

The Desert Mage

The desert mage is a name that truly sparks suspicion and fear in any inhabitant of Dara or the surrounding region. It is a name that usually follows trouble, tyrants and power hungry maniacs. But many aren't aware of what a true desert mage is, or what they were. Over seven millennia ago, a conclave of desert mage's, gathered and desperately peered into the future. What they saw, spelled doom for their ancient order. They saw a wasteland, with only wandering bandits, and a long forgotten people who once were some of the most powerful spell casters in the Ancient World. The Conclave, banded together, in the first unification of the rogue spell casters since the days of Gojk. The Conclave used a unified power to twist the world to their own uses, and to keep their precious order alive, until the great fall. They immortalized their existence, by a powerful spell, that killed the weaker students of the conclave, but they had gained immortality, as long as the spell could be supported by the remaining conclaves collective mana. The Conclave sought to build itself an empire, in which magic and the desert conclave could rule, so they began the great change. With the collective mana of the desert conclave, they made rivers flow, grasses grow and a once sterile land fertile, a paradise for the greatest empire, to support the greatest mages in all of time. The Kachiem Empire flourished, and the conclave nursed a powerful people for a thousand years until the demons came.

The demons were scouring the land, upturning great stone temples, destroying cities, mighty palaces and entire fields of crops. Searching for the lost Karanblade, their only fear in all of existence. The demons search toppled the eastern most region of the great Kachiem Empire, but their advancement was met with an opposition they never would have expected on a material plane. An army of three thousand warriors met the horde and battle commenced. The desert mages fought valiantly with their armies but they were slowly defeated, and much of the Conclave sought refuge in the only surviving city of Namij. Those that did not seek refuge, escaped, and fled deep into the desert

where they hid until the demons had stopped their invasion, and vanished. The desert mages within the city, found they were safe within the thick stone walls, and they had their second chance for a utopia for what they thought were the only surviving members of the Conclave. The mage's outside the city walls soon began gathering small tribes and clans to reclaim the vast lands, but one desert mage, Fai'Khan the scorpion, one of the two strongest surviving members of the Conclave, defeated and killed all the opposing clans desert mage masters. Fai'Khan gathered thousands of warriors, from all corners of the dying lands, and he planned to conquer every corner of the desert and instate himself as the great king of the Sand Ocean. Fai'Khan's plans were toppled when his forces laid an unsuccessful and costly siege of Namij, never expecting to be fighting all the last members of the desert conclave. When he had failed and his armies crumble, he sought to destroy all those that he could not conquer, so, with a spell that ended both his own life and that of the surviving members of the conclave he destroyed the great city.

Many thought this the end of the desert mages, but it was not, it was only the end of the Conclave. The Conclave had trained hundreds of initiates they never felt were strong enough to join them (the main component of their destruction), and those initiates slowly gathered in small groups and they began to reform the desert mage. Their lack of knowledge of the Conclave made the outcome very different from the original desert mages magic. Their ways became warped and twisted and over the last five millennia the desert mages have only been mere rogue mages and hedge wizards, but of what of the ancient lore exists, is some of the most powerful magic in all the world. Many of the desert mages are honor-less, undisciplined and untrustworthy, but those that study the old ways, truly excel in their magical art.

Hit Die: d4.

Requirements:

To qualify to become a Mage, a character must fulfill all the following criteria.

Race: Dardee (human), Toranian (human), High Elf or Half-Elf.

Spellcasting: Ability to cast seven different illusions, one of which must be 3rd level or higher.

Alignment: Any Non-Lawful.

Feats: Spell Focus (illusion).

Knowledge (history): 6 ranks.

Martial Weapon Proficiency: Scimitar.

Special: To become a desert mage, the spell caster must train under the supervision of a desert mage of 3rd or higher level for a period of six months. Before the desert mage will accept them as an apprentice they must meet all other requirements of the prestige class. Desert mages are eager to apprentice spell caster into their ways, and so most every desert mage will apprentice, but the price varies between each master. Some have a steep price in gold and work while some only require the apprentice to work and study hard. Once the 6-month training period is over the trainee has learned all they can learn from a master and are sent into the wide world. The trainee can learn no more from a master, and can only further learn the ways of the desert mage through experience and personal study.

Class Skills:

The Wind Dancer's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (Int), Knowledge (Int), Profession (Wis), Scry (Int, exclusive skill) and Spellcraft (Int). See Chapter 4: Skills in the *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features:

Weapon and Armor Proficiency: The desert mage gains no weapon or armor proficiencies.

Spells Per Day: At second, third, fifth, sixth, eighth and ninth level in the Desert Mage prestige class the character gains new spells as if he had also gained a level in a spell casting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spell casting. If a character had more than one class before becoming a desert mage, he must decide which class he adds the new level for the purposes of determining spells per day.

Magic Form: Natural or Crystal. Both natural spellcasters (sorcerers) or crystal spellcasters (wizards) can take this prestige class. If you are not using Karanblade Campaign new rules for magic, just ignore this advice.

Blur (Sp): At 1st level the desert mage learns the first level of blur. Blur is the spell-like ability of the desert mage to illusory blend into the area around. It grants a concealment bonus of 5% at first level that gradually boosts higher as the desert mage blends further and further into the area around them. Every three levels after 1st the ability is boosted another 5% (hence it is 10% at level 4 and 15% at level 7 and so on). This ability is controlled by the desert mage and they can willfully phase in and phase out.

