

## Lesser Spellfire Prestige Class (Arcanix)

An Arcanix is a lesser version of a *Spellfire* wielder that I have come up with (Originally created by Ed Greenwood) for the **Forgotten Realms**. I have always loved the concept of *Spellfire*, but no GM that I know ever allowed me to play a character with it -- for obvious reasons. An immensely powerful ability in the magic-rich **Forgotten Realms**, a Game Master would have to be almost insane to allow one. However, I have always loved the concept of the “noble hero” that often encompasses D&D and dearly love the idea of a “super” hero in a fantasy setting. With the advent of 3<sup>rd</sup> Edition I can now express my feelings (For both) with this idea as a new prestige class. This idea is meant for both fun and serious games, and I hope it will be interesting to read if nothing else.

There are few in the Realms who can wield *Spellfire* fully as is (One or two at most in a generation usually – Shandril Shessair is the only one currently known). This prestige class version is to represent a way for a normal character to partially gain this strange power through birth or by granted ability by the goddess Mystra. However, as with the *Spellfire* wielder the Arcanix would still be a rare sight: No more than a half-dozen would be known to exist at any one time, probably. Normal *Spellfire* users are usually born with the ability of *Spellfire* and gain knowledge of it shortly after reaching their majority or their first experience with major magics. The Arcanix is a lesser variant of the normal *Spellfire* user, and are either an offspring of a full powered user that does not discover his/her abilities until late in life; or Mystra herself grants them the ability for a worthy service (Mystra will never grant this ability to evil beings, but those born with it can easily grow up evil).

All natural-born Arcanix/*Spellfire* users are left to their own devices and are allowed to find their own destinies by Mystra, but like all users of *Spellfire* they are often hounded by fearful mages who want to destroy, control, contain, or learn about the user and his/her abilities. However, all *Spellfire* users are lesser representatives of Mystra and as such are watched over by her or her representatives as much as possible. Additionally, those who are granted the ability of *Spellfire* by Mystra are often asked on certain occasions to take upon themselves quests for the church of Mystra or aid other followers of Mystra when called upon. Those Arcanix born with the power of *Spellfire*, are never bothered by Mystra (Or her people) unless that person intends to subvert Mystra’s will or damage her people/plans somehow.

### Prestige Class Requirements:

1. Minimum Constitution of 10 (Arcanix cannot absorb/control *Spellfire* if it goes below 10)
2. Minimum of 5<sup>th</sup> level with no Arcane spellcaster levels allowed (Cannot have any levels in Bard, Wizard, or Sorcerer).

3. Heroic Feats required: 1 Level of Toughness, Great Fortitude, and Iron Will
4. Will of Mystra, goddess of Magic (This is a GM call here. Either the character has got it or he doesn't. That's it...)

(NOTE: The following paragraphs are copied or paraphrased directly from the *Hall of Heroes* D&D supplement by **TSR Inc.** (1989), with adjustments for 3<sup>rd</sup> Edition and my own ideas. – Thanks Mr. Greenwood.)

## **Abilities**

### ***Spellfire***

No sage in the Realms, not even Elminster, knows the origins or complete powers and limitations of *Spellfire*. What is set down here, is some of the information they do know about the Arcanix and their abilities.

*Spellfire* is the ability to absorb raw, chaotic, magical energy. Magic is thought to be the control, shaping and transferring energy from the Positive Material Plane in the Prime Material Plane. *Spellfire* collects the energy from several sources and stores it in the person's body. At will, the person can release this energy in a variety of forms with experience. If no control is attempted, it is released as raw chaotic energy of tremendously destructive potential.

