite sylvan and secretive in their personas; many settlements have legends of a Lady of the Lake or a Cold Laird who lives below the water. The strange cold energies of the mist may be summoned up by the sovereign mage of the waters in order to shield him and his companions from harm.

When the land is tapped and this effect commences, the area is subjected to an *obscuring mist* effect that may be up to 150 feet across and 90 feet high as the mage decides. However, the mage and additional designated creatures equal to the Land Level may see clearly through the mist as though it were thin air. The mage must designate the immune creatures when the effect is commenced. The mist is more resilient than that of an *obscuring mist* spell, being impossible to blow away with anything less than a wind of hurricane strength (or 8th level weather effects). Magical fire effects may destroy parts of it within their area of effect as they do an *obscuring mist* but the spellcaster attempting to do so must make a caster level check against the sovereign



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mage in order to achieve this. The *mist veil* lasts for three rounds per sovereign mage level.

Corrosion Cloud: The moist conditions in and around lakes and rivers bring slow decomposition to the organic and ferrous items that end up in them. Many a fine suit of armour or masterwork blade has been ruined by the rusting touch of the waters.

The *corrosion cloud* effect produces a vapour, resembling fine translucent mist, which hangs in the air around the sovereign mage. Its form is cylindrical, surrounding the mage to a foot above his own height and spreading to a radius of five feet plus one foot per Land Level. Any exposed ferrous item brought within the area of effect of the *corrosion cloud* is instantly subjected to the effects of *rusting grasp* spell. The caster does not need to make a melee touch attack to affect these items. The effect lasts for one round per sovereign mage level. As with the *rust grasp* spell, metal magical items are immune to the effect.

Troubled Reflection: Water of all kinds is associated with the mind and the distortions that may be visited upon it. There are said to be rivers and lakes in the underworld that bring the balm of forgetfulness to those who drink from them. Rivers also suit themselves well to lies and deceptions, as their twists and turns resemble the convolutions of an elaborated liar's tale; they are often treacherous, as when a stepping stone that seems safe proves to be loose, or a rushing stream is found to be far more forceful than it seemed. It is easy for the sovereign mage to use the powers of his realm to bewitch the minds of others, causing his very presence to be questioned.

The *troubled reflection* effect confuses the memories and perceptions of those who observe the sovereign mage. All those who observe him are automatically subject to a *mass suggestion* effect that tells them the mage is an unremarkable person going about his business who has every right to be there. The effect may also include a number of additional creatures up to the Land Level, so long as they remain within 30 feet of the mage for the effect's duration. So, it would be possible for a sovereign mage using this effect to walk up to a castle gate, gain admittance and stroll right up to the throne room, so long as all of the intervening guards failed their saving throws. The DC for the Will saving throw to resist the effects is 10 plus the Land Level (to a maximum of +9) plus the mage's spellcasting ability modifier. The effects last for one round per sovereign mage level.

Change Image: What water tells is often a distorted version of the truth; the face you see looking back at you from the lake's surface may be shattered by a simple pebble's fall. The bottom of the river is never quite as close as it looks; water is a refractive substance much like a glass or crystal and as such it may subtly alter the appearance of those things that lie beneath it. Legends of lake-maidens always

portray them as having a strange, unearthly beauty about them. Water is, among other things, the element of emotion; humanoid beings (who themselves are mostly composed of water) are liable to be subtly gulled by those who know how to manipulate the water's ways.

The sovereign mage evoking the *change image* effect uses the powers of water to show himself in the most positive light. He receives a territorial bonus to his Charisma ability score equal to the Land Level, to a maximum bonus of +8. He may also use *charm person* as a spell-like ability at will while the effect is running. The DC for the Will saving throw to resist the effects is 10 plus the sovereign mage's spellcasting ability score modifier plus the Land Level.

Energy Reflection: Even the brilliant rays of the sun are broken into a myriad dancing fragments by the surface of a glittering lake. Even a shallow flowing stream has in itself the latent power to disintegrate the mightiest vampire lord, were he to be immersed in it and kept there. Water, a naturally reflective substance, is potent to collect energies, rays and vibrations and cast them back where they came from. Before there were mirrors, early humanoids only knew their reflections by gazing into lakes.

Drawing this power from lake or river land surrounds the sovereign mage with a gleaming bubble of energy, like a translucent shell of suspended water with a faint silvery mirror-like tinge to it. The bubble may absorb or reflect 30 points of damage from any energy attacks, plus 5 points per Land Level. The mage may opt to absorb an energy attack rather than reflecting it if he so chooses. When an energy attack is directed at the mage, he may attempt to send it back where it came from. Once all possible damage has been absorbed or reflected, the bubble collapses. Only linear forms of energy, such as a *lightning bolt* or the acid breath of a black dragon, may be reflected. Energy stemming from a burst effect, such as a *fireball* may not, though it may be absorbed. Any reflected energy must retrace the same path as it took to reach the mage; it cannot be reflected off in a different direction to strike a new target. The bubble lasts for one round per sovereign mage level, or until disrupted.

Waterform: Those who are most closely bonded with their watery dominions often merge completely with them, moving amongst the waters with no more resistance or differentiation than shadows offer to shadows. The sovereign mage himself may be one of the waves lapping at the shore of the lake, or one of the turbulent currents foaming over a waterfall on the river's winding course to the sea. To assume the watery form is to become beyond mortal cares and know only stillness and clarity. It is small wonder that so many mages yearn for the moments of the day when they may yield up the flesh and become entirely fluid.

Evoking the *waterform* effect enables the sovereign mage to *shapechange* into the form of a water elemental. He

may revert to his ordinary form at any time, though this ends the effect. So long as he remains within the waters of a river or lake territory that he controls, he may retain this form. Should he move out of the water and on to the land, or cross from a territory that he controls into one that he does not, the effect lasts for a number of rounds equal to the sovereign mage's class level.

Sea Powers (Transmutation, Water)

The powers associated with the sea are those of salt water, changeability, destruction, the storm, transport, devouring and depth.

1st level: Endure Ocean, A Thousand Tongues

2nd level: Sound the Fathoms, Voice of the Deep

3rd level: Proteus, Sea Change

Endure Ocean: Those who make their homes on the sea or who ply their trade thereon are known for their contempt of the 'land lovers', those who cannot tolerate the ocean's harshness. A true seafarer has long since grown used to the cold drench of the waves, the bitterness of salt on the skin, the biting winds of the northern latitudes and the simmering heat of the equator. He will never become seasick, laughing at the frailty of those who do. Beneath the ocean, life is no less tough; creatures move in a strange alien environment, their bodies armoured with shell, their claws sharp. The sea is a place for the strong and has no time to spare for weaklings.

The ocean mage may draw upon the hardiness of those who live and move upon the surface of his seas and the dwellers beneath the water. While the *endure ocean* effect is running, he gains an territorial bonus to his Constitution ability score equal to the Land Level, to a maximum bonus of +3. He also gains the benefits of *water breathing* and receives a territorial bonus to his Swim checks equal to the Land Level.

A Thousand Tongues: The oceans are renowned in history for three reasons; they bring a civilisation new sources of food, new methods of warfare and most importantly, they bring commerce. The seas are the tremendous bridge that link far-away cities to each other. Upon its surface, the people of many different cultures travel; ships' crews are made up from the populations of diverse nations, while port cities become cosmopolitan centres where hundreds of different accents and languages are spoken. A citizen of the seas is liable to come into contact with more languages than any other man and is likely to know a smattering of words in all of them, even if it is only to know how to insult another man, or say something flattering to a girl.

The sovereign mage who calls on a *thousand tongues* skims off a little of the polyglot nature of the ocean, which knows so many different cultures and races. While the

effect lasts, he may read or speak any language of the upper world with complete fluency (i.e. such languages as Giant, Elvish and Dwarven), plus one additional unusual, ancient or extraplanar language per Land Level, such as Abyssal or Ignan. Languages that have never been spoken on the Prime Material and thus have not been heard by the seafarers may not be spoken or understood.

He may make Decipher Script checks to understand unusual or obscure writing whether he has the skill or not, gaining a circumstance bonus to his use of the skill of plus one per Land Level, so long as the writing originates from a source somewhere upon the Prime Material plane. *A thousand tongues* lasts for one round per sovereign mage level.

Sound the Fathoms: It is relatively easy for a surface dweller to endure the conditions of the upper seas for a short time. Even if the weather is rough, the water freezing and the waves wild, one can survive a shipwreck (if the Gods are kind) by clinging to a broken spar or some similar piece of driftwood. However, even the merfolk and the tritons do not venture into the cold depths below. After a few thousand feet, the ocean becomes deep and black as the most desolate chasm of the Abyss. The waters are deadly cold and the pressure they exert is enough to crush a man's skull like a gull's egg. Only the most resilient of legendary beasts, such as the kraken, the leviathan and the sleeping devouring ones, may tolerate the conditions of the ocean depths.

The *sound the fathoms* land power draws some small measure of the power from the great sea-beasts and the other weird creatures below, granting the mage the ability to withstand the conditions of the very deepest seas. As well as receiving all of the benefits of the *endure ocean* effect, he is shielded against crushing damage from water pressure and against the chilling effect of the deep ocean waters, though he is still vulnerable to crushing and cold damage from other sources. His underwater movement speed is increased dramatically, giving him the ability to move effortlessly through the water as if under the effects of a *fly* spell. The energies of the deep sea are also refreshing to him. By taking no other action for a round, he may recover a number of lost hit points equal to the Land Level. This recovery may only be done if he is underwater in a sea region that he controls, though it need not be the region that he has tapped to achieve the *sound the fathoms* effect. This ability is often used by sovereign mages who wish to flee where foes cannot easily pursue them.

A sovereign mage or other character who is under the influence of this effect at the bottom of an oceanic trench and who encounters an *antimagic field* is in very, very serious trouble.

Voice of the Deep: Some of the most bizarre and alien minds with whom a mage might speak dwell not on other planes but in the abyssal, oceanic regions of the Prime



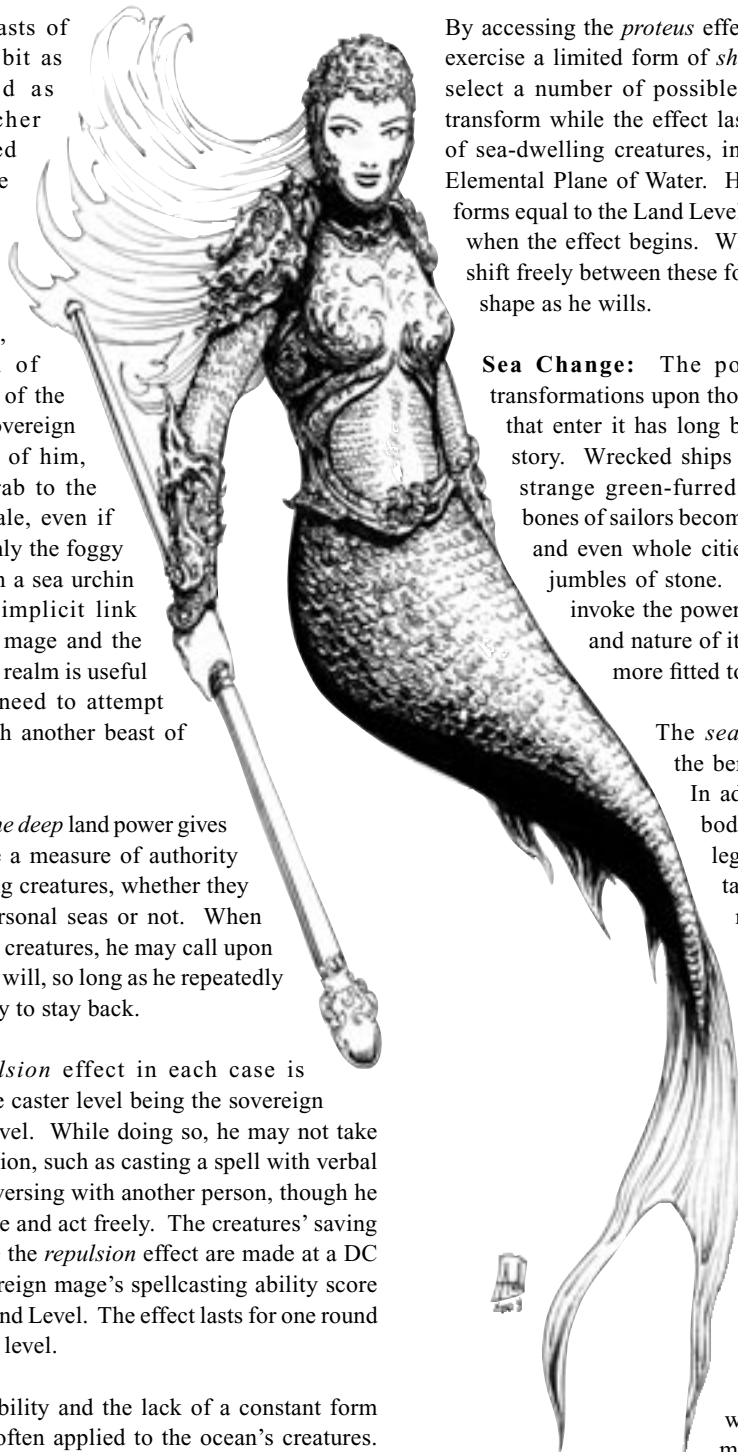
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Material. The beasts of the sea are every bit as strangely formed as any ethereal filcher or multiple-limbed denizen of the nine hells, being frequently equipped with antennae, tentacles, pincers, eye-stalks or all of these at once. All of the minds within the sovereign mage's seas know of him, from the tiniest crab to the most immense whale, even if this awareness is only the foggy familiarity of which a sea urchin is capable. This implicit link between the ocean mage and the creatures within his realm is useful to him should he need to attempt communication with another beast of the seas.

Use of the *voice of the deep* land power gives the sovereign mage a measure of authority over all sea-dwelling creatures, whether they inhabit his own personal seas or not. When facing sea-dwelling creatures, he may call upon a *repulsion* effect at will, so long as he repeatedly orders them verbally to stay back.

The area of *repulsion* effect in each case is determined with the caster level being the sovereign mage's character level. While doing so, he may not take any other verbal action, such as casting a spell with verbal components or conversing with another person, though he may otherwise move and act freely. The creatures' saving throws to overcome the *repulsion* effect are made at a DC of 10 plus the sovereign mage's spellcasting ability score modifier plus the Land Level. The effect lasts for one round per sovereign mage level.

Proteus: Changeability and the lack of a constant form are characteristics often applied to the ocean's creatures. The writhing tentacles of an octopus, the pulsing mass of a jellyfish and the bewildering variety of shapes assumed by undersea creatures all illustrate this inconstant nature. The sea itself is inconstant, coming and going with the tides, a calm and generous mother one day and a destructive devouring monster the next. This changeability, this fluidity of form may be accessed by the mage and applied to his own body.



