**THE ANCIENT**

Hit Die: d6

Alignment: Any

Skill Points: 6 + Int

***Requirements***

Level: 18th Caster Class, ability to case arcane, divine, or psionic spells

Skills: Knowledge(Crafting) 25 ranks, Spellcraft 25 ranks, Use Magic Device 25 ranks

Feats: 5 Item Creation Feats; candidate must have made at least 3 magic items.

Special: Character transformation into an Ancient involves finding an artifact level item, and begin working thru the process of disassembling the artifact, learning how it works, and reassembling it back into working order.

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| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Class Features | Spells per Day |
| 1st | +0 | +0 | +1 | +2 | Ancient Identify; Bonus Feat; Ancient Creation; Ability Enhancement; Efficiency I; Magic Item Master | +1 level of existing spell casting class |
| 2nd | +1 | +0 | +1 | +2 | Dweomer Transfer; Cannibalize; Optimization I; Item Affinity | +1 level of existing spell casting class |
| 3rd | +1 | +0 | +2 | +3 | Magic Item Hardening; Make Whole; Improved Permanency; Item Alteration; | +1 level of existing spell casting class |
| 4th | +2 | +1 | +2 | +3 | Suppress Requirement; Fundamental Breakdown; Bonus Epic Feat; Magic Item Cloud | +1 level of existing spell casting class |
| 5th | +2 | +1 | +3 | +4 | Overcharge I; Immune to Curses; Improved Recharge; Magic Item Grand Master | +1 level of existing spell casting class |
| 6th | +3 | +1 | +3 | +4 | Optimization II; Ancient Item Familiar; Magic Item Cloud |  |
| 7th | +3 | +2 | +4 | +5 | Magic Item Body; Item Regeneration; Bonus Epic Feat | +1 level of existing spell casting class |
| 8th | +4 | +2 | +4 | +5 | Item Absorption; Ancient Resistance; Indisputable Possession; | +1 level of existing spell casting class |
| 9th | +4 | +2 | +5 | +6 | Disrupt Item; Compression I; Magic Item Supreme Master | +1 level of existing spell casting class |
| 10th | +5 | +3 | +5 | +6 | Ancient Phylactery; Bonus Epic Feat; |  |

**Description**

Ancients are a prestige classes of magic classes that specialized in the making of magical items., popular among artificers. Post transformation, the Ancients find their magic works differently then that of their former class. Most casters store magical energy within them releasing it as they cast spells. Ancients do not store magical energy within themselves, instead they store their magical energy in temporary and permanent magic items which they make. For an ancient to cast a spell he must slowly draw in the energy needed as he begins casting, then when he has gathered enough energy the spell is released. If interrupted while casting, the gathered energy immediately begins dissipating ruining the spell.

Because of how their magic works Ancients can cast any number of spells without penalty. However, casting a spell takes them 1 round per spell level of the spell. Spells which take longer then this to cast use their normal casting time. Ancients casting spells always act last in the round which their spell is cast. Thus an ancient casting a second level spell would begin casting on round one and finish casting at the end of round two after everyone else had gone.

Because of how long spell casting takes, ancients must rely on magic items in combat. All ancients have the ability to create magic items to store their magical energy in for combat. These items may contain a number of spell levels equal to their level.

As ancients rise in level they gain the following abilities which aid them in the research and creation of magic items.

**Class Features**

All the following are class features of the Ancient prestige class.

**Weapon and Armor Proficiency:** Ancients gain no proficiency in any weapon or armor, but retains proficiencies prior to their transformation to Ancient.

**Ability Enhancement:** The newly formed Ancient gains a +4 Intelligence, and +4 Wisdom inherent bonus from the Ancient transformation process.

**Cannibalize**:An Ancient understands the mechanics of magic items so well, they suffer no penalty or loss when salvaging a magic item for parts, the complete gold piece value, and experience used in the creation of the item is retained by the Ancient during the cannibalization process.

