

## CLASS FEATURES

**Weapon and Armor Proficiency:** Brotherhood adepts are proficient with the dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor interferes with a brotherhood adept's movements, which can cause his spells with somatic components to fail.

**Spells:** A brotherhood adept casts arcane spells drawn from the sorcerer/wizard spell list presented in spell lists. He must choose and prepare his spells ahead of time.

To learn, prepare, or cast a spell, the brotherhood adept must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a brotherhood adept's spell is 10 + the spell level + the brotherhood adept's Intelligence modifier.

A brotherhood adept can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 1. In addition, he receives bonus spells per day if he has a high Intelligence score. Although the Brotherhood Adept is capable of learning all manner of arcane magic, the Order of Magus bans the use of compulsion magic. Thus, Brotherhood Adepts cannot begin play with any spells that have the [compulsion] descriptor.

A brotherhood adept may know any number of spells. He must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour studying his spellbook. While studying, the brotherhood adept decides which spells to prepare.

**Spellbooks:** A brotherhood adept must study his spellbook each day to prepare his spells. He cannot prepare any spell not recorded in his spellbook, except for *detect magic*, *read magic*, and any spells he has mastered with Spell Mastery. A brotherhood adept begins play with a spellbook containing four 1st-level spells of his choice. He may also select a number of additional 1st-level spells equal to his Intelligence modifier to add to the spellbook. At each new brotherhood adept level, he gains two new spells of any spell level or levels that he can cast (based on his new level) to add to his spellbook. At any time, a brotherhood adept may also add spells found in other resources, be they brotherhood chapterhouses, arcane libraries, or from other brotherhood adepts.

**Brotherhood Education (Ex)**– Before even learning the most basic spell, members of the brotherhood spend an extensive period studying philosophy, nature, geography, and the physical sciences – all of which he is expected to bring to bear in his future missions. At 1st level, a brotherhood adept gains a +1 competence bonus to all Intelligence-based skills. This bonus reflects his exposure to a wide array of topics and applies even if he hasn't been formally trained in those skills. Additionally, each Brotherhood Adept is taught how to cast the *detect magic* and *read magic* cantrips (although none others). They may cast each of these cantrips a number of times per day equal to 3 + their Intelligence modifier.

**Brotherhood Resources (Ex)** – Initiates receive a very basic monthly stipend (3gp/month), are able to take room & board at any Brotherhood property (chapterhouse, safe-house, or the Citadel), and may request local intelligence (providing them a +2 circumstance bonus to Knowledge (local) skill checks up to once per week). Initiates, however, are levied a 10% tax on all monies earned while performing official Brotherhood tasks and must report all magical items encountered in the course of their adventures.

**Channel Magical Essence (Su)** – Upon entering the brotherhood, each individual adept undergoes a secretive ritual that unlocks their ability to channel the very essence of magic! A 1<sup>st</sup> level, the brotherhood adept gains the ability to channel magical essence, affecting all arcane magic in a 30-foot radius centered on him. When he channels, he must select one of three effects. Arcane casters in the area of effect either enjoy the benefit of the effect or suffer the penalty inflicted unless they save against the channel. The DC of this save is equal to 10 + 1/2 the brotherhood adept's level + the brotherhood adept's Intelligence modifier. Channeling magical essence does not provoke an attack of opportunity.

**Destabilize Magic** – When a brotherhood adept destabilizes the magical essence around him, he increases the chance that other arcane casters will fumble their spells or evoke surges of uncontrolled magic. Arcane spellcasters within the burst radius (or those who enter while the effect is occurring) must make a Will save or suffer a -4 to all surge rolls for a number of rounds equal to the channel dice.

**Enhance Magic** – When a brotherhood adept enhances the magical essence around him, he increases the chance that a small number of spell casters (normally allied to him) will critically damage opponents with their spells. The brotherhood adept selects a number of spell casters equal to 1/2 of his Intelligence modifier who are operating within the burst radius. Those spell casters receive a +8 to their surge rolls for a single round.

**Restrict Magic** – When a brotherhood adept nullifies the magic in an area, he makes it harder for other arcane casters to tap into the arcane weave. Spellcasters within the burst radius (or those who enter while the effect is occurring) must make successful concentration checks (with the DC equal to the normal save DC) to cast arcane spells. This effect lasts for a number of rounds equal to the channel dice.

**Stabilize Magic** – When a brotherhood adept stabilizes the magic in an area, he reduces the chances other arcane spellcasters will fumble their spells or suffer from surges of uncontrolled magic. Arcane spellcasters within the burst radius (or those who enter while the effect is occurring) gain a +4 bonus to all surge rolls for a number of rounds equal to the channel dice.

