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# THE QUINTESSENTIAL SORCERER

Magic is not a science. It does not sleep in complex formulae. It is not a phrase or a number or a symbol written in griffon's blood or dragon's ichor.

Magic is not a belief. It is not a devout prayer or an oath or a spell. It is not scripture on alt or within or blasphemies scrawled on tortoise or mottled flesh.

Magic is the lifeblood of the universe, a vast coal ocean, raining and saturating every stone and every living being. Magic is the heat of the flame, it is winter's sun, it is the currents which stir the sea and the rains which set the flowers to bloom. Magic is a dragon's heart, the beating of a fairy's wing, and a baby's first breath.

Magic is in the sorcerer's every thought and motion.

## Inside You Will Find:

Character Concepts	Bonds of Blood
The Prestige Sorcerer	Song of Blood, Song of Will
Tricks of the Trade	A Sorcerer's Familiar
Sorcerer Feats	Fey Lives
Tools of the Trade	Strongholds
A Sorcerer's Magic	

FOR GAMES MASTERS AND PLAYERS ALIKE  
Requires the use of the Dungeons & Dragons® Player's Handbook,  
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# The Quintessential Sorcerer

Patrick Younts

## Contents

Introduction	2
Character Concepts	4
The Prestige Sorcerer	14
Tricks of the Trade	40
Sorcerer Feats	60
Tools of the Trade	64
A Sorcerer's Magic	77
Bonds of Blood	87
Song of Blood, Song of Will	98
A Sorcerer's Familiar	104
Ley Lines	108
Strongholds	113
Designers Notes	121
Index	122
Sorcerer Character Sheet	124
Licenses	128

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# INTRODUCTION

**M**agic is not a science. It does not sleep in complex formulae, it is not a phrase or a number or a symbol written in griffon's blood or dragon's ichor.

Magic is not a belief. It is not a devout prayer or an unholy oath. It is not scripture on gilt vellum or blasphemies scrawled on torn, blood spattered flesh.

Magic is the lifeblood of the universe, a vast cool ocean cradling and saturating every stone and every living being. Magic is the heat of the flame, it is winter's first chill, it is the currents which stir the sea and the rains which set the flowers to bloom. Magic is a dragon's heart, the beating of a fairy's wing, and a baby's first breath.

Magic is a sorcerer's every thought and motion.

The sorcerer is that most pure of spellcasters, a mortal blessed with the ability to summon, shape and unleash arcane energy without the need of tomes, scrolls or complex formulae. The sorcerer is a living battery of arcane energy and though the number of ways he can express his spells is limited, his power is not. Pound for pound, no one can match the sorcerer for unadulterated power and endurance. Long after the wizard has exhausted the last of his spells, the sorcerer will still blaze with arcane might.

## THE COLLECTOR SERIES

*The Quintessential Sorcerer* is the latest book in Mongoose Publishing's line of class and racial



sourcebooks, all of which are designed to greatly expand a player's options when creating and playing his characters. Integrating effortlessly into any fantasy campaign, these books are a toolkit for players and Game Masters alike, packed with new options, rules and, especially, ideas. The Quintessential range is designed to take your characters to new levels and your campaigns further than you ever thought they could go.

## THE QUINTESSENTIAL SORCERER

Within *The Quintessential Sorcerer* you'll find endless options and opportunities for expanding the role of sorcerers in your campaigns. This book embraces the concept of sorcerer as legacy-holder; inheriting his magic from an ancient arcane ancestry. Whether that ancestor be his fey queen mother or his red dragon great, great, great, great grandfather, the sorcerer is a living link to the past and his magic a testament to the power of blood. You'll find this theme of inheritance and history fully explored in every chapter. In Character Concepts you'll find ready made histories for your sorcerer characters, spiced up with a liberal assortment of new themed abilities, drawbacks and character hooks. In the Prestige Sorcerer, you'll discover new ways to channel and express your character's magic; like the Primordial Sorcerer, who can unleash the raw essence of creation. In Tricks of the Trade, you will discover new uses for existing skills and be exposed to the unmatched power of true names.

Also explored within the Quintessential Sorcerer, when your sorcerer grows in power, so too will his familiar. No longer will your sorcerer's familiar be a mere pet; with new rules expanding them into Guardian, Companion and Kindred Soul, allowing them to become research assistant, bodyguard and faithful advisor all in one, truly a companion worthy of a sorcerer. The Song of Blood chapter introduces new magical abilities, some merely interesting and exotic, others truly powerful, which can be taken to enhance the uses of simple spells. Bonds of Blood presents new templates which offer sorcerers new packages of abilities themed around specific types of magical ancestry. And finally, what book of sorcerers would be complete without new feats and spells? The Quintessential Sorcerer includes dozens of new feats and spells created with the unique flavour and needs of the sorcerer in mind.

