

Spells and Magic v3.0

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Introduction

The heart of fantasy lies with its embrace of magic. Whether a group of brave heroes are struggling to overcome a barrage of *fireballs* and *lightning bolts* or recovering a *sunblade* to use against the forces of vampiric evil, the elements of magic are an icon to adventure. Magic represents both enemy and ally; a tool that can be used for both good and ill.

Harnessing the power of magic is something that every character strives to do in one form or another. Paladins seek their *holy avengers*, bards seek mystical instruments to augment the power of their song, clerics bring down divine wrath and blessings upon those they encounter in their lives, druids bring power from the very earth itself—and so the story unfolds.

Spells & Magic tries to embrace this view; there's something in here for any character class seeking to embrace the roots of magic. Whether you're seeking to play a barbarian true to his tribe's totem, a bard seeking to amplify the power of his voice, or a pure spellcaster desiring to walk different paths of magic, you'll find something within these pages to spark your imagination. New philosophies of magic, feats, spells, magic items, and more await you.

What's Needed?

In order to take full advantage of *Spells & Magic*, you'll need the *PHB* and *DMG*, both published by Wizards of the Coast.

How to Use this Book

Spells & Magic presents a number of different prestige classes, feats, spells, and magic items. Each of these items are detailed in separate chapters, and all of the materials are useful to both players and GMs. Players should check with their GM before bringing any materials from *Spells & Magic* to their game.

Chapter 1 details all of the new feats in this book. While many of them are tied directly to prestige classes, it's a relatively simple matter to adopt them to a variety of different character concepts.

Chapter 2 details the blood mage prestige class. These are casters that use the power of their blood to fuel their spells.

Chapter 3 discusses the nuances of dragon magic and presents the members of the dragon mage prestige class. Hoard your treasure and sign up today!

Chapter 4 discusses Faery magic and presents the faerier prestige class. Bards, druids, and rangers typically follow the path of the fey.

Chapter 5 presents mirror magic. Those who rely on mirrors to power their spells have mastered the craft of making mastercraft mirrors and empowering them with the most powerful spells known.

Chapter 6 belongs to those that follow the Path of Jewels. Gems can contain powerful magic, and the jewel mages that master them present many opportunities to adventurers and NPCs alike.

Chapter 7 is home to the rune mage. Powerful casters that rely on runes to power their magic, theirs is an ancient art.

Chapter 8 leads to the Path of Shades. Not every road into this domain of magic is an evil one, yet those who choose to become shadetouched have a lifetime of challenges awaiting them.

Chapter 9 rings forth with the spellsinger! Primarily a bardic prestige class, spellsingers can greatly enhance their abilities by following this career.

Chapter 10 presents totem magic. Long associated with barbarians and shamans, totems present a way to awake innate magic tied to a sacred creature.

Chapter 11 presents more than 120 new spells to bring into your campaign. These spells

are for more than just wizards and sorcerers, though, and all spellcasting classes will find something new in this chapter.

Chapter 12 finishes off the book by providing new magic items.

Have Questions?

If you have questions about this product, please send an email to questions@bastionpress.com. In addition, you can also talk with other players at the Bastion Press message boards (www.bastionpress.com).



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