The amount of *Spellfire* a person can handle is determined by the person's innate toughness and fortitude (Constitution). *Spellfire* is measured in spell levels, since that is the form of energy most likely to be absorbed. In the case of magic items (Which must be destroyed by an Arcanix to be absorbed) some translations can be made. Each +1 is one spell level, and each special ability is one spell level unless the GM judges it more powerful. Charged items give one spell level per charge contained. Supernatural abilities can be absorbed as well, as one spell level per dice of damage (i.e. Dragon breath weapons) and requires an SR check as normal (See the next paragraph). Breaking a wand or ripping a cloak for its magical energy is an easy process, but destroying other types of items for their energy can be a great deal harder (Try snapping a magical Greatsword into two pieces quickly). Additionally, spells set up in a permanent effect, (A *Permanent-Wall of Fire* spell, for example) cannot be absorbed at all unless the permanency magic that controls the effect is disrupted somehow. How this can be accomplished is left up to individual GMs, but is recommended to not be simple (A simple dispel magic just won't do). Also, the Arcanix automatically can gain 1 absorbed spell level for each day spent in a wild-magic area, and cannot use their abilities at all in a dead-magic area.

An Arcanix, as a lesser *Spellfire* user cannot absorb spell magic automatically. The process takes as much luck as fortitude to do so. The Arcanix begins at first level with a SR (Spell Resistance) of 11. He/she then gains a +1 to SR with each new level. Each time a spell is cast at an Arcanix (Or when one is within an area of effect spell) the spell *must* be tested against the Arcanix's SR. If the Arcanix's SR works, then those spell levels are absorbed completely and the spell does not take its regular effect (An absorbed *Fireball* spell would prevent all damage to everyone in the area of effect as the spell effect is wiped from existence). If the SR roll fails, then the Arcanix may still absorb

some of the spell's effects if he makes a successful save (any) versus a spell. If this happens, the Arcanix absorbs half the spell levels involved (Round up to the nearest spell level) with the spell and makes the spell fail against the Arcanix (Only for the Arcanix. A *Fireball* spell in this instance would still hurt others in its area of effect, but a *Charm Person* spell would still dissipate without its intended effect). If any save is failed versus a spell, then the spell takes full effect or damage as normal.

The maximum amount of spell levels an Arcanix can absorb is equal to the level of the *Spellfire* user plus his Constitution modifier then multiplied by 3 (Maximum is 45 spell levels). An example: A first level Arcanix with a +2 Con modifier would have a maximum of 9 spell levels he/she could absorb without serious consequences. Any time an Arcanix absorbs more than his normal allotment of spell levels he/she could normally absorb, they have one round (Approx. 6 seconds) to get rid of the excess levels (Usually through blasting something). If this is not done in time, the Arcanix automatically takes 1d6+1 points of damage per spell level over their normal maximum level amount without any saves (This can literally disintegrate the *Spellfire* user if it takes them to -10 hit points!). This dissipates the excess energy however, leaving the Arcanix at maximum power. \*

\*Note: When within 4 spell levels of their maximum level an Arcanix's eyes and hands glow continuously with unreleased *Spellfire*. During this time, the Arcanix's hands can do 1d6 damage with a simple melee touch attack at no cost, but may not grasp anything without possibly damaging it either.

*Spellfire* is most often used to damage opposing targets. It does this extremely well, as *Spellfire* is extremely potent in such regards. It normally ignores any sort of damage resistance (including fire), wounds caused by it are hard to regenerate, and most magical barriers cannot stop it. Only certain spells have any effect against *Spellfire*: *Wall of Force* and *Antimagic Field* spells will stop it completely, Spells that absorb magical energy without storing it also absorb *Spellfire*, and certain spell effects/magic items that affect magic energy itself (Wand of Negation, Rod of Absorption, *Dispel Magic* spell, etc...). Rings of Spell Turning can send *Spellfire* back at the Arcanix, but this can be reabsorbed automatically by the Arcanix if necessary. In the rare instance that a *Spellfire* user actually meets another, both basically can automatically absorb each other's *Spellfire* without effect other than being overloaded (See above).