The Quintessential Sorcerer is the ultimate guide to the ultimate spellcaster.

Jerusha woke from the dream of hot autumn rain and burning leaves to find the dragon shadow filling her room again, his body twisting and coiling and flexing over the rafters and around the walls, wings sprawling like a shroud on her bed and head resting on the pillow next to her own.

“Old grandpapa” she said, voice thick with sleep, “I was having the leaf dream again.”

“Was there fire this time, child?” His words made no sound but blossomed in her mind, as they always did, chasing away phantoms of sleep and smouldering dream.

Jerusha nodded, red hair spilling loose from her night cap “Yes old grandpapa. The leaves were burning. And the rain was hot.” Then, looking down at her pillow, she said “Well, it was a little warm, at least.”

“That is good, beautiful one, eldest grandfather is proud of you. You are ready to awaken now.”

“But old grandpapa” Jerusha said, sitting up so quickly the bed’s patchwork cotton blanket flared up and through the dragon shadow, white threads spun grey in his half-light form. “I am awake.”

The shadow smiled and bits of night black flaked from its lips, glittering and winking in the darkness and fading away like bits of ash. “No, little ember, you are ready to walk in a greater world.” Reaching down, he caressed her cheeks, tracing the ribbons of a smoky claw along the hollow of her throat. “To magic,” he whispered “and to beauty.”

Jerusha grinned. “Will I be able to make flowers grow? Or talk to kindly ones?”

Eldest grandfather huffed in her mind. “Perhaps, if you wish it. Flowers and fairies are pretty, but they don’t have much to say. I think, perhaps, that your magic will be of a better sort. I think, little ember, that you will learn the secret names of fire and stars and that you will thread needles with a whisper and bring the rain with a smile.

Jerusha’s nose wrinkled up.

Eldest grandfather smiled. “Or perhaps,” he said softly, “you will know the dreams and secret language of dragons.”

Jerusha laughed, a sound like glass bells stirred by spring’s first warm breeze, and danced about the room, heedless of the night-chilled floor, until the dragon shadow put a finger to its lips and hissed “Remember, child, share your secrets only with thistledown and pillows.”

Giggling and putting her fingers to her lips, Jerusha whispered loudly “and with you old grandpapa. Will you teach me all these things now? Will you make me a wizard?”

The dragon shadow writhed along the wall, a sudden burst of movement, body looping and slithering and winding and unspooling down from the bed and across the floor and then up again and around, coiling and coiling until it covered Jerusha like a shroud and she shivered with the weight of night. “No Jerusha. Not a wizard, never a wizard. We are above that.” Then, more gently “Your eldest grandfather cannot teach you what your soul already knows, but has forgotten. But he will help you remember. Do you trust in that?”

“Yes, oldest grandpapa.”

“Then close your eyes and remember leaves and rain.” The dragon shadow’s eyes sparkled. “Do you see?”

“Yes, oldest grandpapa. I can see them falling. And grandfather,” she said, her voice crackling like kindling taking spark, “I remember fire.”

A dark flame ribbon threaded across the floor and the bed began to spark. Dragon shadow and Jerusha’s shadow flared across the wall, embracing and mingling until two became one, indistinguishable.



# CHARACTER CONCEPTS

A sorcerer's magic is a unique expression of his personality. While this statement is essentially true for all who cast spells, for the sorcerer it is doubly so. He, unique among all spellcasters, does not choose to learn the ways of magic and he alone does not consciously choose which spells he will learn. A sorcerer's magic is with him from the moment he is born and he can no more deny or change it than he can change his race or sex.

As with the expression of his magical power, the origin of it varies from sorcerer to sorcerer. Some received their gifts as a birthright, inheriting an aptitude for magic from a recent or long lost ancestor - said ancestor being anything from a mighty wizard, a fey queen, an ancient dragon or demon lord. Others gained their powers by accident, whether by being exposed to magic while in the womb or as the result of a magical catastrophe later in life. Still others became sorcerers deliberately, through the machinations of a divine or infernal being or through experimentation. The character concepts presented here are a way for players and Games Masters to expand and explore the horizons of their sorcerers, to add even more depth to an already diverse class.

The character concepts listed here are intended for new characters. Each character is limited to a single class concept and though these concepts alter the sorcerer's abilities, sometimes significantly, they do not supersede the base class, so a sorcerer who selects a specific character concept cannot later multi-class into another style of sorcerer. With the Game Master's permission, a non-sorcerer character who multi-classes into the sorcerer class can select a character concept, so long as he does not already have one. This new concept represents the awakening of the power that had always lain dormant within him. Should the Game Master allow this, he should work with the player to select a suitable concept, adjusting the bonuses and penalties as appropriate.

This chapter is broken down into two parts. The first part introduces concepts suitable for sorcerer characters of most any race. The second section explores character concepts that are restricted to sorcerers of specific races.

