



# Divine Spellcasting

## Credits

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### Special Thanks

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## Introduction

The following work is intended to enhance the flavor of divine casters in MIDNIGHT, turning them into spontaneous casters, and giving them layered powers and abilities like those of Channelers, Defenders and Wildlanders. The class has been split it two: legates, the true spellcasting faithful of Izrador, and soldier legates, who abandon some spellcasting power in favor of martial abilities. Both classes are more limited in spellcasting power than the M2E legate, but make up for this lack by possessing flexibility, and several powers and abilities beyond those of a standard legate.

This rules modification is heavily influenced by the rules for channeled (arcane) magic already designed for MIDNIGHT, and I make no claims to the originality of the system presented below. This is merely an adaption of those rules to make them suit divine spellcasters. Thanks to the creators of MIDNIGHT and the rules for channeled magic for making the setting, and what I consider to be the best spellcasting mechanics available for any d20 system.

# Legate

This class represents the core of the Order of Shadow. The legates who corrupt the people, lie to the princes and drive the orcs against the Fey races.

For more information about legates, see M2E.

**Table 1—1: The Legate**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Dark Spark, Bonus Divine Energy
2	+1	+0	+0	+3	Bonus Feat, First Domain
3	+2	+1	+1	+3	Legate Power, Bonus Spells
4	+3	+1	+1	+4	Second Domain
5	+3	+1	+1	+4	
6	+4	+2	+2	+5	Legate Power
7	+5	+2	+2	+5	
8	+6/+1	+2	+2	+6	Bonus Feat
9	+6/+1	+3	+3	+6	Legate Power
10	+7/+2	+3	+3	+7	
11	+8/+3	+3	+3	+7	
12	+8/+3	+4	+4	+8	Legate Power
13	+9/+4	+4	+4	+8	
14	+10/+5	+4	+4	+9	Bonus Feat
15	+11/+6/+1	+5	+5	+9	Legate Power
16	+12/+7/+2	+5	+5	+10	
17	+12/+7/+2	+5	+5	+10	
18	+13/+8/+3	+6	+6	+11	Legate Power
19	+14/+9/+4	+6	+6	+11	
20	+15/+10/+5	+6	+6	+12	Bonus Feat

## Game Rule Information

Legates have the following game statistics

**Abilities:** Wisdom is important to a legate, because it determines the amount of divine energy available to him, the highest level spell available to him, and the DC of those spells. Charisma powers some of the legate's special powers, and is also useful for social skills. Intelligence is important for many skills, and also increases the amount of skill points available to the legate.

**Alignment:** Any evil, or True Neutral

**Hit Die:** d6

**Starting Possessions:** 6d4 x 10 vp

## Class Skills

The legate's class skills (and the key ability modifier for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge: Arcana (Int), Knowledge: History (Int), Knowledge: Nobility and Royalty (Int), Knowledge: Shadow (Int), Knowledge: Spirits (Int), Profession (Wis), Read/Write (none), Sense Motive (Wis), Speak Language (none), Spellcraft (Int).

**Skill Points at 1st Level:** (4 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 4 + Int modifier.

## Class Features

**Weapon and Armor Proficiency:** A legate is proficient with simple weapons, but no armor or shields.

**Dark Spark:** At 1st level, the legate gains the Dark Spark feat.

**Bonus Divine Energy (Ex):** The legate gains a number of extra points of divine energy equal to his class level.

**Bonus Spells (Sp):** At 3rd level and every level thereafter, the legate may learn one new divine spell, chosen from the d20 core rules system cleric's spell list. These spells may not be of a higher level than half the character's level. For example, a legate needs to be 6th level before he can learn a 3rd level spell. Casting spells in this way costs Divine Energy in the same way as casting the divine spell learned through the Dark Spark feat does, and is subjected to all the same rules. If the character possesses more levels of legate than in all other classes combined, he may add +1 to his character level when determining the highest level spell he can learn and cast.

**Bonus Feat (Ex):** At 2nd level, and every sixth level thereafter (8th, 14th, and 20th) the legate receives a bonus feat, chosen from the following list: Ceremonial Master, Deceitful, Diligent, Investigator, Magical Aptitude, Negotiator, Persuasive, or any metamagic or item creation feat. The character must still meet all the prerequisites of a feat in order to select it.

**Domain:** Legates are the faithful of Izrador, and as such, the divine magics they have access to are greater than those who merely possess the Dark Spark feat. At 2nd and 4th levels, the legate gains access to a divine domain. The legate chooses one of the following domains from the d20 core rules cleric's list: Death, Destruction, Evil, Magic, Trickery or War. He learns all the spells available from that domain, and gains the special ability associated with that domain. Note that legates already possess the Bluff skill. Therefore, a legate that selects the Trickery domain instead gains a +2 bonus to Bluff checks. He may, however, not cast any spell with a spell level higher than half of his character level. Casting spells in this way costs Divine Energy in the same way as casting the divine spell learned through the Dark Spark feat does, and is subjected to all the same rules.

## Legate Powers

In addition to their spells, legates gain access to special powers through their connection with Izrador. Unless otherwise stated, these abilities are supernatural abilities.