*Spellfire* damage for an Arcanix is always the same: 1d4+1 per spell level used. The maximum spell levels allowed to be used in a single blast of *Spellfire* are equal to the Arcanix's level plus his/her Con modifier (15 levels maximum). Range is considered Close (25ft + 5ft / 2-lvls) until more levels are gained. A single blast of *Spellfire* is always a ranged touch attack, and those struck may still make a reflex save for half damage. An opponent with standard SR is checked and receives 1/2 damage with a successful roll and no damage with a successful save as well. Against Undead, the Arcanix gains a +1 to hit and the Undead have no save against the energy (Those undead with SR can use it successfully for 1/2 damage though). The Weapon Focus Feat may be taken with *Spellfire*. *Spellfire* damage cannot be regenerated, but can be healed normally (A troll would not regenerate *Spellfire* damage, but a priest hit by *Spellfire* can still heal his wounds). *Spellfire* is always considered a Supernatural ability (See rules in 3<sup>rd</sup> Edition PHB for details). Additionally, any time an object is successfully damaged by *Spellfire*, reduce its hardness rating by 1 permanently.

Starting at 3<sup>rd</sup> level the Arcanix begins to gain *Spellfire* Control Abilities. These are similar to Metamagic Feats and represent the Arcanix's knowledge and control over *Spellfire*. \*

\*Note: *Spellfire* can never be used or maintained while unconscious.

### **Spellfire Control Abilities:**

At certain levels (3<sup>rd</sup>, 5<sup>th</sup>, 7<sup>th</sup>, 9<sup>th</sup>, and 10<sup>th</sup> levels) the Arcanix may select a control ability to add new aspects to his *Spellfire* ability. A player can use earned general Feats to take additional abilities listed here, after 3<sup>rd</sup> level as an Arcanix. Some *Spellfire* Control abilities have specific requirements before they can be selected.

#### *Spellfire Healing:*

Following a successful melee touch attack, the Arcanix can heal wounds in others equal to 1d4+1 points per spell level spent in doing so. Doing so requires concentration, and leaves the Arcanix open to AoO.

#### *Spellfire Regeneration:*

The *Spellfire* wielder can regenerate wounds in him/herself when necessary. They can heal 3 points per spell level spent, but requires the Arcanix be conscious and take 1 round per three points to do so. Considered a full round action to use and must concentrate to do so, leaving them open to AoO. Requirements: Healing

#### *Area of Effect:*

(Can be taken more than once) Each time taken this ability grants the *Spellfire* wielder a way to produce an area of effect blast. There are four different types and each cost 3 spell levels to produce beyond the actual damage amount produced by the effect (a 10 dice *Spellfire* Fireball effect costs 13 spell levels in total). Anyone caught in an area of effect (Except Undead) can always roll a Reflex save for 1/2 damage:

Spread: Still requires a ranged touch attack to hit a specific person, and moves as a grenade-like missile if a specific target is missed, but its effect are similar to a *Fireball* spell otherwise. (20ft radius, but maximum range Medium)

Cone: Can create a cone of *Spellfire* from the Arcanix's hands or mouth (Close 25ft + 5ft / 2-lvls long). No roll to hit necessary.

Line Blast: Creates an area of effect similar in dimensions to a *Lightning Bolt* spell. (10ft wide and high to 50ft+5ft/lvl range) Starts from the Arcanix's hands (or mouth). No roll to hit necessary.

Wall: Can create a wall of *Spellfire* equal in shape(s) to a *Wall of Fire* spell. This effect costs a number of spell levels to maintain equal to the originating cost. (A 1d4+1 wall costs 4 spell levels a round to keep up)

Requirements: Exotic Control

#### *Exotic Control:*

The Arcanix becomes a master of fine manipulations, such as lighting a pipe or immolating a weapon in *Spellfire*. Can also fire *Spellfire* from strange places beyond the normal 'hands' (This can be the eyes, elbows, feet, etc...). Cost for small effects is 1 spell level. No additional cost for strange location firing (But is limited to one blast per round)

if not using the hands). Immolating a weapon can add 1d4+1 to 2d4+2 to its damage (Do not multiply with critical hits). Immolating a weapon costs according to how much damage is added to the weapon per round (2d4+2 would cost 2 spell levels per round of use).

