

Wizard of High Sorcery Prestige Class

Hit Dice: d6.

Entry Requirements

Alignment: Any good (White Robes), neutral (Red Robes), or evil (Black Robes).

Base Save Bonus: Will +4.

Spellcasting: Ability to prepare and cast 2nd-level arcane spells.

Skills: Spellcraft 5 ranks.

Feats: Spell Focus (any), Scribe Scroll, and one other Item Creation or Metamagic feat.

Special: *Test of High Sorcery:* This requirement is identical to the one listed under “Special” for the Wizard of High Sorcery prestige class on p. 22 of *Towers of High Sorcery*.

Class Skills

The Wizard of High Sorcery's class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (all) (Int), Profession (Wis), Linguistics (Int), and Spellcraft.

Skill Ranks at Each Level: 2 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+1	Moon magic, tower resources
2 nd	+1	+1	+1	+1	Arcane research +1
3 rd	+1	+1	+1	+2	1 st Order Secret
4 th	+2	+1	+1	+2	Arcane research +2
5 th	+2	+2	+2	+3	2 nd Order Secret
6 th	+3	+2	+2	+3	Arcane research +3
7 th	+3	+2	+2	+4	3 rd Order Secret
8 th	+4	+3	+3	+4	Arcane research +4
9 th	+4	+3	+3	+5	4 th Order Secret
10 th	+5	+3	+3	+5	5 th Order Secret, arcane research +5

Class Features

All of the following are class features of the Wizard of High Sorcery prestige class.

Moon Magic (Su): This class feature is identical to the one for the Wizard of High Sorcery prestige class on p. 24 of *Towers of High Sorcery*.

Tower Resources (Ex): A wizard who has passed their Test of High Sorcery and declared their allegiance to the Gods of Magic gains access to the libraries within the towers controlled by the Orders of High Sorcery. When a Wizard of High Sorcery is scribing or copying a spell using one of these libraries, the time requirement for this process is halved. The cost for researching new spells is one-quarter standard.

When a Wizard of High Sorcery uses one of the Orders' laboratories to create magic items they

automatically gain access to the most commonly used components and magical reagents. All magic item creation costs are automatically reduced by 100 stl.

Arcane Research (Ex): At 2nd level, a Wizard of High Sorcery gains a +1 competence bonus to all Knowledge (arcana) and Spellcraft skill checks. For every two levels after 2nd this bonus increases by +1.

Additionally, each level that grants an arcane research bonus also grants the Wizard of High Sorcery a bonus spell to their spellbook in addition to spells gained from normal level advancement. This spell must be of a level the Wizard of High Sorcery can cast and must be from one of their Order's specialist schools.

Order Secret (Su): At 3rd level, and every two levels beyond, a Wizard of High Sorcery may select an Order secret appropriate for the order they belong to. Each order secret may be used once per day for every two Wizard of High Sorcery class levels attained unless otherwise specified.

The secrets are identical to those listed on p. 24 – 26 of *Towers of High Sorcery* with the following exception. Replace the Black Robe secret “Magic of Betrayal” with the following:

Magic of Death: A Black Robe may apply the Empower Spell or Extend Spell feat to any enchantment or necromancy spell they cast as a swift action. This ability does not use up a spell slot one level higher than the spell's actual level.