**Ancient Identify:** An Ancient gains the ability to discern all the spells and magical properties present in a magic item. Natively, you learn its functions, how to activate it, how many charges it has left, caster level, spell effects cast upon the item, etc.. (all aspects, attributes, and characteristics of the item being examined. An Ancient always succeeds at this check, for Artifact+ level items an Ancient can make a knowledge check with a bonus equal to his Ancient Level + Int Modifier + 10.

**Optimization I:** A Ancient has mastery of metamagic when it is applied to channeling its affects thru magic items. A metamagic feats level increase upon a spell is reduced by one, when applying a metamagic feat for purpose of creating or using a magic item. This may be applied to a single or multiple feats (ie. feat chain)

**Optimization II:** A Ancient has mastery of metamagic when it is applied to channeling its affects thru magic items. A metamagic feats level increase upon a spell is reduced by two, when applying a metamagic feat for purpose of creating or using a magic item. This may be applied to a single or multiple feats (ie. feat chain).

**Ancient Creation:** An ancient gains the ability to create Epic, and Artifact class items. This power allows an ancient to create a magic item at 80,000gp/day time and at ½ the gp cost it would normally take for any ordinary caster. For purposes of meeting an item prerequisites, an Ancient’s effective caster level equals his Ancient Class Level +6.

**Magic Item Master:** Any pre-epic magic item found or made by the Ancient, works to optimized efficiency, while in the hands of the Ancient it operates at the Ancients class level +2. Additionally a pre-epic Ancient could only activate a spell triggered item once per standard action or twice if duel wielding wands, an Ancient with Magic Item Master can activate perform three spell triggered actions per standard action.

**Magic Item Grand Master:** Any pre-epic magic item found or made by the Ancient, works to optimized efficiency, while in the hands of the Ancient it operates at the Ancients class level +4. Like Magic Item Master, an Ancient with Magic Item Grand Master can activate perform four spell triggered actions per standard action – not to exceed their maximum number of attacks per their BAB (Base Attack Bonus).

**Magic Item Supreme Master:** Any pre-epic magic item found or made by the Ancient, works to optimized efficiency, while in the hands of the Ancient it operates at the Ancients class level +8. Like Magic Item Master/Grand Master, an Ancient with Magic Item Supreme Master can activate as many spells triggered actions equal to the maximum number of attacks the character has in a standard action.

**Fundamental Breakdown:** An Ancient upon examination of a magic item can learn the type and quantity of ingredients as well as the process for creation of the examined magic item. The Ancient, will discover thru this process the formula for creating any magic item, including an artifact.

**Dweomer Transfer:** An Ancient gain’s the ability to transfer enchantments from one item to another. An example of this is an Ancient could transfer the bonus from a +4 sword to a normal mace turning it into a mace +4 and a nonmagical sword. In order to do this the ancient must cast enchant an item on the item that the enchantments are being sent to. Thus the item must be of high quality. Then the ancient may transfer the enchantments. This power has allowed ancients to make a variety of strange new magic items.

**Make Whole:** This functions as *mending*, except that it repairs 1d6 points of damage per level when cast on an magic item, object, or construct creature (maximum 5d6). *Make whole* can fix destroyed magic items (at 0 hit points or less), and restores the magic properties of the item if your caster level is at least twice that of the item. Items with charges (such as *wands*) and single-use items (such as *potions* and *scrolls*) cannot be repaired in this way. When *make whole* is used on a construct creature, the spell bypasses any immunity to magic as if the spell did not allow spell resistance.

**Immune to Curses:** Ancients become immune to curses. Cursed items and similar things simply are not activated when used by an ancient. Thus an ancient could wear a necklace of strangulation without being affected by it. In addition, ancients become 18% resistant to the curses or other ill effects normally laid on artifacts. This resistance increases by 1% per level after 18th allowing them to experiment with the functions of artifacts without as much danger as most others would have.