*Multiple Attack:*

The Arcanix can divide his *Spellfire* strikes into multiple smaller attacks. Limited to Close range only and considered a full round action, he also must divide their base attack bonus among however many blasts fired. An Example: A *Spellfire* wielder decides to fire a blast of 6 spell levels. Additionally, his base attack bonus is +6. With the Multiple Attack ability he could divide that ability into 6 different attacks at +1 attack each or 3 different attacks at +2 each, etc... Any number of different targets within range, and in the visual sight of the Arcanix, can be attacked.

Requirements: Exotic Control

*Personal Immolation:*

With this ability the Arcanix has learned to immolate his body with *Spellfire* providing a protective coat of it. Similar in effect to the *Fire Shield* spell in the PHB, but acts against heat, cold, and acid all at the same time. Costs 3 spell levels per round to keep active.

Requirements: Exotic Control

*Spellfire Weapon:*

(Can be taken multiple times) The Arcanix can actually create a medium or large sized melee weapon made from pure concentrated *Spellfire* (It looks like a piece of white/blue marble). Once chosen this weapon takes the same form every time, unless this ability is taken again (Gaining another weapon). This Weapon is subject to normal proficiency penalties and Feats (Weapon Focus feat with the specific weapon is a requirement). It costs 4 spell levels a round to use and does 4d4+4 points of damage (Plus strength) that has a critical range equal to 18-20/x2. It is considered a +5 weapon for damage resistance purposes, but gains no normal bonuses to hit. It does gain a +1 to hit Undead in melee. This weapon cannot be thrown, given away, damaged, or removed from the Arcanix's hands. However, it immediately disappears if the Arcanix is ever driven unconscious.

Requirements: Exotic Control **and** a Weapon Focus feat.

*Absorption Control:*

Allows a *Spellfire* wielder to choose to let a beneficial spell through his/her SR. This does require a concentration check in extreme circumstances.

*Increase Spell Resistance:*

Can be taken up to 4 times. Raise Arcanix's standard SR rating permanently by 1 (SR can never be raised beyond 24).

Requirements: Absorption Control

*Improved Spellfire Containment:*

Increase maximum stored spell levels by 3. (Still cannot be higher than 45).

Requirements: Absorption Control

*Improved Spellfire Potential:*

Increase maximum damage/spell level available usage by 1 (Still has a max of 15 levels).

Requirements: Exotic Control

**Alignment:**

Any (Arcanix with this ability granted to them by Mystra, *must not* be evil aligned.)

**Hit Die:** d6

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special (Spellfire Control)	Class Skills
1	+0	+2	+0	+2	Uncontrolled Use (Add 1d4 – 2 to levels used) Requires a full round to use.	2 + <i>Int mod/level</i>  Concentration Listen Hide Sense Motive Bluff Disguise Knowledge (Arcana)
2	+1	+3	+0	+3	Full Normal Use Considered a Standard Action to use normally now.	
3	+2	+3	+1	+3	Gains 2 <i>Spellfire</i> Control Abilities (See Above)	
4	+3	+4	+1	+4	Range becomes Medium (100ft+10ft/lvl)	
5	+3	+4	+1	+4	Gains 1 <i>Spellfire</i> Control Ability (See Above)	
6	+4	+5	+2	+5	Can fire <i>Spellfire</i> more than once per round now if base attack allows.	
7	+5	+5	+2	+5	Gains 1 <i>Spellfire</i> Control Ability (See Above)	
8	+6/+1	+6	+2	+6	Range Becomes Long (400ft+40ft/lvl)	
9	+6/+1	+6	+3	+6	Gains 1 <i>Spellfire</i> Control Ability (See Above)	
10	+7/+2	+7	+3	+7	Gains 1 <i>Spellfire</i> Control Ability (See Above)	