By accessing the *proteus* effect, the sovereign mage may exercise a limited form of *shapechange* ability. He may select a number of possible forms into which he may transform while the effect lasts; these forms must all be of sea-dwelling creatures, including creatures from the Elemental Plane of Water. He is limited to a number of forms equal to the Land Level and must select these forms when the effect begins. While the effect lasts, he may shift freely between these forms and back to his original shape as he wills.

Sea Change: The power of the sea to work transformations upon those things of the upper world that enter it has long been celebrated in song and story. Wrecked ships are changed over time into strange green-furred collapsing fortresses; the bones of sailors become coral-encrusted sculptures and even whole cities may become slimed-over jumbles of stone. The mage may deliberately invoke the power of the sea to alter the form and nature of its contents, assuming a form more fitted to underwater activity.

The *sea change* effect confers all the benefits of *sound the fathoms*. In addition, the mage's physical body changes. In place of his legs, he develops a strong fishy tail, doubling his underwater movement rate. Nacreous plates and strong scales develop on his exposed flesh, granting him a territorial bonus to his Armour Class equal to the Land Level, to a maximum bonus of +8. The effects last for one hour per sovereign mage level.

Swamp Powers (Necromancy, Chaos)

The powers associated with the swamp are those of moisture, deception, illusion, swallowing, adhesion and concealment.

- 1st level: Bog Walk, Marsh-fire
- 2nd level: Mudmerge, Swamp Medicine
- 3rd level: Swamp Flesh, Gulper

Bog Walk: One must have one's wits about one when walking in the swamps. Earth and water are so closely

intermingled that it is difficult to tell which is which; an oily puddle may be half an inch of nasty water covering firm ground, or it may be the top of a pit full of scum into which one might vanish and never be seen again. Many of the creatures who dwell in the swamps either keep to the upper branches of the mangroves or have developed webbed feet, so that they might tread upon the mushy swamp floor without sinking. The first of the powers a mage of the swamps needs to master is that of walking on the marsh.

Activation of the *bog walk* land power grants the mage the ability of traversing any land that is partly earth and partly liquid, such as quicksand, marsh, mud or pond scum. He may even walk upon water, as if under the effects of a *water walk* spell. While this effect is operative, the mage's movement rate is doubled when on marshy ground. The effects of *bog walk* last for ten minutes per sovereign mage level.

While the effect is running, if the mage chooses and he is upon swampland that he controls, he may increase or decrease the water content of land as he passes over it. He may dry out or transform into watery swamp one five-foot square of land per level of the land tapped to achieve this effect. He may do this as a free action and may be combined with running or walking. In this way, the mage may seem to lead others over firm ground, knowing that they will sink and risk drowning in the swampy waters he leaves behind him. A character must succeed at a Spot check (DC 25) to notice that the nature of the land has changed.

Marsh-fire: The swamps are home to a thousand ghostly lights. Glow-worms shine their dull reds in the hollows of trees. Pools of water in rotten stumps glimmer with reflected moonlight or their own phosphorescence. Marsh-fires flare up without warning, puffs of flaming methane discharging themselves like blue belches from the bubbling swamp. The coloured lanterns of swamp-dwellers, human and otherwise, hang from the trees. On rare occasions, a true will-o-wisp will hover out among the boles, glimmering like a friendly flame and waiting to lure a strayed traveller to his death. The sovereign mage knows all the gleams and glows in his swamp and may take advantage of them.

The *marsh-fire* ability wreathes the sovereign mage in faint flames, very much like the light cast by a will-o-wisp. These flames function as a *fire shield* cast at a caster level equal to that of the sovereign mage; the flames may be hot or cold as the mage chooses. By taking a standard action that requires concentration, the mage may also cause the flames to flare out from around him, causing an effect as if he were at the centre of a *fireball*, though the flames do not hurt him. If the *fire shield* flames are cold, the *fireball* is also cold and deals cold damage. The *fireball* inflicts 2d6 points of damage per Land Level (maximum of 10d6 damage) and may be used only once, and this use dissipates the *marsh-fire* effect. The DC of the Reflex saving throw to

take half damage from the *fireball* is the sovereign mage's class level plus the Land Level (to a maximum of +8). The effect lasts for 10 minutes per sovereign mage level or until the *fireball* is activated.

Mudmerge: As well as being a place of danger and darkness, the swamp is also a refuge and a storehouse of secrets. With so many soft and yielding substances to be found in the swamps, submergence and burrowing are easy. The roots of trees provide shelter and a good roof for a burrow. Murky, fetid waters can be taken to in order to mask one's scent. That which can endure the slime and rot of the swamps may hide there for months and never be found. Indeed, there are many who have been taken to the swamps and never found again; in all probability, they never will be. The sovereign mage of the swamps knows well how to take advantage of the enveloping marsh-mud.

Use of the *mud-merge* ability allows the sovereign mage to change the appearance of his body so that it seems to have been sculpted out of wet, black mud. This allows him a +10 territorial bonus to all Hide checks made when in a swamp environment. By taking a standard action to concentrate, he may also *teleport* from one area of mud to another within 1000 feet, so long as he starts and finishes his journey in a state of complete immersion. This teleportation effect may be used a number of times equal to the Land Level, while the effect lasts. The *mud-merge* effect has a duration of one round per sovereign mage level.

Swamp Medicine: Swamps have long been considered places to find medicines to cure all your ills, if you are prepared to pay the price. An experienced potion-brewer or healer who takes a skiff down into the bayou may find remedies of every description. There are even said to be certain swamp-dwelling witches whose potions are of far greater potency than any available to the denizens of the outside world. The swamp itself bubbles and boils like a cauldron, sending up steamy gases; the sovereign mage of the swamps knows what curative power is steeping in its noxious bogs.

The *swamp medicine* land power must be activated within a swamp territory that the sovereign mage controls, whereupon the mage's body becomes a reservoir of healing energy. 10 points of healing per Land Level (to a maximum of 100 points) are stored up in the mage. The mage may now move out of swamp territory if he wishes, though he should bear in mind the effect's time limit. He may take a standard action and concentrate to draw upon this energy to heal himself or another person, who he must touch to discharge the effect. He may only discharge a total of 20 points plus his Wisdom ability modifier from the reservoir per round. The mage must be conscious to use this healing energy. If at any time he becomes unconscious, such as by being reduced to less than 0 hit points, the healing energy dissipates and the *swamp medicine* effect is ended. The *swamp medicine*



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effect lasts for one minute per sovereign mage level, after which any unexpended healing energy is lost.

This energy may be used to inflict damage upon undead creatures, in which case the sovereign mage must succeed in a melee touch attack to discharge the energy and inflict the damage, exactly as if he were using a *cure* spell for the same purpose.

Swamp Flesh: The swamp is a frighteningly accommodating place. Whole castles may burn down, fall over and sink into the swamp to be swallowed up without trace. Legions may march into a marsh and never come out the other side, having been absorbed by the semi-liquid ground within. Rocks and stones may be broken, but the swamp just keeps on absorbing; no matter how many times you smite a muddy pool, the filth will only flow back together again. A mage who takes the pulpy absorbent qualities of the swamp and applies them to himself becomes extremely difficult to harm.

Swamp flesh causes the body of the sovereign mage to become vaguely amoebic. His form wobbles slightly, as if he were a humanoid water balloon. While the effect lasts, he benefits from regeneration and fast healing (see *Core Rulebook III*). All damage dealt to him (other than fire and acid damage) therefore counts as nonlethal damage. He may reattach severed body parts instantly by holding

the part to the stump, or regrow lost body parts. The fast healing aspect means he will regain a number of hit points per round equal to the Land Level plus one.

Gulper: What the swamp catches, it devours. The whole region is one gurgling soup of fermentation and digestion. Within the swamp, there are a thousand ways to be eaten alive. Midges and stirges suck the blood from your body, alligators lie in wait under the water's surface before snapping their jaws and severing whole limbs, reptiles of all kinds wait to chew your bones and the soft ground of the marsh itself seeks to suck you down and feast upon you. As well as all this, there is the added horror of the monstrous plants...

The use of the *gulper* ability enables the sovereign mage to *shapechange* into the form of a tendriculos (see *Core Rulebook III*) so that adversaries may be swallowed whole – a favourite tactic among swamp mages. While the effect lasts, he may shift back and forth between tendriculos form and his natural form, but may not use the effect to assume other forms. While in tendriculos form, if the mage is within a swamp territory that he himself controls, he may add the Land Level to the number of hit points a tendriculos naturally regenerates per round, representing the plant monster's power to draw upon marsh with which it has a supernatural connection. The *gulper* effect lasts for one round per sovereign mage level.

Land Types and Powers

Land Type	Spell Types	1 st Level Powers	2 nd Level Powers	3 rd Level Powers
City	Transmutation, Law	Information Network, Urban Glamour	Street Reflexes, Roofwalk	Architectural Merge, Bright Lights
Desert	Illusion, Fire	Sandskin, Sandflow	Heat Haze, One Million Grains	Sunblaze, Dune Walk
Forest	Enchantment, Fear	Sylvan Warding, Green Glamour	Oaken Strength, Wooden Wisdom	Treeform, Wild Spirit
Hills	Divination, Air, Electricity	Flint Heart, Vortex	Hill Walk, Electric Tempest	Cloud Body, Bellow
Ice Waste	Evocation, Cold	Frost Skin, Hibernation	Freezing Flesh, Ice Hammers	Chill Genius, Icefear
Jungle	Conjuration, Healing	Purge System, Beastlord	Serpentform, Bestial Aspect	Wild Strength, Wild Fury
Mountains	Abjuration, Earth	Rock Ward, Mountain Leap	Soar, Stone's Might	Rockform, Roots of the Mountain
Plains	Conjuration, Sonic	Swift Travel, Earth Current	Land's Providence, Dissipate	Familiar Face, Everyman
River/Lake	Illusion, Water	Mist Veil, Corrosion Cloud	Troubled Reflection, Change Image	Energy Reflection, Waterform
Sea	Transmutation, Water	Endure Ocean, A Thousand Tongues	Sound the Fathoms, Voice of the Deep	Proteus, Sea Change
Swamp	Necromancy, Chaos	Bog Walk, Marsh-fire	Mudmerge, Swamp Medicine	Swamp Flesh, Gulper

ALLIES

Even such a potent figure as the sovereign mage may achieve little unless he has others working with him. Although he has whole tracts of land infused with his power, he is still only one person and may not be everywhere at once. Benign sovereign mages need helpers; evil or oppressive ones need minions, while the more reclusive mages sometimes need companionship and counsel.

In general terms, any creature who knows of the sovereign mage and actively supports his cause is considered to be an ally. However, there are more specific uses of the term having to do with the mage's magical powers and his ability to vest shards of his soul in living vessels.

ROVING OBSERVERS

Every sovereign mage is automatically granted a roving observer at given levels of advancement. Roving observers are very much like familiars, though their relationship with the mage is not so close. Each roving observer is a native creature, which has its origin on one of the territories controlled by the mage. It has become infused with the mage's power to the extent that the mage may use its senses and give it instructions as to where to move. It is, in effect, a living surveillance unit. The roving observer may consist of a group of creatures, such as a cloud of bats or a flock of birds, but they must move and act as one and cannot function independently. The roving observer must be of the Animal monster type. Many sovereign mages choose roving observers that match the beast aspect of their persona. Their link with the land via the sovereign mage means that all roving observers are especially proficient at concealing themselves in order to watch while unseen, granting them a +2 territorial bonus to all Hide and Move Silently skill checks.

The total Hit Dice of a roving observer are equal to the level of its region of origin, to a maximum of 6 Hit Dice. It must be a type of creature ordinarily found in that region. For example, a roving observer drawn from a sea region must be aquatic; the mage cannot decide that a passing ship happened to provide him with a cat.

Roving observers will obey any instructions given to them as if they were under the influence of a *suggestion* spell. They will not willingly enter danger or attack a target that seems to them to be dangerous, though they will pursue their natural prey if ordered to do so. They will follow and track a target when instructed. They may move outside the boundaries of the mage's dominion, but he may not withdraw his surveillance while they are so extended without losing them. If the sensory link lapses

(from being broken or withdrawn) while the observer is outside this boundary, or the creature is taken over the boundary while the mage is not using it, it no longer counts as a roving observer for that mage and the mage must replace it.

It is possible for a mage to break the link between a sovereign mage and his roving observer, albeit temporarily. An *antimagic field* prevents the link from being maintained; once broken, the link may not be re-established that day. Use of *dispel magic* upon the roving observer has a chance of breaking the link. The caster may make a dispel check as in the rules for *dispel magic*. However, unlike the usual check resolution, he may add his levels as a sovereign mage to his spellcaster level for the purposes of the dispel check; the defending mage does the same, adding his levels as an arcane spellcaster to his sovereign mage levels to determine the 'spell's caster level'. Success on the dispel check breaks the mage's link to the creature for the remainder of the day.

While seeing through the eyes and hearing with the ears of his roving observer, the mage may take no other action. All his concentration is required for the task. Should the roving observer be killed while the mage is using its eyes and ears, the mage suffers 1d6 points of temporary Intelligence damage. At any time, he may choose to cast *scrying* on the roving observer instead of using its own senses, if he has the means to hand. The roving observer will *not* make a Will save to resist the *scrying*. Scrying will, however, return much less information to the mage, as he will only be able to see the creature and its immediate environment, rather than viewing what the creature itself sees. The mage may still issue instructions to the creature even if he is scrying it rather than seeing through its eyes.

The mage may retire any of his roving observers at any time. Retired creatures simply revert to being ordinary animals again. If a given roving observer is retired or is killed, the land will produce a new one for the mage's use after one day per Hit Die of the desired creature. So, if a mage with a Forest foundation territory of Land Level 6 previously had an ordinary eagle as his roving observer (1 HD) and wished to retire it in favour of an especially large wolf (5 HD), his new roving observer would be ready 5 days after the eagle was retired.

Any one roving observer may only be used for surveillance for a number of hours per day equal to the sovereign mage's class level. An animal made to exert itself beyond its usual physical limits (such as a bird made to stay on the wing for hours without feeding) may make a Will saving throw at a +5 circumstance bonus to throw off the mage's control for the remainder of the day, the DC being 15 plus the sovereign mage's Charisma modifier.





It is possible to recognise a roving observer for what it is, though this may only be done while the mage is using its eyes and ears (not while he is *scrying* it). A *detect magic* spell cast directly upon the roving observer will reveal it to be emanating subtle energy in the mage's colour; a further Spellcraft check will allow an investigator to identify who the roving observer belongs to (DC is usually 30, though famous sovereign mages may be easier to recognise). Another sovereign mage who encounters a roving observer in use may make a Spot check at DC 20 to recognise it as such without needing to use magic to do so. If he does not already know from past experience who its controller is likely to be, he may make an opposed caster level check with the controlling mage to perceive the mark of the controlling mage upon his creature. Success means that the symbol of the sovereign mage whose roving observer it is flashes upon the mind's eye of the enquiring mage.

The mage should keep separate character sheets for all of his roving observers, in case they are ever called upon to enter combat. As stated above, they will not do this voluntarily; however, roving observers are often attacked and killed by trespassers who do not wish to be spied on while they are in the mage's territory.