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The brotherhood adept may channel magical essence a number of times per day equal to 3 + Intelligence modifier. The brotherhood adept gains an additional use of this ability at 3<sup>rd</sup>, 8<sup>th</sup>, 13<sup>th</sup>, and 18<sup>th</sup> level.

Each channel effect lasts a number of rounds equal to 1/2 the brotherhood adept's level (minimum 1) + his Intelligence modifier. Channeling magical essence is a standard action that does not provoke an attack of opportunity. A brotherhood adept may choose to exclude himself from any channeled effect automatically. A brotherhood adept must have line of effect to affect targets in the burst radius.

### DESIGNER'S NOTE: CHANNEL FEATS

If you think the brotherhood adept's ability to channel magical essence looks a lot like the cleric's ability to channel positive and negative energy – you're right! When we were designing the brotherhood adept, we wanted a stable mechanic that clearly distinguished the brotherhood adept's close connection to the arcane magic. This not only kept it mechanically close to a stable mechanic, it kept it close to something players already knew well! Of course, as an added benefit, it allowed players to enhance their characters with the pre-existing channel feats

# THE BROTHERHOOD ADEPT

## ROLE

The standard for arcanists in the Shadowlands, the brotherhood adept is an academic, a philosopher, and a student of magic. Born with an innate call to master arcane magic, he spends countless hours in study and research, looking endlessly for ways to broaden his understanding while strengthening those who share his bonds of brotherhood. Unlike more traditional wizards, however, the brotherhood adept possesses the distinct ability to harness the innate magic around him, channeling it to stabilize or disrupt the magic of other arcanists!

## ALIGNMENT

Any.

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d6.

## CLASS SKILLS

The Brotherhood Adept's skills are Knowledge (all) (Int), Linguistics (Int), and Spellcraft (Int).

## SKILL RANKS PER LEVEL

4 + Int modifier.

## SPECIAL ABILITY PROGRESSION

LEVEL	BAB	FORT	REFLEX	WILL	SPECIAL	TITLE
1	0	0	0	2	Brotherhood Education, Brotherhood Resources, Channel Magical Essence, Eyes of Magus	Sarosh
2	1	0	0	3	Spell Mastery	Adar'kevan
3	1	1	1	3	Channel Magical Essence +1	Murid
4	2	1	1	4	The Test of Nine	Frasha
5	2	1	1	4	Bonds of the Brotherhood, Diplomatic Immunity, Order Affiliation, Order Ability	Zairitem
6	3	2	2	5	Spell Mastery	Tavāya
7	3	2	2	5		Haptatha
8	4	2	2	6	Channel Magical Essence +2	Nāvaya
9	4	3	3	6		Arsha
10	5	3	3	7	Spell Mastery, Order Ability, Advanced Brotherhood Resources	Ratush, Master of the Order
11	5	3	3	7		Ushta
12	6/1	4	4	8		
13	6/1	4	4	8	Channel Magical Essence +3	
14	7/2	4	4	9	Spell Mastery	
15	7/2	5	5	9	Order Ability	
16	8/3	5	5	10		Tarasca
17	8/3	5	5	10		
18	9/4	6	6	11	Channel Magical Essence +4, Spell Mastery	
19	9/4	6	6	11		
20	10/5	6	6	12	Grandmaster of the Order	Sâmahe, Grandmaster

## SPELLS

LEVEL	SPELLS / DAY								
	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1	2	-	-	-	-	-	-	-	-
2	3	-	-	-	-	-	-	-	-
3	3	2	-	-	-	-	-	-	-
4	4	3	-	-	-	-	-	-	-
5	4	3	2	-	-	-	-	-	-
6	5	4	3	-	-	-	-	-	-
7	5	4	3	2	-	-	-	-	-
8	6	5	4	3	-	-	-	-	-
9	6	5	4	3	2	-	-	-	-
10	6	6	5	4	3	-	-	-	-
11	6	6	5	4	3	2	-	-	-
12	6	6	6	5	4	3	-	-	-
13	6	6	6	5	4	3	-	-	-
14	6	6	6	6	4	4	2	-	-
15	6	6	6	6	5	4	2	2	-
16	6	6	6	6	5	4	3	2	-
17	6	6	6	6	5	5	3	3	1
18	6	6	6	6	6	5	4	3	2
19	6	6	6	6	6	5	4	4	3
20	6	6	6	6	6	5	5	4	4