Activating or maintaining one of these powers requires a standard action, and does not provoke an attack of opportunity. The legate may use these powers a total number of times per day equal to 3 + his Wisdom modifier.

### Tier 1 powers

*Mastery of Corruption:* The legate may turn and destroy animals and plants. This ability works just like the good cleric's ability in the d20 system core rules, except that it is a Wisdom check and it only functions on animals and plants.

*Mastery of the Trapped:* The legate may rebuke and command elementals and outsiders. This ability works just like the evil cleric's ability in the d20 system core rules, except that it is a Wisdom check and it only functions on elementals and outsiders. Furthermore, all elementals and outsiders are considered to have twice the normal HD for the purposes of resolving turning checks and turning damage against them.

Note that outsiders (spirits) that are possessing another entity are immune to these turn attempts, and must first be removed from their hosts.

*Mastery of Undead:* The legate may rebuke and command undead. This ability works just like the evil cleric's ability in the d20 system core rules, except that it is a Wisdom check.

*Shroud of Fear:* The legate may veil himself in a shroud of fear. Any enemy creature within 60 ft. of the legate must make a Will save (DC 10 + 1/2 class level + Charisma modifier) or become *shaken* until the ability is ended, or the creature leaves the 60 ft. radius. Creatures who fail the save also become unable to attack the legate at all unless they succeed at a second Will save with the same DC. Shroud of Fear is a mind-affecting fear ability, and may be maintained at the cost of a standard action for 1 round per class level. Characters within the radius must make a new save every round, until they fail or the ability is ended.

*Veil of Shadow:* The legate can manifest the shadow of Izrador, dampening all non-magical light to half its effect, while at the same time empowering the spells of Izrador. The spell DC and effective caster level of any divine spell cast within 60 ft. of the legate is increased by one. Once activated, veil of Shadow lasts for 1 round per class level, unless the legate chooses to dismiss it. This power may be chosen multiple times, and its effects stack.

*Inspire Fury:* The legate can use his powerful presence to inspire his allies and himself, bolstering their

combat abilities. This ability functions just like that of the charismatic channeler's ability of the same name, except it affects only evil-aligned creatures allied to the legate.

### Tier 2 powers

*Confident Mastery (requires Mastery of Corruption, Mastery of Spirits, or Mastery of Undead):* The legate receives a +4 competence bonus on any checks using any legate power using a turning check.

*Heightened Mastery (requires Mastery of Corruption, Mastery of Spirits, or Mastery of Undead):* The legate is considered to be two levels higher for the purposes of any check using a legate power that uses a turning check, but not for damage.

*Powerful Mastery (requires Mastery of Corruption, Mastery of Spirits, or Mastery of Undead):* The legate rolls an additional 1d6 of damage on any legate power using a turning check.

*Shroud of Terror (requires Shroud of Fear):* Rather than merely frightening his enemies, the legate can now drive them from him in panic. When he uses Shroud of Fear, any enemy creature within 20 ft. of the legate must succeed a Will save (DC 10 + 1/2 class level + Charisma modifier) or become *panicked* and flee from the legate for 1d4+1 rounds. Enemies who cannot flee cower instead. Enemies who succeed the save must also save against Shroud of Fear. Shroud of Terror is a mind-affecting ability, and may be maintained at the cost of a standard action for 1 round per class level.

*Improved Fury (requires Inspire Fury):* When the legate uses the inspire fury ability, affected creatures gain an additional +1 morale bonus on initiative rolls, attack rolls, and weapon damage rolls. This power may be chosen multiple times, and its effects stack.

*Whispers of Shadow (requires Shroud of Fear):* When using his shroud of fear ability, the legate make a *suggestion* (as the spell) as a standard action to a creature that failed its Will save against the shroud of fear. Using this ability does not break the legate's use of shroud of fear, nor does it allow a second save against the fear effect. A Will saving throw (DC 10 + 1/2 the legate's class level + Charisma modifier) negates the effect.

*Whispers of Shadow* is an enchantment (compulsion), mind-affecting, language-dependent ability.

*Darkened Veil (requires Veil of Shadow):* When using the veil of shadow power, the caster level and save DC of any channeled spell within the veil's of shadow's radius is reduced by one (minimum 1). If veil of shadow is selected multiple times, the abilities of darkened veil

are increased by one every time veil of shadow is selected. For example, a character with darkened veil that selects veil of shadow twice reduces the caster level and save DC of any channeled spell within the veil of shadow's radius by two.

### Tier 3 powers

*Mastery of Mortals (requires Mastery of Corruption, Shroud of Fear, Shroud of Terror):* The legate may rebuke humanoids. This ability works just like the evil cleric's ability in the d20 system core rules, except that it only functions on humanoids. Furthermore, all humanoids are considered to have twice the normal HD for the purposes of resolving turning checks and turning damage against them, and a humanoid can only be rebuked, never controlled.

*Mass Whispers (requires Shroud of Fear, Shroud of Terror and Whispers of Shadow):* This ability functions like whispers of shadow, above, except that the legate can make the *suggestion* simultaneously to one creature per three class levels, as long as they have failed their Will saves against shroud of fear.