Most mages, once they are sufficiently advanced, employ multiple roving observers together according to their sensory aptitudes or their mode of movement. A favourite tactic is to use an avian creature for aerial reconnaissance while employing a fast moving ground based creature for

overland tracking. Even if a target should take to the water in an attempt to shake off pursuit, the aerial observer will be able to keep an eye on it.

HELPMEETS

Helpmeets are those animals living in a region that are favourably inclined towards the sovereign mage because of their instinctive recognition of his authority. They are not so useful to him as the roving explorers, nor is their link with him so close as to allow telepathic contact. Nonetheless, the mage may influence their behaviour to a limited degree.

Within a given area of land that he controls, a mage of the necessary level of experience may influence all creatures of the Animal monster type within a one-mile radius whose hit dice is equal to or less than the level of the land and who have at least one point of Intelligence to react towards a given target as 'friend', 'enemy', 'food' or 'danger', or some similar and equally simple concept.

The mage must be able to transmit an intelligible image of this target to these creatures and he must have access to the information necessary to do so. This image will only affect those creatures whose minds recognise such images. The mage may use this ability once per day per controlled region.

For example, a sovereign mage could influence all the creatures in a given region that recognised scent to treat a given character as 'friend', though he would have to have the character present, or some item that they had recently worn. Creatures recognising visual images could be told to treat a given character as 'enemy' or 'food', making for a very dangerous journey through the mage's lands. This ability may be used in quite creative ways. All of a region's beavers could, for example, be sent to chew a wooden bridge to splinters, or its general mass of living creatures told to treat a shrine as 'danger', causing the area to be utterly quiet and devoid of animal life and thus ideal for meditation.

PAWNS AND ANCILLARIES

A pawn or ancillary is an intelligent creature in which the sovereign mage has vested a portion of his power, by means of the *create/boost power shard* spell (see Chapter 4, Establishing and Expanding Territory). To make such an investment is a great commitment on the mage's part for it not only drains him of energy, it also creates a vulnerable focus for his power in a region. Pawns are unwitting agents dominated by the mage, while ancillaries offer themselves voluntarily as hosts for the mage's power.

A sovereign mage has a chance to recognise another mage's pawn or ancillary the moment he catches sight of them. He may make a Spot check at DC 20 to recognise the pawn or ancillary as such without needing to use magic to do so. If he does not already know from past experience who its controller or patron is likely to be, he may make an opposed caster level check with the controlling mage to perceive the symbol of the controlling mage upon the pawn or ancillary's aura.

Pawns

Pawns are often created when the mage seeks to gain dominance over an area but cannot extend his controlled territory into it for whatever reason. By means of his pawn, the mage may make stealthy changes in the pawn's field of influence, enabling him to make eventual conquest easier or disrupt plans being made against him. Sometimes, pawns are used as sleeper agents, carefully observing what happens in a rival kingdom for years and reporting back to the mage, without anyone being aware that their trusted ally is in fact under the sway of an occupying force.

A mage who controls a pawn may scry that pawn at will. He may also shift his soul into and out of the pawn's body as a free action, taking possession of it as if he were putting on a glove, irrespective of the distance between them. The presence of the mage's power shard within the pawn's psyche is what makes this possible. This transfer of souls is handled as if the mage were subject to a *magic jar* effect; in possessing the pawn, the mage takes on the same ability scores and other attributes as he would if he were using that spell. The only difference is that the pawn's soul is not expelled from its body but remains within it, deeply repressed, held down by the occupying power of the mage's soul-shard. This possession may be sustained for ten minutes per sovereign mage level with each use. He may take possession of his pawn a number of times per day equal to the level of the shard that he has embedded in the pawn. This possession may only continue so long as the mage and his pawn are both on the same plane.

It is possible for one sovereign mage to destroy the power shard within another person's psyche, thus liberating a pawn from the parasitic spirit within and allowing the original soul to resume control. This is handled in Chapter 7, Mage Wars.

During the times when the pawn creature is not occupied by the mage's consciousness, it retains a repressed version of its ordinary mind, suffering a -2 penalty to its Intelligence, Charisma and Wisdom ability scores. It is unable to take any voluntary action that would go against the wishes of the mage whose soul-shard is embedded in it but otherwise acts with as much free will as it can muster, often seeming vague and confused. It retains

its own alignment, but a *detect* spell of an appropriate kind (such as *detect evil*) will sense the alignment of the dominating mage. The pawn is surrounded at all times by the emotional atmosphere associated with the mage's persona.

The mage does not command his pawns. They are either largely inert, going about their daily routine of eating and sleeping in a withdrawn state, or controlled directly by the mage. Pawns do not act of their own volition, though they do react to stimuli.

Pawns are used by oppressive mages to sabotage the plans of kingdoms that oppose them. The greatest prize imaginable for an oppressor mage is to take the king of an enemy kingdom or the general of an enemy army to be his pawn. Having done this, he may then break alliances with formerly friendly powers, exile any advisors who are opposed to the oppressor mage, redirect military forces or even surrender the kingdom to the mage's forces unless he is stopped.

The death of a pawn destroys the soul-shard placed in it by the mage. This is a devastating blow to the mage, who suffers exactly the same repercussive consequences as if he had had one of his soul-shards occupying a landsoul destroyed. See Chapter 7, Mage Wars, for more details on repercussion and how it works.

Pawns are not often employed by benign mages, as the occupation of another's soul is a morally questionable act. However, it has been known for some good-aligned sovereign mages of high level to make pawns of important monstrous adversaries, in order to sow chaos and confusion among the forces of evil. They have also sometimes taken minor enemy creatures as pawns in order to benefit from the additional overshadowed territory, for which see below.

Pawns may only function as such while they are on the same plane as the sovereign mage who created them. If they are taken to a different plane, the soul-shard is not destroyed, but the mage may not take possession of them.

Creating Pawns

In order to create a pawn, the mage must first occupy the body of the person he intends to bend to his will. The customary way to do this is by using a *full possession* spell. The target is entitled to the usual saving throws to resist possession. A common tactic is for the mage to send an ancillary into the target's presence, then to possess his ancillary as he may freely do, following which he may cast *full possession* and take over the body of the intended pawn.



Once the mage is within the pawn's body, he may proceed to cast *create/boost power shard* as if he were claiming land. This done, the pawn is finished and the soul-shard has a level of 1. If he does not successfully cast this spell before the *full possession* effect comes to an end, the creature's soul resurfaces and the mage does not succeed in creating a pawn.

It is impossible to cast *create/boost power shard* on a creature whose body you have occupied with a *magic jar* spell, as in that instance there is none of the creature's soul remaining in the body, whereas the point of sovereign magic is that the soul of the land or the person is held in dominance by an occupying fragment of the mage's soul.

To be eligible for use as a pawn, the target must have an Intelligence ability score of at least 6 and have a soul. Undead creatures are not eligible unless they are sentient.

Ancillaries

Ancillaries are trusted allies of the mage who have been admitted to the great honour of hosting part of the mage's soul. They function much as pawns do, with the exception that they serve voluntarily. They are allowed to keep their free will and may expel the mage's soul-shard from their minds at any time, should they wish to do so. Ancillaries are the exact equivalent of land that has been claimed by a mage who is expanding peacefully and has made a bargain with the land spirits to keep the region safe, whereas pawns are the living equivalent of land that has been claimed aggressively.

Ancillaries may establish telepathic contact with the mage as if under the influence of a *telepathic bond* spell. They may do this a number of times per day equal to the level of the soul-shard within them, for up to one minute per character level each time. While this contact is established, the mage may also cast spells upon the ancillary as if he were in physical contact with them. The ancillary will often contact the mage for help immediately prior to performing a dangerous task, so that the mage may give advice and cast appropriate protective spells.

Overshadowed Territory

All the land for a fifteen-mile radius around a mage's pawn or ancillary is considered overshadowed. This territory operates as if it contained a sensor of a level equivalent to the level of the soul-shard that the mage has placed in the pawn or ancillary. So, if a sovereign mage had a pawn on the throne of a kingdom with a third level shard in his psyche, he would have a chance to detect any mention of his own name within the area of overshadowed territory, exactly as if he had a third level sensor in that region.

The mage may also take possession of any of his ancillaries, so long as they are agreeable. Such possession lasts for one minute per sovereign mage level and may be carried out a number of times per day equal to the level of the soul-shard. It is much more difficult to occupy a consenting vessel for any length of time than one which has been dominated and repressed, because while a repressed soul is tidily out of the way and cannot cause interference, a consenting soul still has its freedom and the occupying mage has to be careful where it 'treads'. To use an analogy, it is the difference between conducting battle with no regard for loss of innocent life and conducting battle while striving to avoid civilian casualties. This possession may only take place and be sustained so long as the mage and his ancillary are both on the same plane. If either enters another plane, the link is broken and possession ends.

The death of an ancillary destroys the soul-shard and inflicts repercussion on the sovereign mage exactly as in the case of a pawn. Voluntary destruction of the soul-shard by the ancillary has the same effect.

Creating Ancillaries

An ancillary must be of the same alignment as the sovereign mage but there are no other prerequisites. They are created by exactly the same means as pawns are, with the exception that they voluntarily fail their saving throw to resist *full possession*.

Servitors

A servitor is a being specially created by the sovereign mage's power, bred in service to it, overwhelmed and awed by it and sometimes augmented by it, using the powers of controlled land to aid in the task. Servitors are utterly, unflinchingly loyal. They exist to serve the mage and consider themselves to be tools in his hands. They have no compunctions about dying in his service. A mage of sufficient level may raise whole armies of devoted creatures from his lands.

Servitor creatures either result from spontaneous mutations taking place among normal creatures within the mage's dominion and brought about by the sheer power of his presence within the landsoul, or else they form from the matter of the land itself, clawing their way out of it and going forth to seek their master. They either clamber out of the land itself if it is soft, or gestate in egg-like membranes exuded from the land's surface. Servitors formed in this way resemble normal creatures and are identical to them in all respects except for their mode of origin and their lifespan. Servitors are infertile, so the mage may not breed further servitors from them.

When servitors are produced, they are naked as if they were freshly hatched or newborn, though they are always adult



specimens. They do not come equipped with weapons, armour or any other kind of equipment. The sovereign mage must arm and equip them himself if he wishes them to fight or to work for him.

The mage does not have to go to the trouble of overseeing the generation of servitors personally, though he does have to call them up out of his controlled regions. All of a mage's servitors bear the mage's symbol somewhere upon their bodies, as a birthmark, blemish or brand.

Servitor creatures, being artificial and tied to the land, do not live for long outside it. A servitor who leaves his patron mage's dominion and remains outside it for more than one week begins to suffer Constitution damage. At the end of every week during which the servitor creature is outside land controlled by the mage, it suffers an one point of temporary Constitution damage. Should it reach zero Constitution, it dies, crumbling into dust. Points of Constitution lost in this way are regained at the rate of one per day's rest within the mage's dominion.

The mage may cause the destruction of any of his servitor creatures at any time simply by issuing a mental command. The creature to be destroyed must be within 200 feet of the mage, or visible via *scrying*. Creatures so destroyed crumble into dust.

Calling Up Servitors

Calling up servitors from the land is a full-round action. The mage need not be physically present in the land from which he is calling his servitors, but if he is not he must put himself in a high or otherwise appropriate position as if he were casting a spell into that region by distant casting (see Chapter 7, Sovereign Spell Use).

Once a servitor has been created, it will head for the mage's stronghold (or the nearest land to it that it can access) and await further instructions. Servitors instinctively recognise the mage's pawns and ancillaries and will take orders from them as if they were the mage. They also recognise each other and will not attack a fellow servitor unless ordered to do so.

Once the mage has achieved 8th level as a sovereign mage and is capable of calling them up, every region of controlled land within the mage's dominion yields a number of servitors when called upon to do so. These may not be evil creatures if the mage is good, or vice versa. Each land region may be called upon to produce a single servitor, a servitor legion or a servitor army, always assuming that the mage is of sufficient level to do so. Single servitors are large and powerful creatures, while servitor armies are made up of smaller and weaker creatures.

Servitors take time to produce. It is assumed that they are emitted from the earth or mutated into being at a constant rate. In the table below, a time scale is given within which each servitor or set of servitors may be brought forth. The process may be halted if the mage is short of time and wishes to go ahead with his plans using only those servitors that he has been able to breed so far. To determine how many creatures have been created partway through the breeding process, roll for the total number of creatures as normal. Next, divide the amount of days that have passed so far by the total creation time in days and multiply this figure by the number rolled. The result, rounded down, is the number of creatures ready at this time.

For example, Sebrilith the Scathing is breeding an army of hobgoblins from his hill territory and needs to march on the neighbouring land of Crum Carok right away, after only five days of army production. He rolls a total of 71 hobgoblins that will eventually be produced. Five days of actual production divided by fourteen days total creation time gives a multiplier of 0.36. Multiplying this by the total of 71 yields 25, which is the total number of hobgoblins currently available to accompany Sebrilith on his ravaging.

The land's resources are somewhat drained while it is producing servitors. Land that is serving this purpose cannot be tapped to access land powers or to imbue spells with land energy, nor can new servitors be bred from it even if the old ones have all been destroyed. The land remains in this state for one week after it has been used to produce servitors.



ALLIES



A region of land cannot produce new servitors until it has recovered from producing the last ones and until they have been destroyed. Not all of a given batch of servitors has to be destroyed for the land to start producing again; if some remain, the land may be used to produce half its usual yield. Not until every one of a given batch has died or crumbled away will the land be able to produce its full yield again.

Blighted lands may not be used to summon servitors. Impoverished lands will only raise single servitors of Land Level in Hit Dice (maximum 10 HD), servitor legions of half Land Level in Hit Dice (maximum 5 HD) and may not raise servitor armies.

Selecting Servitor Types

The sovereign mage may choose any monster type to breed as a servitor, within the following limits. The mage must select only two monsters at any one time to fill each of his 'servitor', 'servitor legion' and 'servitor army' slots. While any one of these is alive and in his service, he may not change the setting. For example, he might choose medusas and ettins to be his servitors, ogres and trolls to be his servitor legions and goblins and hobgoblins to be his servitor army.

Servitors have to be able to follow verbal orders and must have an Intelligence ability score of at least 6.

Number and Hit Dice of Servitors Per Region

Ability	Number of Creatures	Type of Creatures	Hit Dice of Creatures	Time to Create
Servitor	One creature	Humanoids, Monstrous Humanoids, Giants, Aberrations, Magical Beasts	1.5 x Land Level (maximum 15)	Three days
Servitor legion	2d6 creatures	Humanoids, Monstrous Humanoids, Giants	Land Level (maximum 10)	Six days
Servitor army	10d12 creatures	Humanoids, Monstrous Humanoids	Half Land Level (maximum 5)	Two weeks

In determining the type of servitor to be produced within a region, he must select a monster that ordinarily dwells within that type of land. The monster type not have previously been established in the region; even if all the medusas in an area have been wiped out, or there were never any there to start with, the sovereign mage may call new ones forth from the land.