THE DESERT MAGE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	<i>Blur</i> 5%, Eyes of the desert	
2nd	+1	+3	+0	+3	Sense water source	+1 level of existing class
3rd	+2	+3	+1	+3	Soul Step 1/day	+1 level of existing class
4th	+3	+4	+1	+4	<i>Blur</i> 10%, Scorpion Sting	
5th	+3	+4	+1	+4	Soul Step 2/day	+1 level of existing class
6th	+4	+5	+2	+5	Cobra Strike	+1 level of existing class
7th	+5	+5	+2	+5	<i>Blur</i> 15%, Soul Step 3/day	
8th	+6	+6	+2	+6	Illusionary Strike	+1 level of existing class
9th	+6	+6	+3	+6	Soul Step 4/day, Venomous Spit	+1 level of existing class
10th	+7	+7	+3	+7	<i>Blur</i> 20%	

Eyes of the desert (Ex): At first level the Desert Mage gains the eyes of the desert. The desert mage quickly becomes accustomed to the desert conditions in which they thrive and soon begin reaping the benefits from this. Due to constant sun, wind and sand exposure, a desert mages eyes become narrow, dark and focused. Desert Mages are able to peer through thick blowing sand without trouble, thus, no concealment bonus is allowed due to sand against a desert mages attacks.

Sense Water Source (Su): Creatures who take residence in desert climates are always in a constant search for water. Part of a desert mages training is searching for sources of water in the deep desert. This technique is never fully learned from the apprenticeship but comes after the desert mage has been on their own for some time. By 2nd level the desert mage learns to sense significant water sources, sensing their location and being drawn to them. A desert mage is able to point in the direction of a significant water source, and be drawn to within 300 feet of the water source. So, desert mages can point in the direction of the closest oasis and be drawn to within 300 feet of it, where they must resort to traditional means of searching for the oasis.

Soul Step (Su): At 3rd level a Desert mage learns the art of the soul step. This simple trick allows the desert mage to float a few inches off the ground and actually control their movement while levitating. The desert mage must declare before their turn begins (if in combat) that they wish to levitate this round. The desert mage is able to float for 10 minutes/per level of desert mage for each time (per day) he uses this ability. A desert mage may use any move actions while the soul step is occurring but only for the duration of the soul step. This ability may seem useless, but it is actually quite helpful. The desert mage is able to float above the ground, surpassing many small obstacles, and walking with utter silence. Desert mages can float over caltrops, small cracks, water, small crevices, acids and any other assortment of obstacles. A desert mage must have solid ground at most 2 feet beneath their feet so they are not able to float over great chasms or cliffs as the ability only strong enough to surpass small obstacles. While in soul step a desert mage may not jump or fall more than 2 feet, if they do this, then they loose the soul step and crash back to earth.



Scorpion Sting (Su): At 4th level the desert mage is able to once a day create a poisonous attack for a single dagger they carry. The intent to use the poison must be announce before any attack rolls are made, and if a successful melee attack is made the target is poisoned. The poison varies in potency according to caster level (in this case the caster level is his desert mage levels) but all poisons have strength effecting inhibiting effects. After initial damage, secondary damage and the second saving throw are taken 1d8 minutes later. Below is listed the different poisons per caster level, their type and the effects.

Caster Level	Poison Type	Initial Damage	Secondary Damage
4 th	Injury DC 16	1d2 Str	1d2 Str
6 th	Injury DC 18	1d4 Str	1d4 Str
8 th	Injury DC 20	1d4 Str	1d6 Str
10 th	Injury DC 22	1d4 Str	1d8 Str

Cobra Strike (Su): At 6th level the desert mage is able to once a day use a special attack known as the cobra strike. This special attack allows the desert mage to make a very fast attack that strikes with normal vigor and power but in a fraction of the time. This allows the desert mage to take the attack as a free action as long as no other attack actions are used this turn. Thus a desert mage could cast a single action spell and move and then take an attack as a free action. This ability can only be used as a single action attack, not a full round attack, a charge or a bull rush.

Illusionary Strike (Su): At 8th level the desert mage gains the ability to use an illusionary strike once a day. Before any attack rolls are made, the desert mage must choose to use the illusionary strike special ability. An assortment of 3 different colored d20's must be used for the attack. All three attack rolls must be taken against a single enemy in a standard action attack, once again this excludes charges, bull rushes and full round attacks. Before the three rolls are made, the defender chooses which two attacks they will defend against. The two attacks that are chosen to be defended against are rolled against the defenders normal AC and the attack the defender chose not to defend against gains no AC bonus from dexterity. Once all three rolls are made, the attacker may choose which attack is the actual attack and which two are illusionary.

The illusionary attacks are discarded and the actual attack is counted as being the only attack made. It is presumed the actual attack will be the most successful attack, being either the touch attack or one of the normal attacks. Example: Izaar is a 7th level desert mage and he is fighting a greater air elemental. His attack modifier is +8 (+5 for base attack and +3 for strength) and he decides to use his illusionary strike ability this turn. He pulls three d20's, a red, a blue and a green and the DM chooses to defend against the red and green d20's. Izaar makes his three attacks and gets a 25 on red, a 20 on blue and a 12 on green. The greater air elementals AC is 26 (-2 size, +10 dex, +8 natural) and so Izaar chooses the blue die to be the actual attack with the green and red being illusionary. Since the blue die is undefended, the greater air elemental is robbed of its dexterity bonus (+10) reducing its AC to 16 for that attack, allowing him to hit.

Venomous Spit (Su): At 9th level the desert mage gains the ability to use venomous spit. This special attack may be used as a standard attack and counts as a 15 ft. ranged touch attack. If the attack is successful then the attacked must take a fortitude save (DC 20) or become blinded for 2d4 rounds.

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