*Blight (requires Mastery of Corruption, Mastery of Undead, Veil of Shadow, and Darkened Veil):* When using his Veil of Shadow power, the legate may take a standard action infuse the very ground around him with the foul taint of Izrador, causing it to reek of death and decay. No animal will willingly enter the area, and all plant creatures must make a Will saving throw (DC 10 + 1/2 the legate's class level + Wisdom modifier) to do so, suffering 1d6 points of damage per round they remain in the area. Any creature killed within the area in the past four days immediately rises as a fell, or a zombie if it does not meet the prerequisites for becoming fell. These undead are not under the command of the legate, or anyone else, but may be turned or rebuked as normal. Using this ability does not break the legate's use of veil of shadow. The blight is stationary, and does not move with the legate like veil of shadow does. However, it remains in place for a number of days equal to the legate's class level.

## Soldier Legate

Within the Order of Shadow there are many with a more martial bend. Those who seek to serve the dark god on the front lines become soldier legates. These people enforce the shadow's law in Erenland, hunting spellcasters and insurgents. They accompany the orcs and shadowspawn in their attacks on the fey, acting as

officers and elite warriors employed against channelers, spirits and other arcane forces. They are also station as guards for temples, Night Princes and other important minions of Izrador, even the Night Kings. Soldier legates, being actively engaged in the ongoing war more often than not, are generally not a part of the games of intrigue played by the Order of Shadow at large. They are not immune though, and when pulled into the schisms of their brethren all too often find themselves as pawns, being inept at the veiled games of other legates. Despite their distance from the intrigue, soldier legates are divided into orders, and most of these orders compete with each other for power or prestige.

For more information about soldier legates, see M2E.

**Table 1–2: The Soldier Legate**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Dark Spark, Bonus Divine Energy
2	+2	+3	+0	+0	Shadow Trait, First Domain
3	+3	+3	+1	+1	Bonus Feat, Bonus Spells
4	+4	+4	+1	+1	Second Domain
5	+5	+4	+1	+1	Shadow Trait
6	+6/+1	+5	+2	+2	
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	Shadow Trait
9	+9/+4	+6	+3	+3	Bonus Feat
10	+10/+5	+7	+3	+3	
11	+11/+6/+1	+7	+3	+3	Shadow Trait
12	+12/+7/+2	+8	+4	+4	
13	+13/+8/+3	+8	+4	+4	
14	+14/+9/+4	+9	+4	+4	Shadow Trait
15	+15/+10/+5	+9	+5	+5	Bonus Feat
16	+16/+11/+6/+1	+10	+5	+5	
17	+17/+12/+7/+2	+10	+5	+5	Shadow Trait
18	+18/+13/+8/+3	+11	+6	+6	
19	+19/+14/+9/+4	+11	+6	+6	
20	+20/+15/+10/+5	+12	+6	+6	Shadow Trait

### Game Rule Information

Soldier legates have the following game statistics

**Abilities:** Wisdom is important to a soldier legate, because it determines the amount of divine energy available to him, the highest level spell available to him, and the DC of those spells. Strength determines the

soldier legate's ability to fight effectively in melee, while Constitution determines his ability to take damage. Intelligence is useful for skill points.

**Alignment:** Any evil, or True Neutral

**Hit Die:** d8

**Starting Possessions:** 6d4 x 10 vp

## Class Skills

The soldier legate's class skills (and the key ability modifier for each skill) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (geography) Knowledge (Shadow) (Int), Knowledge (spirits) (Int), Profession (Wis), Read/Write (none), Ride (Dex), Speak Language (none), Spellcraft (Int), and Swim (Str).

**Skill Points at 1st Level:** (4 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 4 + Int modifier.

## Class Features

**Weapon and Armor Proficiency:** A soldier legate is proficient with all simple and martial weapons, as well as light, medium, and heavy armors. He is proficient with all shields except tower shields.

**Dark Spark:** At 1st level, the soldier legate gains the Dark Spark feat.

**Bonus Divine Energy (Ex):** The soldier legate gains a number of extra points of divine energy equal to half his class level.

**Bonus Spells (Sp):** At 2nd level and every other level thereafter (4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, 20th), the character may learn one new divine spell, chosen from the d20 core rules system cleric's spell list. These spells may not be of a higher level than half the character's level. For example, a soldier legate needs to be 4th level before he can learn a 2nd level spell. Casting spells in this way costs Divine Energy in the same way as casting the divine spell learned through the Dark Spark feat does, and is subjected to all the same rules.

**Bonus Feats (Ex):** At 3rd level and every third level thereafter (9th, 15th) the soldier legate gains a bonus feat, chosen either from the d20 core rules system fighter's list of bonus feats, or Combat Casting.

**Domain:** Soldier legates are the faithful of Izrador, and as such, the divine magics they have access to are greater than those who merely possess the Dark Spark feat. At 2nd and 4th levels, the legate gains access to a divine domain. The soldier legate chooses one of the following domains from the d20 core rules cleric's list: Death, Destruction, Evil, Magic, Trickery or War. He learns all the spells available from that domain, and gains the special ability associated with that domain. He may, however, not cast any spell with a spell level higher than half of his character level. Casting spells in this way costs Divine Energy in the same way as casting the divine spell learned through the Dark Spark feat does, and is

subjected to all the same rules.