Full Possession

Necromancy

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 action

Range: Close (25 ft + 5 ft. per 2 caster levels)

Target: One creature

Effect: See text

Duration: 1 minute per caster level or until you return to your body

Saving Throw: Will negates (see text)

Spell Resistance: Yes

This spell functions exactly as the standard *magic jar* spell, with the significant exception that the intermediary device of a crystal or other receptacle is not used. The mage may attempt to transfer his soul directly into the body of another creature, taking immediate possession of it. When this happens, the soul of the other creature is repressed, rather than displaced into an object. The mage's soul occupies the creature's body as a parasitic invader. From there, it may either remain until the end of the spell or move back to the mage's original body but it may not move on to occupy any other creatures.

If the intended target succeeds at a Will saving throw, its body is not possessed by the invading mage and it automatically succeeds at any subsequent saving throws if the mage attempts to possess it again. Such a repelled invasion negates the whole spell.

If the spell ends while the mage's body is out of return range, he may occupy any of his ancillaries or pawns that are within range. If no such vessel is available, the mage dies.

This spell will not work upon a creature that already contains a soul-shard.

SOVEREIGN SPELL USE

The sovereign mage is not only a magical lord of the land, able to draw upon its energy to grant himself personal powers; he is also pre-eminently a caster of spells and it is this aspect of sovereign magic that is now addressed. As well as being able to cast regular arcane spells over immense distances, the sovereign mage gains access to a wholly new form of spell, the Territory Spell. These magnificent displays of force can achieve the kinds of effects previously only chronicled in legends. By the use of territory spells, the seas can be made to roll back, the mountains to crumble and the earth itself to rise in the defence of a kingdom. These are the powers that mages of the past have sacrificed everything to gain.

There is a significant difference between territory spells, which are high-powered incantations that may only be cast into accessible territory, and arcane spells cast over distance, which may be cast anywhere within the allowed range.

TARGETING ARCAINE SPELLS OVER DISTANCE

The sovereign mage's power to utilise arcane magic across distances of hundreds of miles is his single most feared ability. A mage who is secure high in his tower-top retreat can rain down the fury of the elements upon adversaries at the very borders of his kingdom, making any assault to break his power extremely difficult to achieve. When a mage no longer needs to be standing near you in order to smite you, who in the world is safe?

Fortunately for those on the receiving end, there are limitations to what can be done when casting at a distance. To start with, the sovereign mage cannot even use the ability until he has achieved the requisite level of experience, nor may he use distant casting unless he is within land that he or an ally of his controls.

Secondly, distant casting can never target a person or creature. Only spells that produce a ray or an area effect may be cast over distance. For example, a sovereign mage could cast *emotion*, *earthquake* or *enervation* through distant casting, but could not use *mirror image*, *shocking grasp* or *mind blank*. Ray spells may still be cast at a person or creature; this does not count as 'targeting a spell on a person', as a roll to hit still needs to be made.

Distant Casting Procedure

The first step in distant casting is to prepare the spell you are intending to use as a distant spell. This is a form of metamagic. Preparing the spell as a distant spell causes it to

occupy a spell slot 3 levels higher than normal, so a distant *fireball* would be prepared as a 6th level spell.

The second step in distant casting is to choose your target. In order to establish a target point in an area, the sovereign mage must either know the area very well, be able to see it, have a *scrying* link open to it or be observing it in some other way. He cannot cast a spell into an area that he cannot clearly visualise, nor may he cast from one plane into another. His 'target' is the point that will represent him, the caster, as if he had teleported into the area and cast the spell. It must be above the ground, so that the spell effect appears to come from the sky overhead; the mage cannot choose a ground-level target point and then cast a spell sideways.

The third step is to prepare for the casting. The mage will usually have done this already, especially before beginning to scry, so that he will not have to break off his scrying to make preparations. Distant spells must be cast from a properly prepared circle, the creation of which involves thirty minutes of work, a successful Spellcraft check against a DC of 10 plus the level of the spell the mage intends to cast and the expenditure of 300 gp in ingredients per level of the spell to be cast. This circle has to be inscribed or painted upon a hard surface, so although rock will suffice, grass will not. Failure to make the Spellcraft check results in the loss of the material ingredients and the wasting of thirty minutes of the mage's time.

For the spell to be viable, the mage must be able to trace a clear arc between himself and the target that passes through nothing but open air. Think of the spell as a form of magical mortar fire, which may gain or lose altitude as it flies but may not evade obstacles. For this reason, distant casting may not be carried out indoors or underground, nor may the mage target a region that is closed off from the sky. He may, however, target the roof of a structure.

The fourth step is to establish the range. The range over which a sovereign mage may cast an arcane spell is five miles per sovereign mage level. A 10th level sovereign mage may (theoretically) cast a spell at an area fifty miles away. However, the mage may increase this range by increasing his height above sea level. Casting from the top of a hill, a tall town building (such as the town hall), a castle or tower grants the mage an extra mile per sovereign mage level in range. Casting from a greater height increases the range by plus one mile per level for every 2000 ft. high your vantage point is located, to a limit of 10,000 ft.

This is the reason why so many sovereign mages prefer to live in high towers or fortresses. The classic image of the mage standing on top of his tower, conjuring for all he is worth and bringing down bolts of lightning upon the armies at the foot of the mountain, is hereby explained. He cannot cast from an indoor room where it is less windy, because he needs there to be open space between him and his target.



SOVEREIGN SPELL USE

The fifth step is to make a distant casting check to lock on to the target point, following which the spell is cast. The distant casting check is resolved in the following manner; make a Spellcraft check against a DC of 10 +1 per 10 miles of distance between you and the intended target. You receive a +4 circumstance bonus to your check if the target is one that you are currently observing, whether physically or over a *scrying* link. Success means that the target point is 'locked' in your perception and you will be able to cast from the target point you have in mind. Failure means that your spell is wasted, dissipating into the sky, unable to find its point of discharge.

Distant casting is not instantaneous. It takes a full round for the cast spell to strike its designated target, which is why it is next to useless at close range. It is also quite hard to miss an incoming distant spell, as the establishment of the magical link with the target point creates a fair bit of subtle disturbance. Upon the conclusion of the distant spellcasting, all creatures within 100 ft. of the intended target point may make a Spot check (DC 20 minus the incoming spell's level) as a free action to notice that a distant spell is heading their way. The casting of a distant spell is effectively an ambush, as the targets are almost always unaware of the sovereign mage's activities at first; the initial targeting thus takes place in a surprise round, with the actual spell striking in the round after, as casting distant spells takes up a whole round.

They may perceive this as a feeling of apprehension, a form of 'sixth sense' warning, or a sense of mounting energy as if a storm was drawing near. Creatures who notice that they have been targeted may react appropriately, taking cover or attempting to flee as they deem appropriate.

Irrespective of how they feel the incoming spell, those who succeed at the Spot check can hear in their minds the sovereign mage in the distance chanting the syllables of the spell. They are thus allowed a Spellcraft check (DC 15 plus spell level) as a free action to ascertain which spell is being cast. Those who succeed in this Spellcraft check may also attempt a Knowledge (arcana) check (DC 25), again as a free action, to recognise which sovereign mage is targeting them. Characters who are themselves sovereign mages are granted a +5 circumstance bonus to this check, as sovereign mages are familiar with each other's ways.

Area effect spells cast successfully over distance strike down from their

designated area exactly as if the mage had been there in person, casting from the target point. The mage is considered to be facing directly downwards from the target point, so the spell may only be discharged within his effective line of sight.

For example, Azaria the Skywatcher is attempting to repel an invasion force from her ice waste home. She commences a distant casting of *cone of cold* so as to strike the orcs who are trudging across the snow towards her castle. Since the effect will be coming down from a point *above* the orcs, the effective area of effect will be a circle 60 feet across. In order to hit as many of them as possible, she sets her target point 60 feet above the orc army.

Ray effect spells are handled slightly differently. They too strike down from overhead, but the mage must still roll to hit his target. Resolve this as if the mage had been hovering at the point he selected to represent himself. If the target has moved out of the spell's ordinary range, the spell is wasted.

This too is best illustrated by example. Mangur the Starved is distant casting *ray of enfeeblement* against the barbarian Gurn, who is walking across an open plain. Mangur chooses a spot twenty feet up in the air and twenty feet directly in front of Gurn to be his target point for distant casting.

He begins to cast, making his roll successfully.

On the next round, if Gurn does not notice the spell coming his way, he will have walked beneath the target point and Mangur may attempt to hit him with the *ray* as if he were there in person. However, if Gurn notices the incoming spell, he may use his intervening action to turn around and run like hell in the opposite direction, or take cover behind a tree, either of which could take him out of Mangur's effective range. Note that Mangur may try to hit someone else with the ray if he wishes. Distant casting binds him to a target spot from which the spell will be cast, not to a particular target for the spell.

Hitting targets with rays over distance is a tricky business but some sovereign mages find that success is so extraordinarily satisfying and intimidating to the enemy that it is worth doing. There is a fine artistry involved in wiping out a hero with a distant *disintegrate* spell while he is giving his inspiring speech to his assembled armies.

As distant casting can often be detected in advance, giving potential targets the chance to seek cover, some wily sovereign mages choose to affect the environment around their adversaries rather than going



after the adversaries themselves. For example, Ashbard the Pale has been tracking a party of adventurers by *scrying* as they pass through the mountains, but the party wizard has noticed this and has used a *screen* spell to give Ashbard the impression that the party have disappeared. Knowing that there is only one road through the mountains, Ashbard decides to attempt to block it off; that way, it does not matter where the adventurers are, for they will not be able to approach by their chosen route. The mountain path is too far away from Ashbard's controlled territory for him to use a territory spell (i.e. it is not accessible territory) and he cannot locate the party, so he chooses to cast a distant *transmute rock to mud* spell on a sector of the mountain. The party are dismayed to find themselves confronted with a path collapsed into muddy ruin instead of the natural walkway they expected.

Obstructing Distant Casting

Though a mighty weapon in the hands of an imaginative and resourceful sovereign mage, distant casting does have its vulnerabilities. The relatively lengthy casting process for a distant spell means that other mages in the area have a chance to detect the incoming spell as detailed above, identify it with a Spellcraft check and react to it. They may thus use counterspells or *dispel magic* for the purpose of negating the spell as if the target point were the spellcaster himself. As they have advance warning of the incoming spell and thus more reaction time, they may do this reactively rather than by readying a counterspell action against the mage 'in case he casts a spell'.

For example, in the case of Ashbard's *transmute rock to mud* spell detailed above, let us assume that Ashbard's initial casting triggers a surprise round and that only those who made their Spot checks are aware of the incoming spell and may act. Initiative is duly rolled between those participants who are aware of each other and thus may act, with Ashbard rolling a 15 and the party wizard, Bondulf, rolling a 17. In the surprise round, Bondulf attempts a Spellcraft check and identifies the *transmute rock to mud* spell, while Ashbard continues his casting. On the first full round, Bondulf acts before Ashbard and swiftly casts *dispel magic*, attempting to short-circuit the *transmute rock to mud* effect. If Bondulf had not rolled higher than Ashbard on his initiative check, he would not have been able to loose his *dispel magic* in time, as the surprise round only allows partial actions to be taken leaving insufficient time to cast, whereas in the first full round Bondulf would not have had an action available in which to cast *dispel magic* before the *transmute rock to mud* struck home.

The spellcaster must of course be within range in order to attempt a counterspell or use *dispel magic*. For these purposes, the intended target point counts as the sovereign mage who is casting the distant spell.

Spell Resistance in Rival Territories

If the path of a distant cast spell passes into or over another mage's sovereign territory and that mage is not specifically

allied to the caster, the spell encounters Spell Resistance and must overcome it in order to reach its destination. The SR of such territory is equal to the Land Level plus 10. It is not uncommon for entrenched sovereign mages to screen otherwise defenceless settlements from the wrath of a mage who would otherwise rain distant spells down upon them, simply by virtue of their land being screened by their benefactor's power.

TERRITORY SPELLS

Territory spells are a type of magic spell that are only available to sovereign mages. They are not prepared as ordinary arcane spells are, as they are not written in spellbooks, nor may they be encoded in scrolls. The mage is knows and is able to prepare a given number of territory spells according to his level; see the sovereign mage prestige class for details.

Learning Territory Spells

Sovereign mages develop new territory spells automatically as they advance in level, just as a sorcerer does. Every time a territory's level is improved, leading to an advance in sovereign mage level, new spells of various levels are learned automatically. The sovereign mage may choose freely from the available spell list.

Some spells, however, may only be learned upon the improvement of a specific type of territory. These spells carry the territory type in [square brackets] as a designator. For example, a mage who raises the level a Forest territory and thus advances in overall level may choose a spell with the designation [Forest] to learn.

The level of the territory has no bearing on the level of the spell that may be learned. For example, a mage may raise a sea territory from level 1 to level 2 and gain a 7th level territory spell by so doing. The only requirement is that the mage be able to learn a new spell of the level chosen.

Preparing Territory Spells

In order to prepare territory spells, the mage must be upon land that he controls, since the land is the source for these spells. He can no more prepare territory spells without access to the land than a wizard can prepare his arcane spells without access to a spellbook. He needs the usual conditions of calm and seclusion for the preparation. To prepare all of a mage's territory spells takes approximately an hour; he may prepare fewer than his total allotment of spells in less time, just as if he were preparing arcane spells.

Casting Territory Spells

All territory spells require a full action to cast. They have unlimited range so long as the mage is standing on controlled territory and casting into accessible territory. In all other circumstances, the sovereign mage may use territory spells at up to Long range (400 ft. + 40 ft. per caster level).



SOVEREIGN SPELL USE

Territory spells do not need to be cast into a specific type of land in order to be effective, though they may have other requirements listed in the spell description. For example, *walking woodland* may only be cast into an area where there are sufficient trees.

Territory spells do not have an effective range. If the mage is casting them into his own controlled territory or that of another sovereign mage to whom he is allied, the spell automatically affects the designated area. If he is attempting to cast into another territory, he must make a distant casting check as detailed above in order to target the spell properly. He does not, however, have to follow the full procedure for distant casting. Territory spells may be cast indoors and require no special ritual preparation.

Any territory spell may be cast at the same time as the mage is *screying* an area. This is frequently done, as the mage cannot control his spell if he cannot see what is happening at the area of effect. With some spells this is less important, as in the case with *blizzard*, which can simply be cast and left to take effect; but with such spells as *creeping sludge*, where the animated swamp mass is directed by the sovereign mage, it is important to see what you are doing.

Territory spells range from sixth to ninth level. There are no lower level territory spells. There is a reason for this – sovereign magic is a high magic; it does not lend itself to petty effects.

Counteracting Territory Spells

Territory spells may be used as counterspells, in exactly the same way as ordinary arcane spells are. The sovereign mage must make a Spellcraft check in order to identify the territory spell, as per usual and may use up the same spell from his own prepared spells, should he have it, to cancel the effect of the incoming territory spell. This is only rarely done, as sovereign mages are not often within sight of each other when they are casting territory spells.