Remember that the character concepts presented here are primarily intended to facilitate roleplaying and

not to simply provide you with new powers. When selecting a character concept for your sorcerer, it is important that you consider all the campaign implications of your choice, working with the Game Master and other players to ensure that your new character will mesh well with both the rest of the party and the Game Master's plans.

## ARCANE EXPERIMENT

In a typical fantasy roleplaying world, there are scores of mighty archmages, some benevolent and some decidedly not, scheming, plotting, experimenting and controlling the fates of mortal men. Add to this an endless assortment of otherworldly beings, ranging from gods of good and evil to creatures with no discernible agenda or morality and you have an environment in which the common man is in constant peril of being exploited by creatures he is powerless to stop.

The arcane experiment is the result of just such meddling. Blessed or cursed with the ability to effortlessly wield arcane energy, the sorcerer who gains his powers in this fashion is an anomaly in the world, often hunted by jealous or misguided non-spellcasters and usually despised by arcane spell casters.

**Adventuring:** Many unwilling victims of arcane experimentation are haunted individuals, driven both to avenge themselves against those who have violated them and to save others from the same fate. They actively seek out conflict with evil spellcasters and other powerful beings that would toy with mortals for their own nefarious purposes. Others instead quest far and wide for the means to reverse the 'curse' of their powers, pursuing rumours of wish granting artefacts or other items capable of draining arcane energies. During the course of their quests, many of these unwilling sorcerers come to grips with their powers and come to accept or even embrace them. Such sorcerers are the most likely sort to assume the mantle of protector of the common man.

Those who gained their powers willingly adventure for any number of reasons. Often, they wish to test their new-found might against powerful adversaries, either to assert their dominance over them or simply to prove their own worth. Others adventure to increase their sorcerous might, knowing that only by testing themselves on the crucible can they achieve truly world-shaking magical power.

**Roleplaying:** Though they command powers most mortals could only dream of, unwilling victims of arcane experimentation often believe themselves to



to the sorcerer's class skill list. Alternately, he can instead choose to receive 8 free skill points at first level, which must be applied to Craft or Profession skills.

Characters who willingly undergo experimentation must first prepare themselves by studying arcane texts, gaining insight into how to control and channel their powers. They gain the Skill Focus feat for free, though it can only be applied to the skills Knowledge (arcana) or Spellcraft.

**Penalties:** Unwilling victims of arcane experimentation are thrown into a new world of magic without the slightest inkling of what to do with their new-found power. As such, they have limited access to the skills that more studied casters take for granted. As such Spellcraft is considered a cross-class skill at first level. From second level on, Spellcraft is considered a class skill.

Willing subjects spend so much time preparing for their future lives as sorcerers that they neglect to develop other, more mundane skills. Craft and Profession skills are considered cross-class skills for these characters.

be cursed. They chafe under the burden of their new abilities and long for a return to the simple life they knew before. In fact, many treasure the past, speaking endlessly on the joys of a 'simple peasant life' and believing common folk to be truly blessed. Some victims of arcane experimentation go so far as to set themselves up as protectors and champions of the common folk, adopting a family, village or even nation into their care, whether such protection is wanted or not.

By contrast, those who have willingly subjected themselves to arcane experimentation frequently believe themselves to be superior to 'the common rabble' and believe themselves to be living examples of what an ambitious mortal can accomplish. They too, often assume the mantle of protector to the common man, in this case, however, the relationship is less mother and child and more shepherd and sheep.

**Bonuses:** Those who gain their powers as the result of involuntary arcane experimentation usually lived uneventful lives before their unwilling transformation. As such, they spent their formative years learning skills unrelated to the sorcerer's path. An unwilling victim can choose any 2 non-exclusive skills and add them

### ARCANE ORPHAN

Though many areas of the world accept and even embrace those born with the sorcerous spark, the arcane orphan was not lucky enough to be born in one of those places. Banished from his home by fearful, superstitious parents when his powers first manifested, the arcane orphan has never known the comfort of hearth and home. Thanks to his burgeoning powers, the arcane orphan managed to survive and even, to a limited degree, thrive in the wilderness or in the dark, squalid caverns that are the alleyways of a medieval city. With no home but the dirt where he lays his head and no possessions save those he can beg or steal, the arcane orphan is truly alone in the world.

**Adventuring:** It is no exaggeration to say that an arcane orphan's entire life is one long adventure, beginning from the moment he is first cast out from the safety of his home and into the dangers of the outside world. So it is only natural that most arcane orphans jump at the opportunity to earn wealth and fame pitting their sorcery against the world's most dangerous opponents. Even those few arcane orphans who choose not to actively adventure lead dangerous lives, exposed as they are to the elements, the hunger of monsters, the stern gaze of the law and the depredations of