## Shadow Traits

In addition to their spells, soldier legates gain access to special powers through their connection with Izrador. Unless otherwise stated, these abilities are supernatural abilities. Activating or maintaining one of these powers requires a standard action, and does not provoke an attack of opportunity. The soldier legate may use these powers a total number of times per day equal to 3 + his Wisdom modifier.

### Cleric 1 traits

*Smite Good:* The soldier legate can smite any good-aligned creature with one normal melee attack. He adds his Wisdom bonus (if any) to the attack roll, and deals 1 extra point of unholy damage per soldier legate level. This attack and damage bonus comes in addition to those of a regular attack (base attack bonus, Strength modifier, etc.). If the soldier legate accidentally smites a creature that is not good, the smite has no effect, but the ability is still used up. Only one type of smite can be applied to a single melee attack.

*Smite Fey:* The soldier legate can smite any elf, dwarf, gnome, halfling or orc with one normal melee attack. He adds his Wisdom bonus (if any) to the attack roll, and deals 1 extra point of unholy damage per soldier legate level. This attack and damage bonus comes in addition to those of a regular attack (base attack bonus, Strength modifier, etc.). If the soldier legate accidentally smites a creature that is not Fey, the smite has no effect, but the ability is still used up. Only one type of smite can be applied to a single melee attack.

*Smite Spellcaster:* The soldier legate can smite any creature with the Magecraft feat with one normal melee attack. He adds his Wisdom bonus (if any) to the attack roll, and deals 1 extra point of unholy damage per soldier legate level. This attack and damage bonus comes in addition to those of a regular attack (base attack bonus, Strength modifier, etc.). If the soldier legate accidentally smites a creature that does not possess the Magecraft feat the smite has no effect, but the ability is still used up. Only one type of smite can be applied to a single melee attack.

*Aura of Fear:* As a move action, the soldier legate may veil himself in a shroud of fear. Any enemy creature within 20 ft. of the soldier legate must make a Will save (DC 10 + 1/2 class level + Charisma modifier) or become shaken until the ability is ended, or the creature leaves the

20 ft. radius. Shroud of Fear is a mind-affecting fear ability, and may be maintained for a number of rounds equal to the soldier legate's class level +3 without requiring any effort from the soldier legate. Characters within the radius must make a new save every round, until they fail, or the ability is ended.

*Ghost Armor:* The soldier legate can surround himself in a pale aura, granting him DR 2/magic for a number of rounds equal to his class level +3. Activating this ability is a standard action, and does not require effort to maintain.

*Imbue Weapon:* The soldier legate may use any melee weapon to deliver a touch attack spell or special ability. If he decides to do so, he delivers the spell if the attack beats the creature's touch AC, but if he beats its regular AC, the soldier legate also deals damage with the weapon as normal.

## **Tier 2 traits**

*Aura of Terror (requires Aura of Fear):* The soldier legate can increase the radius and effect of his aura. Whenever he activates his aura of fear, any enemy creature within 10 ft. of the soldier legate must make a Will save (DC 10 + 1/2 soldier legate's class level + Charisma modifier) or become panicked and forced to flee from the soldier legate for 1d3+1 rounds. If the creature has nowhere to run, it cowers instead. Any creature within 40 ft. must make a Will save (DC 10 + 1/2 the soldier legate's class level + Charisma modifier) or become shaken. Aura of Terror is a mind-affecting ability, and may be maintained at the cost of a standard action for 1 round per class level.

*Shadow Armor (requires Ghost Armor):* The soldier legate can cover himself in negative energy, causing pain and injuries to any who strike him. Any time a creature strikes the soldier legate in melee, he must make a Reflex save (DC 10 + 1/2 soldier legate's class level + Wisdom modifier) or suffer 1d6 points of unholy damage as black energy leaps along the attacker's weapon to strike him. Activating this ability is a standard action, and once activated, it remains in play for a number of rounds equal to the soldier legate's class level. If he has already activated Ghost Armor, the soldier legate can activate his ability as a free action, but it ends simultaneously with Ghost Armor.

*Drain Magic (requires Smite Spellcaster):* By touching a channeler, the legate can drain the target's magic powers. This ability requires the legate to make a touch attack against a character with the Magecraft feat. If successful, the legate drains 1d3 points of spell energy

from the target, and the soldier legate recovers 4 hit points per point of spell energy drained. If the target has run out of spell energy, this ability deals Constitution damage instead, just as if the channeler was casting a spell without spell energy. It has no effect against creatures who do not possess the Magecraft feat.

*Rebuke Undead (requires Aura of Fear):* The soldier legate may rebuke or command undead. This ability works just like the evil cleric's ability in the d20 system core rules, except that the soldier legate rebukes undead as a cleric three levels lower than his soldier legate level. For example, a 6th level soldier legate would rebuke undead as a 3rd level cleric.

*Warrior of Shadow (requires Smite Good or Smite Fey):* This ability may be activated as a free action. For a number of rounds equal to half his class level, the soldier legate deals +1d6 unholy damage with any melee attack. This ability replaces the feat of the same name.