Dispel magic may likewise be used as a counterspell against territory spells and requires a dispel check to be made as if the territory spell were an arcane spell of the same level. Both *dispel magic* and use of counterspells must take place at the point of casting, not the point of effect. Territory spells may not be detected in advance and reacted to, unlike arcane spells cast over distance.

Territory spells cast into territory controlled by another sovereign mage who is not allied to the caster encounter spell resistance, exactly as if the mage had used distant casting to target a point in that area.

Saving Throws Against Territory Spell Effects

When calculating the DC of saving throws to resist spell effects, use the sovereign spell's level as if it had been an

arcane or divine spell of the same level and factor in the sovereign mage's spellcasting ability score modifier from his previous class as an arcane spellcaster. So, the DC to resist the effects of a *monstrous wave* spell cast by a 19th level sorcerer with 20 Charisma would be 10 + the spell's level of 7 + the spellcasting ability score modifier of 5, for a total DC of 22. This same rule applies if the level of a territory spell needs to be factored into other considerations, such as the sovereign mage's Concentration check if he should be distracted during the casting.

Territory Spell List

6th level: *Blizzard, creeping sludge, detect anchor, iceberg, project self, raise/lower flow, tangleroots.*

7th level: *Bloodsucker feast, endless twilight, glacier, monstrous wave, rainbow, rockbridge, shiverspears.*

8th level: *Acid rain, crevasse, cloak multitude, drag down, hot hail, hurricane, maelstrom, part water, pestilence, stranglevines, swift roads.*

9th level: *Avalanche, endless night, devouring terror, dragon's teeth, fortress, icereaver, land figure, midnight sun, sandstorm wave, summon sea-beast.*

Acid Rain

Conjuration (creation) [Acid]

Level: Sov 8

Components: V, S

Casting Time: 1 action

Area: Circle 50 ft. across per caster level

Effect: Acidic rain falls within a region

Duration: 1 round per caster level

Saving Throw: None

Spell Resistance: Yes

There must be clouds overhead for this spell to be cast. A sizzling rain of yellowish acidic fluid falls within the allotted region, dealing 3d6 points of acid damage to all creatures and structures it strikes. Exposed equipment of organic origin that is vulnerable to acid also suffers damage and may be destroyed. The fumes from the *acid rain* are an inhalant poison: see *Core Rulebook II*.

Avalanche [Mountain]

Evocation [Earth]

Level: Sov 9

Components: V, S, M

Casting Time: 1 action

Area: Line 50 ft. across per caster level, sweeping downward (see text)

Effect: Mountainside crumbles crushing all below

Duration: Instantaneous (but see text)

Saving Throw: See text

Spell Resistance: No

This spell must be cast upon a hill or mountain slope that rises at an angle of forty-five degrees or greater. Its initial effect is to dislodge snow, rocks or other loose material at a high point

of the mountain, in a line 50 feet across per caster level of the sovereign mage. The avalanche then rolls downhill in a wave, moving at a rate of 100 feet per round until it reaches the foot of the mountain, where it buries a region 50 feet broad for every round the wave spent descending, spreading out for a further 200 feet (if rock) or 400 feet (if snow) before its energy is spent.

Any creature caught in the path of the avalanche – the bury zone - is at risk of suffering crushing damage. If the avalanche is composed mostly of rocks and shale, creatures in its path suffer 14d6 points of crushing damage; if it is primarily composed of snow and ice, they suffer 8d6 points of crushing damage. This avalanche, being magically boosted, is a lot more damaging than a natural rock fall. In each case, victims may make a Reflex saving throw (DC 15) to take half damage.

Even if creatures struck by the *avalanche* survive the impact, they are buried beneath the rubble at a depth of 6d6 feet and cannot easily escape. They are pinned in position, suffering 1d6 points of nonlethal damage per minute. If a pinned character falls unconscious, he must make a Constitution check (DC 15) or suffer 1d6 points of normal damage each minute thereafter, until he is freed or he dies.

Those creatures caught in the slide zone, the region at the base of the mountain where the debris spreads out, suffer only 6d6 points of crushing damage (if rock) or 3d6 points of crushing damage (if snow and ice) and may make a Reflex saving throw (DC 15) to take no damage. They must also make a Reflex saving throw (DC 15) to avoid becoming pinned as described above, though only buried 3d6 feet and suffering 1d4 nonlethal damage or lethal damage instead of 1d6.

Material component: Any translucent gem of no less than 3,000 gp in value, crushed in the casting of the spell.

Blizzard

Conjuration (Creation) [Cold]

Level: Sov 6

Components: V, S

Casting Time: 1 action

Area: Circle one half mile in diameter per caster level

Effect: Heavy snow falls within a region

Duration: 30 minutes per caster level

Saving Throw: None

Spell Resistance: No

There must be clouds overhead for this spell to be cast. The temperature in the region drops and thick snow begins to fall, reaching full blizzard status 10 minutes after the casting is complete. This is even more obscuring than an ordinary snowstorm, giving a -6 penalty to ranged weapon attacks, Spot checks and Search checks. High winds, heavy snow and bitter cold make the region perilous for those caught outside. See *Core Rulebook II* for details of the effects of blizzard conditions.



Bloodsucker Feast [Swamp]

Transmutation

Level: Sov 7

Components: V, S

Casting Time: 1 action

Area: Circle 30 ft. across per caster level

Effect: Bloodsucking creatures called to region

Duration: 1 round per caster level

Saving Throw: See text

Spell Resistance: No

This spell must be cast in a region frequented by bloodsucking insects, such as a marsh or jungle but not an ocean or ice waste. It does not summon bloodsuckers that are not already there; rather, it sends those that are present within the area into a feeding frenzy. Warm-blooded creatures within the area are subjected to a barrage of bites, stings and sucking attacks from midges, mosquitoes, leeches and other tiny horrors, inflicting 6 individual amounts of d4 damage per round. Characters so attacked must make a Fortitude saving throw against DC 15 or suffer one point of temporary Strength damage every round they are bitten. There are a number of ways to deter, destroy or repel the parasites; anything that would deter or destroy normal insects or parasites works against these creatures. These are nonmagical attacks, so characters with damage resistance are safe.



SOVEREIGN SPELL USE

If the region into which the spell is cast is frequented by stirges, the spell calls a swarm of 2d6 stirges (see *Core Rulebook III*) into the area as well as the biting insects. These will seek to latch on to and suck from any available warm-blooded targets in the area, distributing themselves evenly among the available targets.

Creeping Sludge

Transmutation

Level: Sov 6

Components: V, S

Casting Time: 1 action

Area: One 10 ft. cube of mud per caster level

Effect: Animates mud or ooze

Duration: 1 minute per caster level

Saving Throw: See text

Spell Resistance: No

This spell animates mud or other organic slime, causing it to move about in a great heaving mass as if it were an ooze-type monster. The sovereign mage controlling it may move it in any direction at speeds of up to 30 ft. per round. While he is controlling the mud, he must concentrate and may take no other action. He may change the mud's shape as he wills, by withdrawing mass from one area and adding it to another, but he may not build it outwards in any one direction by more than 30 feet in a round, nor may he detach parts of the mass. The mass may also not be raised above 20 feet in height. Parts that are detached return to being inert mud. While the spell is in effect, the shape of the sovereign mage's face, or the image of his beast, occasionally appears bulging out of the mud. He may not use the mud to make a slam attack, though he may engulf creatures with it simply by rolling over them. Any creature that is not immobile, helpless or otherwise unable to take action may make a Reflex save to avoid being engulfed (DC 13); if successful, they are pushed backwards or aside (their choice) as the mass moves forward.

Creatures engulfed by the *creeping sludge* are at risk from drowning and must hold their breath in order to survive, according to the drowning rules in *Core Rulebook II*. The sovereign mage may, at his discretion, attempt to force the animated sludge into the engulfed creature's body. If this is done, the engulfed character must immediately make a Fortitude saving throw (DC 15 plus the sovereign mage's spellcasting ability modifier) or lose his lungful of air and begin to drown. The mage may only attempt this on one engulfed target per round.

Characters engulfed by the mass may attempt to escape. They must succeed in a Swim check (DC 15 plus the mage's spellcasting ability modifier) to wriggle free of the mass of mud, emerging from the nearest surface. This escape attempt is a full round action.

Cloak Multitude [Forest]

Illusion (Glamer)

Level: Sov 8

Components: V, S

Casting Time: 1 action

Targets: Any number of creatures, none of which may be more than 30 ft. from a tree

Duration: 1 minute per caster level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell may only be cast in areas where there are many trees. It operates as a *mass invisibility* spell, with the exception that creatures moving more than 30 feet away from a tree become visible. Characters may attack without breaking the overall effect, though they themselves become visible. If they then spend a round without attacking and end the round within 30 ft of a tree, they become invisible again.

Crevasse [Ice Waste]

Evocation [Cold]

Level: Sov 8

Components: V, S

Casting Time: 1 action

Area: Line 30 ft. long per caster level, opens to half overall length

Effect: Ice cracks open at 10 ft. per round

Duration: Until crevasse is fully opened

Saving Throw: See text.

Spell Resistance: No

This spell must be cast on to a thick layer of ice or snow, such as are found in arctic regions. The caster must designate a straight line drawn across such a surface, which may be up to 30 foot long per level of the caster. When the spell is cast, the ice or snow cracks along this line with a monstrous rumbling sound, opening a ravine 10 feet across and 20 feet deep. Every round thereafter, the crack widens by a further 10 feet and deepens by a further 20 feet. The depth of the ravine is limited by how far down as the ice or snow reaches. For example, if *crevasse* were cast upon an ice floe that was 60 feet thick, the gap could only become 60 feet deep (and therefore 30 feet across) before encountering water and possibly splitting the body of the floe on one side from the remainder.

Ice and snow on both sides of the opening crevasse crack away and tumble into it. Any creature that is standing on the 10 feet of ice or snow as it crumbles away must make a Reflex saving throw (DC 15) to jump to safety. A creature falling into the ravine will take falling damage according to the depth the ravine has reached. See *Core Rulebook II* for rules governing falling damage. If the creature is still alive after its fall, it may make a further Reflex saving throw each round the crevasse expands to avoid taking damage from falling the further 20 feet by which the crevasse has deepened. A success at any point means that the creature has clung to the wall of the crevasse and remains at his current depth, which may make rescue easier than if he had fallen all the way to the bottom.

Detect Anchor

Divination

Level: Sov 6

Components: V, S

Casting Time: 1 action

Targets: The anchor in a controlled territory, if any

Effect: Pointer indicates the way

Duration: 1 minute per caster level

Saving Throw: No

Spell Resistance: See text

This spell enables one sovereign mage to ascertain the direction in which an anchor lies within another sovereign mage's controlled territory. If there is no anchor within the region, the spell is unable to detect anything. Otherwise, the spell produces a glowing pointer in the shape of an arrow (or of the mage's beast) that shows the direction in which the anchor lies.

If the other sovereign mage has the cloak anchor ability then the mage attempting detection must succeed in an opposed caster level check with the sovereign mage who owns the anchor in order for the spell to work. Failure means that the detecting mage cannot find the anchor with this spell and may not make the attempt again until he has gained a new sovereign mage level or experience level.

Devouring Terror [Plains]

Conjuration (Summoning)

Level: Sov 9

Components: V, S, M, F

Casting Time: 1 action

Targets: One worm

Duration: 1 minute per caster level after worm surfaces

Saving Throw: No

Spell Resistance: No

This spell must be cast upon a region of ground through which it is possible to burrow; it may not be cast upon a structure nor upon solid rock. This spell may not be cast in ice waste territories. The mage calls upon one of the monstrous purple worms (see *Core Rulebook III*) that burrow far beneath the earth's crust, bringing it forth to the surface world to ravage and destroy. The worm has 16 Hit Dice +1 Hit Die per sovereign mage level (note that if this takes it to 33 Hit Dice or more the purple worm is of Colossal size).

The spell does not take effect immediately; once the signal is sent, it takes the worm 1d4+1 minutes to reach the surface. Upon doing so, it begins to attack, devour and smash rapaciously. When the spell expires, the worm returns beneath the surface, whether it has sated itself or not. The mage has no control over what the worm does and is reliant upon its natural hunger to guide it. Whole settlements have been destroyed by the use of this spell.

Material components: The tooth of an adult purple worm (consumed in the casting) and a small gong made of platinum, to the value of 2,500 gp.

Drag Down

Transmutation

Level: Sov 8

Components: V, S

Casting Time: 1 action

Area: Circle 20 ft. across per caster level

Target: One creature per caster level within area

Duration: 1 round per caster level

Saving Throw: See text

Spell Resistance: Yes

This spell is used primarily by sovereign mages of the marshes, seas, lakes and rivers to drown intruders upon their territory. It increases the effect of gravity upon the target creatures to a massive degree, causing them to become suddenly far heavier than before. A character is allowed a Fortitude saving throw to resist the effect.

Target creatures who fail their saving throws are weighed down as if they were carrying 30 lb. per caster level of the caster as well as their current load. They suffer the appropriate penalties to action and movement and to skill checks such as Swim. Their additional weight may also cause the ground to give way beneath them, if they are standing or seated upon structures not intended to bear the weight. Mounts may be crushed and flying creatures will find it hard to stay airborne; see *Core Rulebook II*.

Targets who are hit by *drag down* while swimming will almost certainly sink, whereas targets who are wading through marshy land will also probably sink into the mire. As a rule of thumb, assume that a character whose weight is not distributed across a wide area (such as by wearing snowshoes) will sink into swampy ground at a rate of 1 foot per round per 50 lb. of overall weight (character and gear together) past the first 200 pounds.

Dragon's Teeth

Necromancy [Evil]

Level: Sov 9

Components: V, S, M

Casting Time: 1 action

Effect: Multiple skeletons within a square region 20ft. on a side per caster level

Duration: 1 minute per caster level

Saving Throw: No

Spell Resistance: No

A famous spell from the most epic of legends, this incantation causes armed and armoured skeletons to emerge from the earth, forming an instant and terrifying army. Within the designated area of effect, which must be a soft surface, 1d4+2 skeletons times the mage's caster level sprout up from the earth. These are spontaneously generated by magic; there



SOVEREIGN SPELL USE

do not have to be any dead bodies in the region. They obey the simple commands of the sovereign mage who created them.

These skeletons all have 1 Hit Die, are humanoids, of medium size and are slightly tougher than usual. They are dressed in scraps and remnants of armour, granting them a +2 armour bonus to armour class. They are armed with rusting longswords that inflict 1d8 points of damage. They automatically have a turn resistance equal to the caster's spellcasting ability modifier and a number of bonus hit points equal to his level.

Material component: Five teeth from an adult dragon or hydra, crushed in the course of the spell's casting.

Endless Night

Evocation [Darkness]

Level: Sov 9

Components: V, S, F

Casting Time: 1 action

Area: One whole territory, either controlled or free

Effect: Darkness

Duration: Ordinary hours of daylight

Saving Throw: None

Spell Resistance: No

This spell operates as *endless twilight* but with the distinction that there is no sunlight at all to be seen. There is in fact more visibility at night, when the veil of darkness dissolves and the moon and stars may be seen, assuming there is no cloud cover. Vegetable life in the area, other than fungi, will steadily turn pale and wither away if *endless night* is kept up day after day. Creatures with a vulnerability to sunlight may operate freely throughout the duration of *endless night*. Some sovereign mages keep their realms (or at least their foundation territories) immersed in *endless*

night always, attracting the likes of derro, drow and vampires to the area.