## **Tier 3 traits**

*Become the Undead (requires Ghost Armor, Smite Good, and Death Armor):* The soldier legate fully embraces the negative essence of Izrador, harnessing death in his own body. For a number of rounds equal to his class level, he gains undead traits (immunity to disease, poison, mind-affecting effects, etc.) and DR 5/magic. He does not lose his constitution score, and his Hit Dice are not converted to d12. However, he does become vulnerable to turn undead as an undead creature, but gains +4 turn resistance. Activating this ability is a standard action, but can be done simultaneously as the activation of Ghost Armor and Shadow Armor.

*Life Drain (requires any one Smite, and Warrior of Shadow):* The soldier legate can sap the life force of his enemies with his blows. Whenever he makes a smite attack, the soldier legate recovers a number of hit points equal to the damage dealt. If the soldier legate is already at maximum hit points, he gains the additional hit points as temporary hit points, lasting for a number of rounds equal to his class level. Using this ability requires the expenditure of an additional use of Shadow traits that day.

*Spiritslayer (Smite Fey, Drain Magic):* The legate can imbue his weapon with a malevolent force, capable of cutting the spirit world. For a number of rounds equal to his class level, he may attack incorporeal creatures as if they were corporeal, and deals damage possessing spirits as well as their hosts.

## Astiraxes

Astirax Companion is no longer a class ability of the legate, or the soldier legate. Astirax are not the loyal servants of legates. They are demonic entities serving Izrador by hunting channelers, magic items and nexuses. Like any minion of the dark god, they cooperate with other factions serving Izrador when it is beneficial to do so. For example, astiraxes commonly cooperate with legates of the Witch Taker order, but nearly never with those of the Umbral Catholicon, since their purposes are so separate. Rather than be a class ability tied to the legates, astiraxes are now independent demonic hunters of magic.

*Telepathy (Su):* Astirax have to be able to communicate with their mortal counterparts in order to relay information, as well as to give and receive orders. They do this through telepathy. All astiraxes are able to communicate with any creature within 60 feet, as long as that creature is sentient. An astirax can also establish a special telepathic link with one creature within the 60 feet range. This link allows the two creatures to communicate telepathically over a distance of one mile per HD of the astirax. This telepathic link lets the astirax know the direction, physical and mental states of the creature, and allows the two to communicate mentally. It also lets the creature know the location and state of body and mind of the astirax. The telepathic link can be resisted with a Will saving throw (DC 10 + half the astirax's HD + Charisma modifier). The save may be re-rolled every hour, and the astirax must get within 60 ft. of the creature in order to re-establish the link.

## New Feats

### Black Blessing

*Your character has studied the powers of Izrador, and learned more ways to shape the divine forces.*

**Prerequisites:** Dark Spark

**Benefit:** The character may learn three additional divine spells from the core rules system Cleric's list, of a level no higher than one-half his character level. He can cast these spells using divine energy.

### Dark Spark

*Your character has been touched by, and embraced, Izrador. The nigh-permanent scar on his*

*soul grants him dark powers.*

**Prerequisites:** True Neutral, or any Evil alignment.

**Benefit:** When this feat is gained, the character becomes empowered by the dark god, capable of casting divine spells using his Wisdom score as the casting ability score. Details on casting spells are presented below, under "Divine Spellcasting".

**Normal:** A character without this feat is incapable of casting divine spells.

**Special:** Knowledge (Shadow) is always a class skill for you.

### Ceremonial Master

*You know the words and actions that will let you lead fellow faithful in divine congregations, allowing you to cast spells which would be beyond a single mortal being.*

**Prerequisites:** Dark Spark, character level 5th or higher.

**Benefit:** You can learn and cast divine ceremonies as described on page 9.

### Fervor

*The fires of faith burn hot in your character's heart, and his devotion strengthens his bond with Izrador.*

**Prerequisites:** Dark Spark

**Benefit:** The character gains two additional points of divine energy.

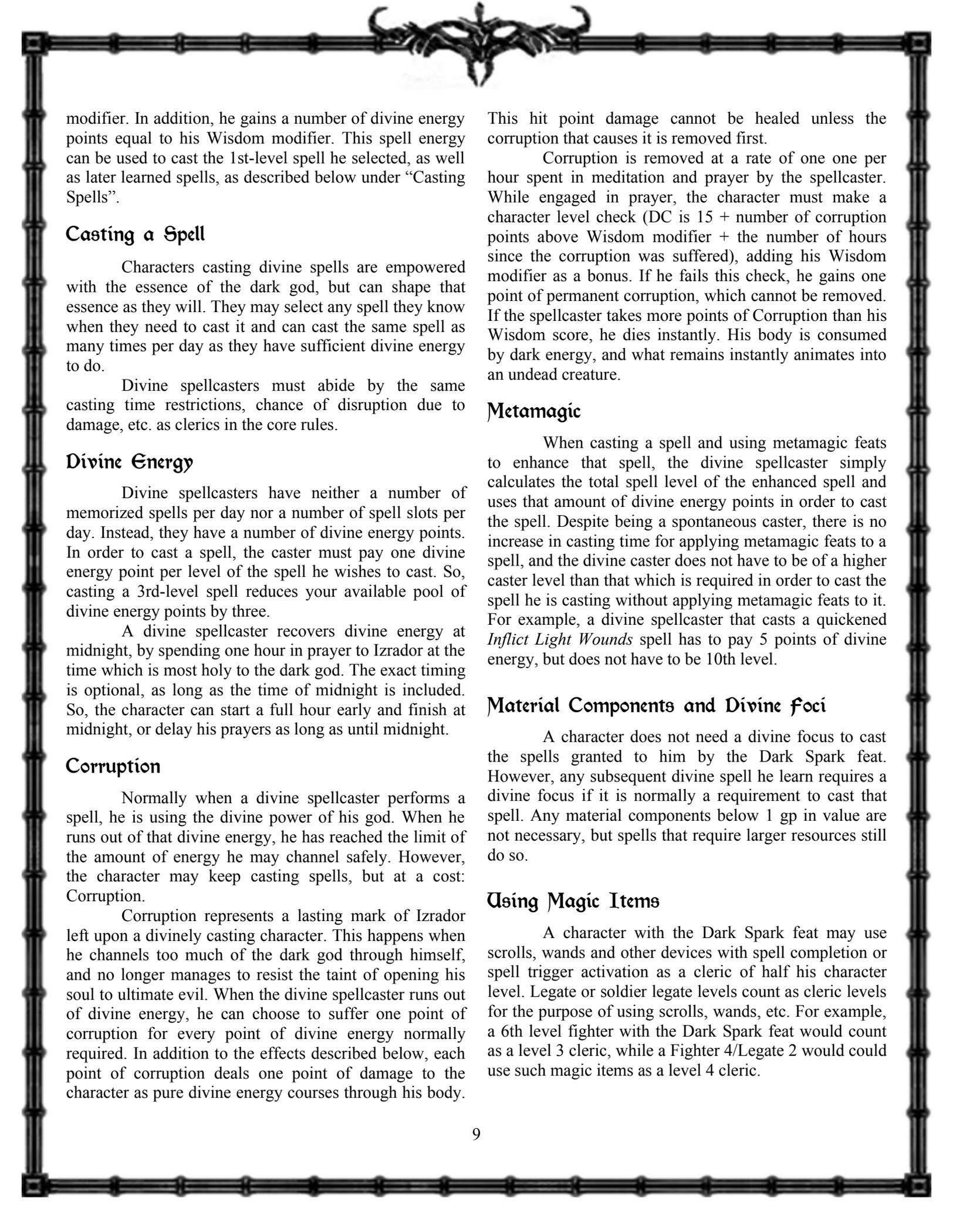
**Special:** This feat may be selected multiple times. Each time, the character gains two more points of divine energy.

## Divine Spellcasting

Like a character with the Magecraft feat, a character with the Dark Spark feat is capable of casting spells. However, the spells this character cast are not empowered by the world around him, be it through the power of Aryth, a nexus, or his own life force. The divine caster draws the energy to cast his spells from Izrador, the Shadow in the North.

### Dark Spark

A character that takes the Dark Spark feat gains knowledge of *Inflct Minor Wounds*, three other 0-level spells of his choice, and one 1st-level spell of his choice, all chosen from the cleric's spell list, and none from the Good, Sun or Travel domains. He may then cast a number of those 0th-level spells per day equal to 3 + his Wisdom



modifier. In addition, he gains a number of divine energy points equal to his Wisdom modifier. This spell energy can be used to cast the 1st-level spell he selected, as well as later learned spells, as described below under “Casting Spells”.

## Casting a Spell

Characters casting divine spells are empowered with the essence of the dark god, but can shape that essence as they will. They may select any spell they know when they need to cast it and can cast the same spell as many times per day as they have sufficient divine energy to do.

Divine spellcasters must abide by the same casting time restrictions, chance of disruption due to damage, etc. as clerics in the core rules.

## Divine Energy

Divine spellcasters have neither a number of memorized spells per day nor a number of spell slots per day. Instead, they have a number of divine energy points. In order to cast a spell, the caster must pay one divine energy point per level of the spell he wishes to cast. So, casting a 3rd-level spell reduces your available pool of divine energy points by three.

A divine spellcaster recovers divine energy at midnight, by spending one hour in prayer to Izrador at the time which is most holy to the dark god. The exact timing is optional, as long as the time of midnight is included. So, the character can start a full hour early and finish at midnight, or delay his prayers as long as until midnight.

## Corruption

Normally when a divine spellcaster performs a spell, he is using the divine power of his god. When he runs out of that divine energy, he has reached the limit of the amount of energy he may channel safely. However, the character may keep casting spells, but at a cost: Corruption.

Corruption represents a lasting mark of Izrador left upon a divinely casting character. This happens when he channels too much of the dark god through himself, and no longer manages to resist the taint of opening his soul to ultimate evil. When the divine spellcaster runs out of divine energy, he can choose to suffer one point of corruption for every point of divine energy normally required. In addition to the effects described below, each point of corruption deals one point of damage to the character as pure divine energy courses through his body.

This hit point damage cannot be healed unless the corruption that causes it is removed first.

Corruption is removed at a rate of one one per hour spent in meditation and prayer by the spellcaster. While engaged in prayer, the character must make a character level check (DC is 15 + number of corruption points above Wisdom modifier + the number of hours since the corruption was suffered), adding his Wisdom modifier as a bonus. If he fails this check, he gains one point of permanent corruption, which cannot be removed. If the spellcaster takes more points of Corruption than his Wisdom score, he dies instantly. His body is consumed by dark energy, and what remains instantly animates into an undead creature.