Observers looking in from outside the territory can see a dome of unnatural darkness covering the whole region to a height of one thousand feet.

Material Focus: A lens one foot in diameter, carved from obsidian (value approximately 900 gp).

Endless Twilight

Evocation [Darkness]

Level: Sov 7

Components: V, S

Casting Time: 1 action

Area: One whole territory, either controlled or free

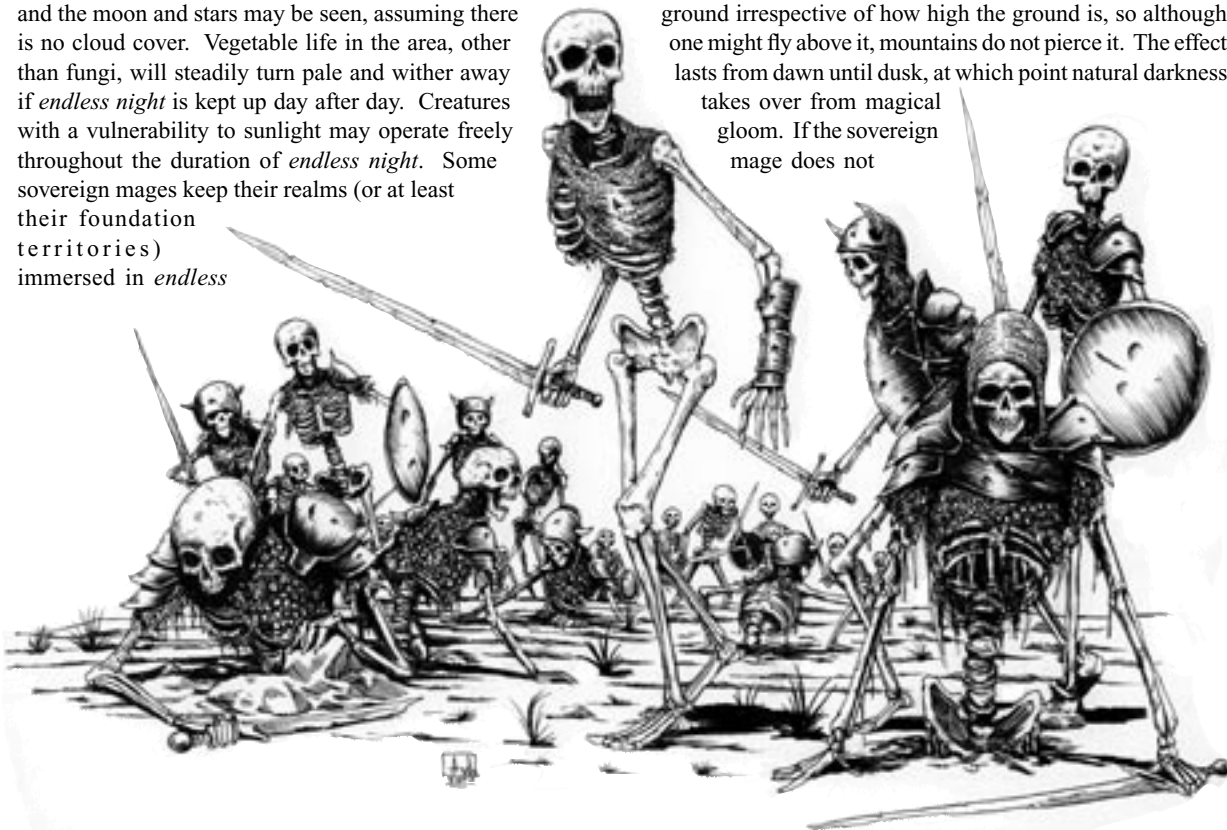
Effect: Gloom

Duration: Ordinary hours of daylight

Saving Throw: None

Spell Resistance: No

This spell must be cast before sunrise in order to be effective. When the sun rises over the region, the inhabitants are only aware of the darkness thinning slightly. The whole region is masked by a magical twilight, so that the area is never brighter than it would be at dusk. Visibility is modified accordingly. Neighbouring territories to the afflicted one are not affected. Observers looking into the affected territory see a smoky dome-like veil hovering above it, blocking out the sunlight. This field rises to a height of one thousand feet above the ground irrespective of how high the ground is, so although one might fly above it, mountains do not pierce it. The effect lasts from dawn until dusk, at which point natural darkness takes over from magical gloom. If the sovereign mage does not



cast the spell again before the next morning, the sun rises normally.

Under conditions of protracted *endless twilight*, crops grow very poorly (with the exception of mushrooms, which thrive) and are affected as if a druid of the caster's level had cast *diminish plants* upon them.

Creatures with vulnerability to sunlight may operate freely in the open, except in the two hours on either side of solar noon when the light in the area is equivalent to that of sunrise. Though the illumination at the time is far from being full sunlight, there is still enough light at this time to harm such creatures.

This spell is a favourite of sovereign mages of the deep forests and marshes, who like their realms to be as murky and crepuscular as possible.

Fortress [City]

Transmutation [Earth]

Level: Sov 9

Components: V, S, M

Casting Time: 1 action

Effect: 100 foot rock cube + 100 ft. cube per caster level

Duration: One hour per caster level

Saving Throw: None

Spell Resistance: No

This mighty spell may only be cast onto solid ground with open sky above. It causes the ground to rise steadily and form itself into a crude, impromptu castle keep. The keep takes 3 rounds to form, is composed of solid rock and has walls 5 feet thick. The mage may shape it as he wills during the formation, opening doors or arrow slits and making stairs, but he may not make complicated alterations such as incorporating traps.

The fortress remains malleable to the mage after it has finished forming. The mage may shape one 10-foot cube of rock per round and to do so is a standard action requiring concentration. The castle has no standard doors; the mage must open and close the rock to allow creatures passage.

Upon expiry of the spell, the fortress sinks back down into the earth. It does not trap any creature as it dissipates, nor does it leave any part of itself behind.

Glacier

Conjuration (Creation) [Cold]

Level: Sov 7

Components: V, S

Casting Time: 1 action

Effect: 10 ft. cube, expands 10 ft. cube per caster level

Duration: Until melted

Saving Throw: See text

Spell Resistance: No

By use of this spell, the sovereign mage calls into being a mass of ice no larger in size than a cube 10 feet on each side at ground level. For every round thereafter, up to a number of rounds equal to his caster level, he may expand the ice mass in any direction, adding another 10 foot cube to it. If the glacier expands in such a way as to crush or press against a creature or object, it exerts pressure with an effective Strength of 30. The creature or object suffers 4d6+10 points of nonmagical crushing damage unless it makes a successful Fortitude saving throw. If the creature is still alive (whether or not it made its Fortitude saving throw) or the object is still intact, then the ice has failed to expand through it into that area. The mage must direct it to expand in that direction again if he wishes to cause further damage.

This territory spell is often used to erect barriers, trap foes and force open castle gates.

Hot Hail

Transmutation [Fire]

Level: Sov 8

Components: V, S

Casting Time: 1 action

Area: Circle 100 ft. across + 20 ft. per caster level

Effect: Incendiary rain

Duration: 1 round per caster level

Saving Throw: Reflex half

Spell Resistance: No

This spell must be cast while there are no clouds in the sky overhead, as moisture in the air prevents the formation of the fiery rain. It causes a shower of blazing embers to fall, resembling hot hailstones. These cause fire damage to the targets they strike, possibly setting flammable materials on fire. All creatures in the area of effect suffer 4d6 points of fire damage for every round they spend exposed to the hot hail. This spell is devastating against armies in close formation and against forests. Air moisture, such as mist or rainfall, cancels the spell's effects.

Hurricane [Hills]

Transmutation [Air]

Level: Sov 8

Components: V, S

Casting Time: 1 action

Effect: 40 ft. per caster level radius centred as mage directs

Duration: 10 minutes per caster level

Saving Throw: None

Spell Resistance: No

The mage calls into being a localised hurricane effect, exactly as if one had been produced by a *control winds* spell. Unlike that spell, though, he may direct the hurricane as he pleases following its formation, moving it at speeds of up to 80 ft. per round.



Iceberg

Conjuration (Creation) [Cold]

Level: Sov 6

Components: V, S

Casting Time: 1 action

Effect: Ice mass 30 ft. radius + 10 ft. caster level

Duration: Until melted

Saving Throw: None

Spell Resistance: No

This spell creates a solid mass of ice, conical in shape, as tall as it is broad at the base. It must be cast into an area of cold water or an icy waste territory, where there is room enough (in terms of air or water) for it to be created. It must be brought into being upon or within water.

If the iceberg is created beneath a ship, it may overturn the vessel as it rises towards the surface. A boat or ship less than 20 feet long has a 95% chance of being capsized, a vessel from 20 to 50 feet long has a 50% chance of being capsized and a vessel over 60 feet long has a 20% chance of being capsized.

This spell is most commonly used by sovereign mages of the ice wastes to deter ships from coming too close to their homes.

Icereaver [Ice Waste]

Conjuration (Summoning)

Level: Sov 9

Components: V, S, M, F

Casting Time: 1 action

Targets: One frost worm

Duration: 1 minute per caster level after worm surfaces

Saving Throw: No

Spell Resistance: No

This spell functions exactly as *devouring terror* (see above) with the exception that a frost worm is summoned, rather than a purple worm. It may only be cast in or into an ice waste territory. The worm has 14 Hit Dice +1 Hit Die per sovereign mage level (note that if this takes it to 23 Hit Dice or more the purple worm is of Gargantuan size).

Material components: The egg of a frost worm (consumed in the casting) and a flawless diamond worth at least 5,000 gp.

Land Figure [Hills]

Transmutation [Earth]

Level: Sov 9

Components: V, S, M, F

Casting Time: 1 action

Effect: Creates earth elemental body

Duration: 10 minutes per caster level

Saving Throw: None

Spell Resistance: No

In order for this immensely potent spell to be cast, special preparations must have been made. The land figure of the spell's title is a humanoid shape that must be cut into the hillside on one of the mage's controlled territories, as a chalk or turf carving. This figure must be between 30 and 40 feet in height and created so as to be a permanent fixture. To be usable as the focus for this spell, it must have remained on the hillside for a full turn of the seasons. Such figures often form a central part of local folklore. The mage may have up to three such figures in any one controlled territory.

When the *land figure* spell is cast, the humanoid shape comes to life, heaving itself out of the ground as a vast earthen giant. It is an elder earth elemental in all respects (see *Core Rulebook III*); however, the mage controls it telepathically via a symbiotic link. It may use its own Will saving throw modifier or that of the controlling mage, depending on which is highest. While it is on land which the sovereign mage controls, it benefits from fast healing (2 hit points plus the caster's sovereign mage level per round). While the mage is 'riding' the land figure, he may take no other actions and must concentrate. Should his concentration be disturbed, the spell is ended.

If the land figure does not return to the shape cut out of the hillside where it originally emerged before the spell ends, that cutting may no longer be used as a focus for this spell.

The material focus is a plain gold coronet that the mage must wear, worth at least 3,500 gp. It is consumed in the course of the spell.

Maelstrom [Sea]

Transmutation [Water]

Level: Sov 8

Components: V, S

Casting Time: 1 action

Effect: Vortex 100 ft radius + 20 ft per caster level

Duration: 1 minute per caster level

Saving Throw: None

Spell Resistance: No

This spell, feared wherever mariners sail, creates a roaring whirlpool in the sea. It draws in ships, sea creatures and the flotsam and jetsam of the ocean. Those who are caught in its powerful flow are almost certainly doomed to a grim death by drowning.

The vortex does not come into being fully formed. It begins as a small vortex with a 20 foot radius, expanding its radius by 20 feet per round until it reaches full size. Creatures in the water who enter or who are caught within the area of effect must succeed at a Swim check in order to manoeuvre at all without being swept away by the current. The DC is 13 plus the sovereign mage's spellcasting ability modifier plus one for every 10 feet away from the edge of the effect they are. All swimming movement is halved within the vortex.

The vortex moves things around within its currents. At the start of each round, all creatures and objects within the area of effect of Large size or smaller are moved around the vortex in a clockwise direction a number of feet equal to their distance from the outer edge and dragged inwards at a rate of 1d4x10 feet. Objects greater than Large in size move at half the above rates.

A creature failing its Swim check is buffeted by the water, taking 3d6 nonmagical crushing damage per round and is effectively helpless. It may attempt further Swim checks, but these are made with a –8 penalty. Unless it can breathe water, it will begin to drown (see *Core Rulebook II*) when its breath runs out.

Ships and other vessels that are caught in the maelstrom are at serious risk of being lost. They are drawn in towards the centre as described above, but Profession (sailor) checks are necessary instead of Swim checks to bring the vessel out of the area of effect. The Games Master may substitute other checks if there are more elaborate sea travel rules in use, such as those found in *Seas of Blood*, by Mongoose Publishing. Moreover, the closer the vessel comes to the heart of the vortex, the more likely it is to capsize. Every round, the vessel has a percentage chance of capsizing equal to 100 minus half its distance from the centre of the vortex in feet. So a vessel 200 feet from the centre is safe, whereas a vessel 150 feet from the centre has a 25% chance of capsizing. A capsized vessel is swept around the vortex and steadily smashed into pieces; no further checks may be made to save her.

Midnight Sun

Evocation [Light]

Level: Sov 9

Components: V, S, F

Casting Time: 1 action

Area: One whole territory, either controlled or free

Effect: Sunlight

Duration: Ordinary hours of night

Saving Throw: None

Spell Resistance: No

This spell functions as *eternal night*, except that the region is subjected to continual daylight conditions. No sooner does the sun begin to set than a sourceless illumination begins to light the area. This magical sunlight is the equivalent of ordinary sunlight for purposes of the sunlight vulnerability of certain creatures. Observers outside the region can see a dome of brilliant light above the area. This field rises to a height of one thousand feet above the ground irrespective of how high the ground is.

The material focus of the spell is a worked mirror of pure gold set with rubies, worth at least 10,000 gold pieces.

Monstrous Wave

Transmutation [Water]

Level: Sov 7

Components: V, S

Casting Time: 1 action

Effect: Wave 30 ft across + 10 ft. per caster level

Duration: 1 round per caster level

Saving Throw: See text

Spell Resistance: No

This spell may only be cast within or into a watery territory. It brings into being a huge wave, 20 feet in height plus 5 feet per caster level of the caster, which travels in the direction the mage specifies for up to 50 feet per caster level before dispersing. The wave travels at a speed of 50 feet per round. If the wave is sent beyond the limit of the water in which it originated, it may only travel a further 150 feet before dispersing.