## Metamagic

When casting a spell and using metamagic feats to enhance that spell, the divine spellcaster simply calculates the total spell level of the enhanced spell and uses that amount of divine energy points in order to cast the spell. Despite being a spontaneous caster, there is no increase in casting time for applying metamagic feats to a spell, and the divine caster does not have to be of a higher caster level than that which is required in order to cast the spell he is casting without applying metamagic feats to it. For example, a divine spellcaster that casts a quickened *Inflict Light Wounds* spell has to pay 5 points of divine energy, but does not have to be 10th level.

## Material Components and Divine foci

A character does not need a divine focus to cast the spells granted to him by the Dark Spark feat. However, any subsequent divine spell he learn requires a divine focus if it is normally a requirement to cast that spell. Any material components below 1 gp in value are not necessary, but spells that require larger resources still do so.

## Using Magic Items

A character with the Dark Spark feat may use scrolls, wands and other devices with spell completion or spell trigger activation as a cleric of half his character level. Legate or soldier legate levels count as cleric levels for the purpose of using scrolls, wands, etc. For example, a 6th level fighter with the Dark Spark feat would count as a level 3 cleric, while a Fighter 4/Legate 2 would could use such magic items as a level 4 cleric.

## Ceremonies

Like spellcasters using channeled magic, divine spellcasters may participate in casting spells as a group. Divine ceremonies have some differences from channeling rituals, though.

### Partaking in Ceremonies

There is no need to learn the ritual version of any divine spell in order to aid in ceremonial casting. Any character with the Dark Spark feat may participate in the ritual, as long as he possesses a number of ranks in Knowledge: Shadow equal to twice the spell's level. For example, a character needs to possess 6 ranks in Knowledge: Shadow in order to participate in the ceremonial casting of a 3rd level spell. These ranks represent knowledge of and training in the ceremonies of the dark church.

### Leading Ceremonies

In order to lead any ceremony, a character must possess the Dark Spark and Ceremonial Master feats, and know the spell that is to be cast. A number of other divine spellcasters equal to the leader's Wisdom modifier may participate in the ritual. For every participant, the divine energy cost of the spell is reduced by one, down to a minimum of one.

### Ceremonial Costs

A ceremony allows the leading caster to siphon the corruption of Izrador into his congregation, thereby casting spells which would otherwise corrupt or even kill him. Each ritual participant must pay the ritual's divine energy cost. Ceremonies take a great toll on all participants however, and thus they *may not* use divine energy points to pay for the ritual's divine energy cost (nor may they use relics and the like to lower the divine energy cost). Instead, the ritual participants *must* pay for the ritual by suffering Corruption points equal to the ritual's divine energy cost, just as if they had run out of divine energy.

### Ceremony Effects

In addition to the potential for reduced divine energy cost, ceremonies allow a spell to be modified in several ways. For each ceremonial effect chosen from the list below, the divine energy cost of the spell increases by

one.

- Double original duration of spell.
- Affect one additional target.
- Double the original radius or area of effect of the spell.
- Double the range of the spell.

A ceremonial effect may be chosen multiple times. Its requirements and effects stack. Note that ceremonial effects abide by the core d20 system rule for multipliers. For example, a ceremony that selects "double original duration of the spell" for its cast spell would grant the spell three, not four times, the normal duration.

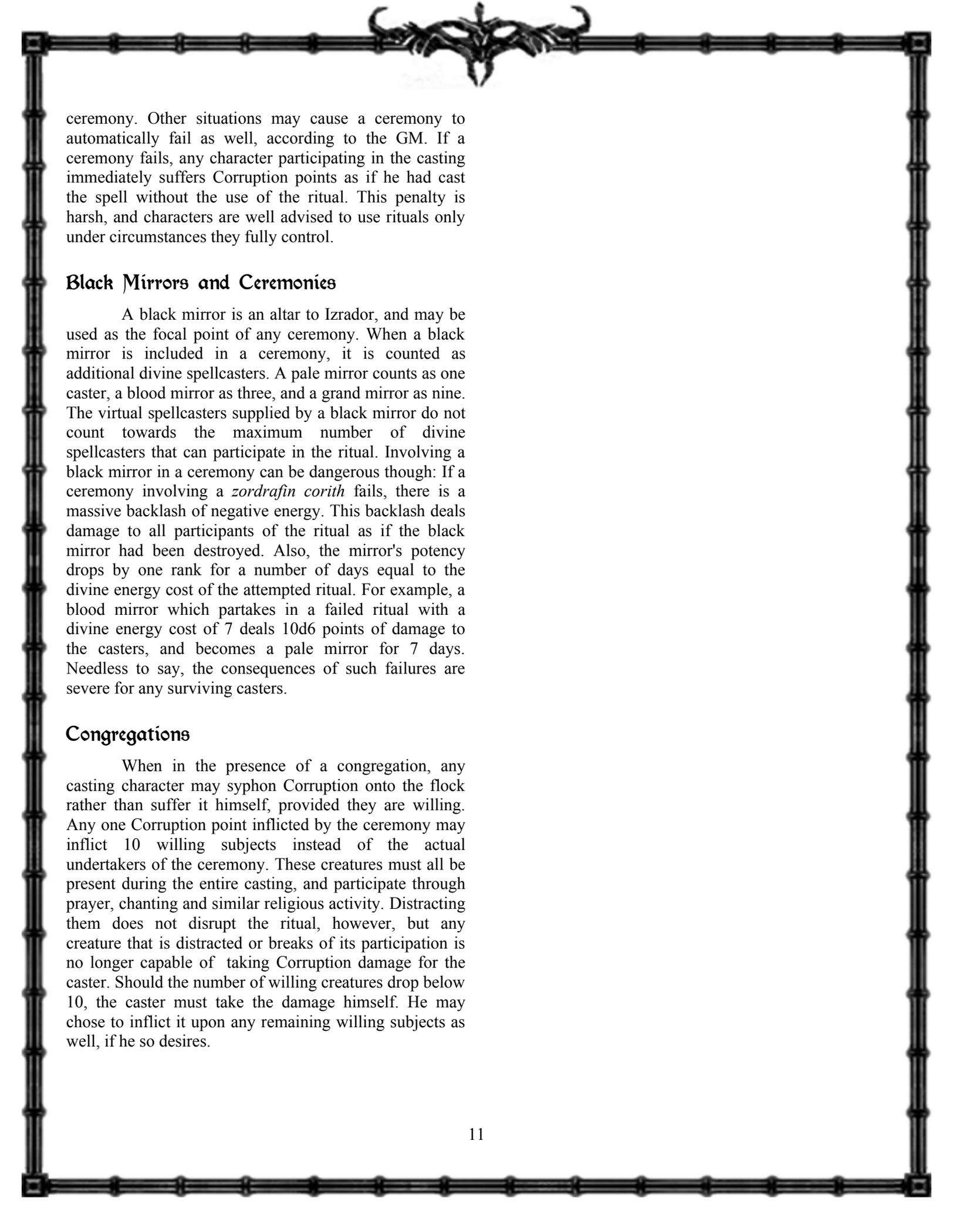
### Completing Ceremonies

Undertaking a ceremony requires 10 minutes per divine energy cost of the ritual (this cost includes the addition or subtraction of spell energy due to ceremony participants and ceremonial effects). Even ceremonies with a total divine energy cost of zero still require at minimum 10 minutes to cast. This includes time preparing material components, drawing glyphs and symbols, and mentally preparing for the task ahead. Such preparations generally do not take more than one quarter of the time spent on the actual casting. For example, a ceremony with a divine energy cost of 4 rarely requires more than 10 minutes to prepare.

The actual casting of the ceremony requires complete concentration, and significant distractions can cause the ritual to fail. Anything that would normally disrupt the casting that affects any of the ceremony's participants forces them to make Concentration checks in order to maintain the ceremony. In addition, large-scale distractions or a change in the local environment (a powerful storm moving into the region, a battle taking place, etc.) require all participants to make a Concentration check (DC 10 + the ritual's spell level) each minute or the ritual is lost. Once order has been restored, the casters no longer need to make these checks.

### Failing a Ceremony

Ceremonies can fail for a number of reasons. A ritual ceremony fails if a caster does not succeed at a required Concentration check, the ceremonial area is disturbed, or a caster simply stops performing the



ceremony. Other situations may cause a ceremony to automatically fail as well, according to the GM. If a ceremony fails, any character participating in the casting immediately suffers Corruption points as if he had cast the spell without the use of the ritual. This penalty is harsh, and characters are well advised to use rituals only under circumstances they fully control.

## **Black Mirrors and Ceremonies**

A black mirror is an altar to Izrador, and may be used as the focal point of any ceremony. When a black mirror is included in a ceremony, it is counted as additional divine spellcasters. A pale mirror counts as one caster, a blood mirror as three, and a grand mirror as nine. The virtual spellcasters supplied by a black mirror do not count towards the maximum number of divine spellcasters that can participate in the ritual. Involving a black mirror in a ceremony can be dangerous though: If a ceremony involving a *zordrafin corith* fails, there is a massive backlash of negative energy. This backlash deals damage to all participants of the ritual as if the black mirror had been destroyed. Also, the mirror's potency drops by one rank for a number of days equal to the divine energy cost of the attempted ritual. For example, a blood mirror which partakes in a failed ritual with a divine energy cost of 7 deals 10d6 points of damage to the casters, and becomes a pale mirror for 7 days. Needless to say, the consequences of such failures are severe for any surviving casters.

## **Congregations**

When in the presence of a congregation, any casting character may syphon Corruption onto the flock rather than suffer it himself, provided they are willing. Any one Corruption point inflicted by the ceremony may inflict 10 willing subjects instead of the actual undertakers of the ceremony. These creatures must all be present during the entire casting, and participate through prayer, chanting and similar religious activity. Distracting them does not disrupt the ritual, however, but any creature that is distracted or breaks of its participation is no longer capable of taking Corruption damage for the caster. Should the number of willing creatures drop below 10, the caster must take the damage himself. He may chose to inflict it upon any remaining willing subjects as well, if he so desires.