Creatures struck by the wave must make a Reflex saving throw or be knocked off their feet. Creatures who are smaller than the wave is tall suffer a –4 circumstance penalty to this check. A creature knocked off its feet by the *monstrous wave* is borne along by it, travelling through the water and suffering 3d6 points of crushing damage per round. A Reflex saving throw may be made each round to take half damage. A creature may escape the *monstrous wave* by making a successful Swim check (DC 20) – the character probably swims through and out of the rear of the wave.

Ships and boats struck by the *monstrous wave* are at risk of being capsized. A boat or ship less than 20 feet long has a 99% chance of being capsized, a vessel from 20 to 50 feet long has a 75% chance of being capsized and a vessel over 60 feet long has a 45% chance of being capsized.

Part Water

Transmutation [Water]

Level: Sov 8

Components: V, S

Casting Time: 1 action

Area: 100 ft. square + 100 ft. per caster level

Effect: Repelled water within area of effect

Duration: 1 minute per caster level

Saving Throw: None

Spell Resistance: No

This spell displaces all the water in the area of effect, moving it aside. This takes place however deep the water is; a channel is opened directly to the seabed, riverbed or lake bottom. The basic area of effect is a single 100 foot square. However, each round the mage may add a further 100 foot square to the area of effect, until the maximum area is reached, thus forming a clear path down into or across areas of water. The mage may reshape the area of effect as he wills, in order to achieve greater length or breadth, so long as the overall area is no greater than that of a 100 foot square. He may also cancel the effect at any time, causing the waters to rush back together.





Pestilence [City]

Necromancy [Evil]

Level: Sov 8

Components: V, S

Casting Time: 1 action

Area: One settlement (village, town, city)

Targets: One humanoid creature per level

Duration: Special

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell induces the outbreak of a communicable disease within a centre of population. The disease is of a particularly strong strain, making it hard to resist. One person per caster level of the sovereign mage is exposed to the disease. Targets are selected from those with the lowest Constitution ability score, the rationale being that the least healthy members of the community are the most likely to contract disease. The sovereign mage may choose any nonmagical inhaled or contact disease from those listed in *Core Rulebook II*. For a period equal to one day per caster level of the sovereign mage, those making saving throws to resist the disease must save against the spell's DC instead of the usual DC for the disease.

Project Self

Illusion (Figment)

Level: Sov 6

Components: V, S

Casting Time: 1 action

Targets: You

Duration: 10 minutes per caster level

Saving Throw: No

Spell Resistance: No

This highly useful spell is a favourite among sovereign mages of all persuasions, who use it to communicate with one another. It enables the mage to project an image of himself, either as his true image, his symbol or his beast, anywhere within accessible territory. He may speak but may not cast spells, nor may the image change size. The image is translucent and obviously illusory; it may not inflict even illusory damage. The mage may take no other action while he is projecting his image and must maintain concentration in order to do so.

Rainbow

Illusion (Pattern) [Good]

Level: Sov 7

Components: V, S, M

Casting Time: 1 action

Area: Sky over a region half a mile in radius per caster level

Targets: All good-aligned creatures who can see the *rainbow*

Duration: 10 minutes per caster level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The rainbow is, for many good-aligned creatures, a powerful symbol of hope. A sovereign mage who sets a magical rainbow in the sky is sending a signal to all good-aligned creatures in the region that all is not lost. The spell may only be cast in appropriate weather conditions, namely a mostly clear sky with some rain nearby.

Any good-aligned creature that can see the *rainbow* directly receives a +1 morale bonus to all attack rolls, damage rolls and saving throws. This bonus will stack with other morale bonuses. Effects that obscure vision such as *obscuring fog* will not destroy the *rainbow*, though they may mean certain creatures can no longer view it and gain the morale bonuses. Effects that change the weather itself, such as *control weather* can dissipate the *rainbow* completely.

Raise/Lower Flow [River/Lake]

Transmutation [Water]

Level: Sov 6

Components: V, S

Casting Time: 1 action

Area: 30 ft radius + 10 ft per caster level

Targets: All flowing liquid within area

Duration: 10 minutes per caster level

Saving Throw: No

Spell Resistance: No

This spell accelerates the flow of liquids within an area, causing lava to flow twice as fast, rivers to rush with greater velocity and waterfalls to bombard the rocks below with extreme force. Alternately, the flow may be lowered to half velocity. The strength of the flow is doubled. This spell is often used to propel vessels downriver with greater speed or slow down enemy vessels which are trying to escape.

Rockbridge

Transmutation [Earth]

Level: Sov 7

Components: V, S

Casting Time: 1 action

Area: 30 ft. square of stone or rock at each end

Effect: Rock bridge extends 50 ft. per caster level to connect points

Duration: 1 minute per caster level

Saving Throw: No

Spell Resistance: No

This spell enables the mage to grow a spar of rock between two points. He must be able to see or scry each end of the proposed bridge. The material at each end of the bridge must be similar, but need not be identical. A *rockbridge* can only be grown out of rock or stone. This may be worked stone, as in the case of a castle.

When the spell is cast, an arch of rock grows from the two designated end points, meeting in the middle. There must be space for the arch to grow. The arch is made from raw rock 30 ft. across and 20 ft. thick in its vertical dimension. When the spell ends, or if part or all of the bridge is shattered, the rock crumbles into dust. The spell can be used to connect a ground level point with a higher point, forming a ramp. The mage may voluntarily end the spell at any time, causing creatures that were on the *rockbridge* to fall.

This is often used by sovereign mages who are helping to besiege castles, suddenly nullifying the advantage of walls as huge spars and bridges allow armies to march straight up to the ramparts.

Sandstorm Wave [Desert]

Transmutation [Earth, Air]

Level: Sov 9

Components: V, S, M

Casting Time: 1 action

Area: Sand 60 ft. square + 10 ft. per caster level

Effect: Sandstorm wall moves as mage directs

Duration: 1 round per caster level

Saving Throw: Reflex half

Spell Resistance: Yes

This spell causes a zone of sand to become a raging sandstorm, reaching 10 feet into the air per caster level of the mage. He may move this scouring cloud at a speed of 80 ft. per round, but only within a sandy region. The shards of sand and rock that glitter in this cloud are magically sharp and vicious, far beyond the normal range for a sandstorm. Any creature caught within the *sandstorm wave* suffers terrible abrasions, taking 1d10 points of damage per caster level of the caster (maximum 16d10) with a Reflex saving throw allowed for half damage. As with a normal dust storm, the particles also pose a choking hazard: see *Core Rulebook II*.

Shiverspears

Transmutation

Level: Sov 7

Components: V, S

Casting Time: 1 action

Area: 60 ft. radius + 10 ft. per caster level

Targets: One tree per caster level within area of effect

Duration: 1 minute per caster level

Saving Throw: None

Spell Resistance: No

By use of this spell, ordinary trees are turned into magical artillery. A tree that has been affected by this spell is empowered to bend its branches back and fling a volley of sharp, splinter-like spears at a foe, these barbs being drawn from its own substance. The tree does not become sentient and fires only at those targets designated as enemies by the mage.

Deal with the enchanted trees as if they were huge animated objects (see *Core Rulebook III*) with an infinite supply of +3 javelins. The magical wooden spears become inert and unmagical the round after they are discharged. The trees will make slam attacks against opponents who come close enough.

Stranglevines [Jungle]

Conjuration (Creation)

Level: Sov 8

Components: V, S

Casting Time: 1 action

Area: 30 ft. radius + 10 ft. per caster level

Targets: Multiple vines within area of effect

Duration: 1 round per caster level

Saving Throw: See text

Spell Resistance: Yes

This spell may only be cast in a region where there are many stringy plant growths, such as a jungle or deep forest. In essence an enhanced version of *black tentacles*, it causes tough vegetable ropes to erupt from the ground, 1d4 in number plus one per caster level, each one being 10 feet long and using the mage's saving throws. The stranglevines have AC 20, 3 hit points per caster level, an attack bonus of +1 per caster level and a Strength score of 24 (+7 modifier). They are immune to spells that do not cause damage with the exception of *disintegrate*.

On every round that a stranglevine is not already grappling something, it makes a grapple attack at a random creature or object within 10 feet of it. These attacks take place on the sovereign mage's turn. The vines make grapple attacks in the same way as the tentacles in a *black tentacles* spell. However, they also have the ability to inflict strangulation. If a given vine maintains its grip for two consecutive rounds, the target may no longer breathe on the third round and must act according to the drowning rules (see *Core Rulebook II*).



Summon Sea-Beast [Sea]

Conjuration (Summoning)

Level: Sov 9

Components: V, S, M

Casting Time: 1 action

Targets: One kraken

Duration: 1 minute per caster level

Saving Throw: No

Spell Resistance: No

The mages of the ocean have one spell that even they dread to use; the spell that unlocks the gates of the ocean's deepest trenches and brings ancient forgotten things to the surface. By use of this spell, the sovereign mage may call forth the mighty kraken from the deep. It may only be cast in or into a sea region. The spell does not take effect immediately; the kraken takes 1d4+1 minutes to swim to the surface. Once it is present on the surface, it begins to ravage indiscriminately. The mage has no control over it and must use other means, such as a *dominate monster* spell, if he wishes to direct its actions.

The material component of this spell is a bottle of water taken from the depths of the ocean, at least ten thousand feet below the surface.

Swift Roads

Transmutation

Level: Sov 8

Components: V, S

Casting Time: 1 action

Area: One entire region

Targets: See text

Duration: 1 hour per caster level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By use of this spell, the mage is able to speed travel for those within a given region. He may designate one type of person or creature per caster level to be affected by this spell,

such as 'all soldiers of the King', 'all horses owned by the king's subjects', 'all good-aligned wanderers' or 'all bards'. Designated targets find that their movement rate is doubled while they remain on roads or tracks within the region. This spell is most commonly used to help messengers within a kingdom reach their destinations quickly, to help the deployment of troops and aid in the distribution of resources.

Tangleroots [Jungle]

Transmutation

Level: Sov 6

Components: V, S

Casting Time: 1 action

Area: 40 ft. radius + 10 ft. per caster level

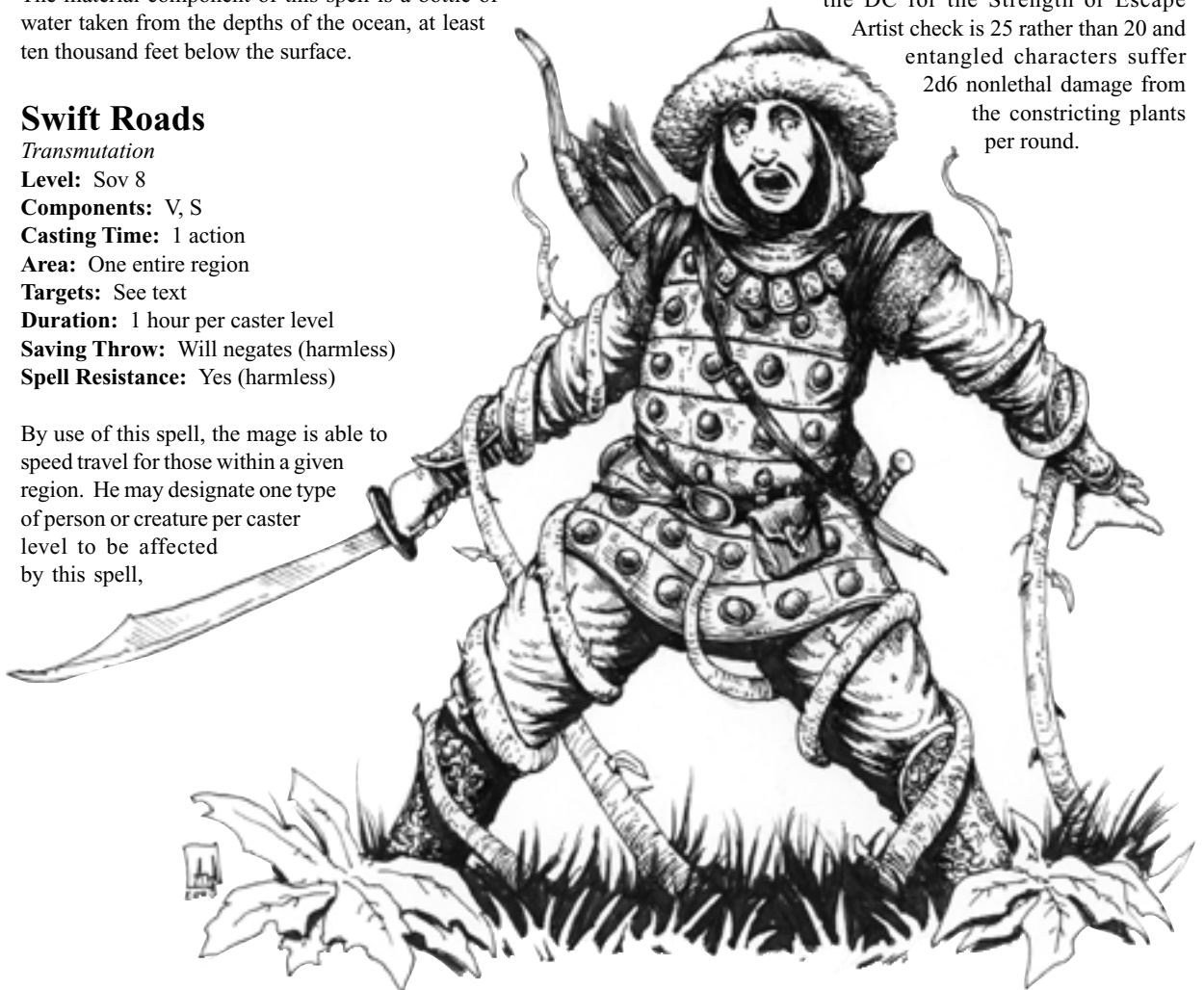
Targets: One target per level within region

Duration: 1 minute per caster level

Saving Throw: Reflex (see text)

Spell Resistance: No

This spell functions identically to *entangle* (see *Core Rulebook I*) but has a far greater area of effect. In addition, the DC for the Strength or Escape Artist check is 25 rather than 20 and entangled characters suffer 2d6 nonlethal damage from the constricting plants per round.



MAGE WARS

Rivalry between sovereign mages is fierce. The arrogance and isolationism that so often characterises powerful wizards is present to an even greater degree in many sovereign mages. When your ego is spread over a major landmass, it is hard *not* to become arrogant. It is usually the more reclusive mages, content to inhabit one region throughout their careers, who are peaceful and humble in their outlook on life.

ALLEGIANCES

Sometimes sovereign mages will work together, uniting their domains under a flag of truce. When this happens, they meet in the flesh and hold a formal ritual to bind their dominions to one another. This can only be done if each mage has adjoining controlled territory. Should either mage lose territory so that their dominions are no longer in contact, the allegiance is annulled.

When a magical allegiance is formed, each sovereign mage involved may treat the other mage's accessible territory as if it were also accessible to him. He may thus cast territory spells into these regions. The only problem is that the other mage's lands will still apply their Spell Resistance to any spells cast, as the spells of the intruding mage is still not the same type of magic that the land has been bonded to. Any number of mages may be involved in an allegiance and more may join once it has been formed. It is only necessary for a mage's territory to be in contact with that of another mage who is already bound to the allegiance. However, if one of

the involved mages withdraws from the allegiance so that the territories are no longer in contact, or territory is lost and causes the same effect, the main allegiance is broken and only those territories that remain in contact with one another are still considered to be allied. This may result in the creation of small sub-allegiances.

Groups of allied sovereign mages will often name their groups, such as 'The Company of the Northern Peaks' or 'The Three Kings in Darkness'.

ATTACKING ANOTHER'S TERRITORY

Sovereign mages who are at war with one another will usually attack each other's holdings and allies rather than attacking the mage directly, as this is usually too hard to do. Mages are more likely to assemble a company of heroes and other allies and send them off into the enemy mage's dominion on a quest to bring his power to an end. Border skirmishes usually take the form of one mage loosing territory spells or distant castings into another mage's territory, when they can overcome the spell resistance involved.

Attempting to break another's hold on his land is the most challenging action a sovereign mage can make toward a rival. To make the attempt is no easy task.

Firstly, the mage must gain access to the landsoul of the controlled land, by casting the *landsoul gate* spell within the controlled territory. If the mage has placed an anchor, as he is almost certain to have done if he has enough experience to do so, the attacking mage must first locate the anchor.

Once he has gained access to the landsoul, the attacking mage must successfully cast *disrupt power shard* in order to destroy the soul-shard left behind by the defending mage. Once the attacking mage has made it to the landsoul, there is little more that the defending mage can do other than hope that the attack fails. However, if the mage has had advance warning, he may well have entered the landsoul himself and prepared a special reception for the invaders. As the landsoul is geographically identical to the land itself and a landsoul gate may only be opened within 10 feet of the anchor, the defending mage knows where the invaders will enter.

If the defending mage has prepared his forces within the landsoul and the attacker does succeed in destroying the soul-shard, remember that the land spirits will also be released when the shard is destroyed.



Repercussion

When a mage has part of his soul destroyed, it deals him a devastating blow. Loss of a soul-shard, whether it was embedded within a person or within a landsoul, forces the mage to make a Fortitude saving throw (DC 15 + the number of sovereign mage levels lost) or be knocked unconscious for 1d6 hours. Even if he makes the saving throw, he is still shaken for 1d6 hours. These effects are in addition to any loss of sovereign mage levels resulting from the soul-shard's destruction.

Disrupt Power Shard

Necromancy

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft. per 2 caster levels)

Effect: See text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: See text

By use of this spell, a sovereign mage may attempt to destroy altogether the soul-shard left behind by another sovereign mage. This spell may be cast within the landsoul of a controlled territory or upon a pawn or ancillary of the mage in question.

Attempting to destroy a power shard is a very dangerous undertaking. The same amount of energy must be expended to destroy it as went into its creation. In order to even make the attempt, the sovereign mage must pledge a number of experience points equal to the number invested in the shard by the defending mage. So, if the attacking mage is attempting to destroy a 3rd level shard in a landsoul, he must pledge 18,000 experience points. Experience points pledged in this way are not immediately lost.

If more than one sovereign mage is present and consenting, the mage may draw up to one half of the pledged experience points from them. To contribute energy in this way, they must be within 30 ft. of the mage casting this spell.

Once experience points have been pledged, the spell is resolved. The attacking and the defending mage make an opposed level check, adding their level as an arcane spellcaster to their level as a sovereign mage and adding d20 to this. Only the mage casting the spell may make the level check, even if other mages have helped him by pledging experience points.

If the attacker wins, the soul-shard is destroyed. Pawns are freed from the mage's dominance, ancillaries are stripped of their shard-derived powers and controlled land reverts to being free land. Only 10% of the experience points pledged by the attacking mage(s) is

expended; the remaining experience is retained. The losing mage loses not only his control of the land but all the levels as a sovereign mage that he gained through having the land. Also, any controlled territory that was only linked to the main body of the losing mage's dominion via the lost territory is *also* considered lost, with concomitant loss of level.

If the defender wins, the attack is repulsed. All experience points pledged by the attacking mage(s) are utterly lost. Attacking mages may not surrender territories to 'free up' experience; they lose the experience points permanently. Should an attacking mage drop below 18th level as a result of this disaster, he is no longer considered a sovereign mage (as he can no longer cast 9th level arcane spells) and he loses all of his territory and his sovereign mage levels. This is the worst imaginable fate for a sovereign mage. Should the soul-shard within a mage's foundation territory ever be destroyed, he loses *all* of his levels as a sovereign mage at once, as this is the lynchpin of them all.



HELP FOR GAMES MASTERS

Sovereign magic introduces a whole wealth of new concepts into the game. Processing all of these and integrating them into the campaign can be a little tricky, especially since there will be several different claimants for choice territories. Moreover, are the players expected to believe that the secrets of sovereign magic have only just been discovered, causing a mad scramble for unclaimed land?

We recommend that the Games Master do a little advance work, creating some non-player character sovereign mages and putting them in place, possibly with some expansion still left to go on their territories. This way, the players can make a difference to the eventual outcome and the situation is not too much of a *deus ex machina*.

CAMPAIGN THEMES

Sovereign magic is designed to allow Games Masters to include the kind of spectacular, cinematic effects and clashes of power that have long been associated with wizards of fantasy, particularly those found in young adult fiction. Such classics as *The Dark Is Rising* and *The Wierdstone of Brisingamen* (and even a certain famous trilogy recently made into a successful series of films!) offer examples of sovereign magic.

Sovereign Mages as Patrons

One classic role for the sovereign mage is as the powerful background force who occasionally gathers the players together and sends them on quests. This kind of role suits the sovereign mage perfectly, as there are many tasks he cannot attend to in person and will need the help of a band of heroes for. For example, it is easier for the players to enter an enemy mage's land than for the mage himself to do so, as they run a lesser risk of being detected. Having the players encounter a sovereign mage in this role is a great way to get them accustomed to the role and powers of the class. It also provides them with powerful help should they get seriously out of their depth, so long as the mage is capable of reaching them.

By means of the *project self* spell, the sovereign mage may keep in touch with the players, so long as they are within range. This is a useful way for the players to report back periodically on the success of their mission and for them to receive updates on the situation back at home base. It can also be a powerful dramatic tool to add tension and significance to the players' actions.

If this option is chosen, one of the characters could even be made an ancillary of the sovereign mage. This enables a far closer allegiance to take place and makes staying in contact even easier to achieve.

Mages' Diplomacy

There are many stories about the reticence of the older mages; how they refuse to be drawn into conflicts that do not concern them and are content to abide in contemplation within their own beloved dominions. To a mage who is trying to mobilise the other mages within an area to unite against a common foe, this kind of stubbornness can be infuriating.

This and other political themes can work well in a sovereign magic campaign. The whole drive of sovereign magic is that it deals with land control and the balance of power, so it is very common for lengthy negotiations, double-crosses and desperate alliances to take place. Players can even be dispatched to try to change the mind of a mage who is convinced of the wrong course of action.

Players as Sovereign Mages

Unless the players are already 18th level wizards or sorcerers, it is not very likely that they will be ready to take up the path of the sovereign mage any time soon. It takes a long time and a substantial investment of experience to establish yourself as a sovereign mage. For this reason, the Games Master might like to try a slightly different approach. The campaign can be run on two tiers, with one or more of the players taking on the role of sovereign mages as well as keeping their current characters as field operatives. In this way, the mages can formulate strategy in their towers and castles and use their territory spells to back the other regular characters up, while they conduct missions into other mages' territory, harvest spell components for the mages and so on. Use of the high level sovereign mage powers and spells is far too rewarding an experience to be kept for non-player characters alone!

Sovereign Mages as Enemies

There is no getting around it; this is the role in which the sovereign mage is most commonly cast. The mage-emperor ruling over his kingdom of eternal night, the desert tyrant unleashing howling sandstorms from which his own face roars, the tower-top greybeard calling down lightning and flaming bolts down upon the armies below – it is all just too familiar. There are few better long-term enemies for a campaign than an evil sovereign mage.

Of course, breaking the power of an evil sovereign mage is extremely hard to do. He has eyes and ears everywhere, from the roving observers that can spy you out to the sensors on his land to the pawns he employs to do his governing for him. For this reason, the Games Master might like to start the players out by pitting them against a less powerful mage who is the ally of a greater one. This gives them the chance to become familiar with the kinds of powers a sovereign mage



may wield without getting mashed to a pulp within the first half hour of roleplaying.

A typical starting quest to thwart an evil sovereign mage is the removal of his ancillaries. This, while challenging, is a lot easier than taking the mage himself on. Although the mage may possess his agent, he is limited to a certain number of such possessions per day; and if the players are crafty, he may never even get the chance. No foreign mage, no matter how clever, can possess a dead body.

Alternatively, they might mount a campaign to capture a pawn and bring him back to safety, so that friendly sovereign mages may attempt to destroy the parasitic soul-shard. This is a dangerous business, as the players will be trying to keep the pawn alive, whereas the mage will not extend the same courtesy to it. The players might also be called upon to accompany an allied sovereign mage on an expedition to confront a pawn or ancillary directly and destroy the soul-shard within him.

A far more challenging mission is to accompany an allied sovereign mage into enemy territory, there to start the work of breaking

the enemy mage's hold over the land. This will involve a good deal of stealth and hard fighting, as no mage worth his salt leaves his anchor undefended. If the players and their mage make it as far as the anchor and successfully enter the landsoul, the fight may not yet be over. The enemy mage may have arrived in the landsoul ahead of them and prepared for their coming.

Some sovereign mages have a great deal of power tied up in personal artefacts. At the Games Master's discretion, the destruction of a given artefact might weaken or destroy a sovereign mage's power. A whole quest could therefore be based around the destruction of the artefact, which of course will need to be destroyed in some suitably epic way.

Apocalyptic Confrontation

Once all the players are fully accustomed to the mechanics of sovereign magic, it is almost obligatory to have a protracted battle between two or more opposing forces with the mages standing either for good, evil or neutrality. This kind of event is almost worthy of a campaign in itself. The mages on each side must recruit others to their banner, forming allegiances and consolidating territory. Once the battle lines are drawn up, the war can begin.



War between two opposing groups of sovereign mages involves vast summoned monsters doing battle against each other, the recruitment or manufacture of vast armies, the destruction of thousands of screaming minions and huge fireballs hurled from the sky. It is about as far from four hit points and a *magic missile* as it is possible to get. As such, it ought to be indulged in at least once. This is the kind of thing that low-level magicians dream about.

Sovereign magic is not intended to be a powergamer's bible, but rather a set of game mechanics whereby the truly powerful magicians (so often implicitly there in the background of any campaign) can be brought to life and given abilities commensurate with their status. It cannot very well be used for power gaming in any case, as the amount of territory available is limited and even the most advanced sovereign mage is limited in the number of land types he may control.

DESIGNER'S NOTES

My word, I've had fun writing this one. The initial working plan to create a set of rules which would 'sort of let wizards get up to the kind of things that Saruman does in Lord of the Rings' rapidly expanded into a complicated and (I admit it myself) pretty ambitious supplement. The image that stuck in my mind, as astute readers have certainly noticed from my many clumsy allusions to it, was the moment of tower-top incantation causing an avalanche many miles away. Now, that was a *cool* power. Why was it exactly that even the most punchy arcane spells were limited to visual range? Wizards in fantasy literature were always gazing into crystal balls and hurling anything from storms to hosts of winged monkeys after the protagonists. Why was there nothing within d20 to cover such powers?

Originally, I had planned to make a set of game mechanics allowing casting over distance and leave it at that, a sort of intercontinental ballistic magic system, but realised fairly early on that this would not really be a meaty enough concept to warrant a whole supplement. So I got to thinking about land, which after all was the crux of the whole matter, there being rather a lot of it between the spell's origin and its intended destination.

That, of course, led on to the whole issue of mages 'of the land'. Now that was a concept that could be picked up and run with. The archetype of the mage whose powers were bound up with the land – Merlin being the obvious example – seemed absolutely perfect for this project. The more I thought about it, the more examples I came up with of mages who were either in some way aspects of the land, dominators of the land or connected with a feature of the land, like the Lady of the Lake or the innumerable 'green garbed forest guardians' of stock fantasy.

With so many different varieties of land available, the resulting powers would also be varied. Obviously, this would be pretty high level stuff, but then, why not? Not every supplement needs to be written for beginning characters. Besides, the classic roles for a sovereign mage (as I have here outlined them) to

play are that of the powerful protective figure in the background, which is very much a non-player character role, or the evil overlord against whom quests are mounted, again not the kind of role for a player to undertake.

As the project developed and I grew to regard sleep as a luxury, I suddenly realised that I had solved a problem over which I had stressed several times in my career as a Games Master, namely: what on earth do evil expansionistic wizards want all that land *for*? One hears of dark sorcerers and so forth wanting to bring all the lands under the sun under their iron rule, but it is never quite explained what this would entail, nor does one have any indication of what good it would do them even if they succeeded. We now have something like an answer. Land is itself a source of power and the more power a mage can gather, the less he need fear death, whether from violence or old age.

So, the project is complete. As I often do at this stage, I rather regret that I have not had more time to write even more excessively. In particular, I would have dearly loved to include a section on sovereign magic artefacts – you may wonder for yourselves what the powers of the Coronet of Incontestable Rule, the Staff of Green Governance and the Ring of Binding might have done – but alas, there are only so many hours in the day and only so many pages available in the book.

As a final note I would like to thank Mr. Sid Meier and all the other games designers who have made the 'God game' such a well provided genre of computer gaming, and give a heartfelt apology to my own gaming crews here in Manchester and over in Wales whose sessions have had to take second place to this project. Yes, there *will* be a game on tonight!

Adrian Bott



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SOVEREIGN MAGIC

Mastery of the Land

The wizard is an archetype of power. With courage and discipline he ventures into forbidden mysteries, learning the spells which may melt down reality and remould it closer to his heart's desire. Once the heady heights of ninth level spellcasting are attained, the magician is believed to be at the apex of his power. However, there are those for whom this is just the beginning.

These are the sovereign mages, those who have learned the rare art of entering the soul of the land and binding their personal power to it. Not content with merely moving upon the face of the earth, they seek to become one with it; some to conquer, some to protect. By infusing their very essence into the country around them, they partake of the energies of the land, drawing upon it to achieve legendary and miraculous results. The wild beasts of the region seem to know and obey them. Some even send forth weird allies and emissaries, whose eyes and ears the sovereign mages may use and through whom they may speak. Some, the darker ones, are even said to take possession of important figures against their will. Whether they serve as governors, custodians or power-mad conquerors, they are a more potent magical force than any ordinary spellcaster could hope to be. The more land they take over, the more their ability to influence it grows.

Their arcane spellcasting abilities are augmented massively and they become able to cast spells over huge distances, raining down their magic upon the unwary who had thought themselves safe in far-off lands.

Inside You Will Find:

Sovereign Magic – An Overview	Allies
Becoming a Sovereign Mage	Sovereign Spell Use
Establishing & Expanding Territory	Mage Wars
The Powers of Sovereign Land	Help for Games Masters

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