#### Magic Item Hardening: At this level an ancient gains the ability to permanently seal a magic item. This is a more powerful version of the permanency spell. An item which has been sealed with this power cannot be opened or re-enchanted. Any attempt to do so will either fail or destroy the item. The advantages to sealing an item like this is that they cannot be destroyed by area of effect spells or effects such as Mordenkainen’s disjunction, and cannot be temporarily disabled by the affects of dispel magic, or other similar affects.

#### Magic Item Body: At this level an ancient can enchant his own body as if he were a magic item. All enchantments are treated as being the level of the ancient regardless of what level he was when they were originally placed. Many Ancients at this level enchant themselves as a receptacle allowing them to draw power out and cast spell as if they were a normal mage.

**Efficiency I (2x):** An Ancient can operate his magic items with such efficiency and optimization, that any magic item continuous, spell-triggered, or otherwise operates at a magnification level of 2x in all aspects damage, range, area of affect, duration, etc..

**Overcharging I(3x):** At this level an Ancient can use multiple charges from items such as wands, staves, and rods (spell trigger items). This allows them to use several functions of an item simultaneously or to magnify the power of one function. When combined with Efficiency I + OverCharging I an Ancient can achieve a 3x affect, or can release 3 different affects from say a staff.

#### Compression I (4x): At this level an ancient learns to concentrate and compress enchantments. An ancient can use this ability to enchant an item that could not normally be enchanted due to lack of quality. The effective cost of such an item can be as little as half of what would normally be needed for the desired enchantments. Additionally, this power can be used to magnify the enchantments of an item by doubling the strength of its powers. When combined with Efficiency I + Over Charging I + Compression I an Ancient can achieve a 4x affect or can release 4 different affects from an item.

**Suppress Requirement:** You alter a magic item that requires a certain class feature, race, ability score, alignment or other restriction to function to its fullest potential, so that it no longer carries that requirement. You must make a Use Magic Device check sufficient to emulate the requirement as if you were attempting to use the item yourself. If you succeed, the requirement is suppressed for the day.

**Item Alteration:** You alter an item that provides a certain type of bonus so that it provides a different type of bonus to the same value or roll. For example, you could change a ring of protection +1 so that it provided a natural armor bonus to Armor Class instead of a deflection bonus, or you could change a cloak of resistance so that it provided a circumstance bonus on saves instead of a resistance bonus. Additionally, the Ancient can choose to alter the items enchantment ability to an alternate but equal value. Switching a flaming sword, to a frost sword as an example.

**Item Absorption:** An ancient gain the ability to absorb energy from magic items such as potions, scrolls, rings, rods, wands, staffs, etc... Absorbing potions directly into their systems allow ancients to (drink) any number of potions without ever having to check a potions compatibility with those already used. Absorbing scrolls allow ancients to cast the spell on the scroll instantaneously at their own level rather than the scrolls. Additionally, absorbed spells have no chance for spell failure when cast. Additionally, this energy can be converted to power the Ancients energy reserve. When combining the Class Abilities: Item Absorption + Magic Item Body an Ancient can replicate the effects of a merged magic item, for as long as he wishes to hold that active enchantment.

**Item Affinity:** For items an Ancient has created, they will follow basic instructions the Ancient asks them to perform. Instructing a flying shield to protect his back, instruct a wand to fire on a position in the battlefield, etc.. These items have a quasi-background intelligence for their creator but are not considered intelligent items. Commanding an item to take an action, is a swift action for the creator.

**Improved Permanency:** An ancient gains the ability to cast permanency without cost to XP, or Gold.

**Improved Recharge:** An ancient becomes exceptional at recharging magical items with their magic. This requires 1 turn per charge restored, but doesn’t require the Ancients focus or concentration. With this ability ancients can recharge items even without the proper spells. Note that this does not work on items that are not rechargeable or that require higher level magic then the ancient can currently cast.

**Indisputable Possession:** Any item an Ancient creates has a bond forged between you and the object. If that item ever leaves your possession, you can call it back to your hand as a move action. Additionally, the item if stolen, and wrestled away from the Ancient and is used against the Ancient in any attempt fails to work against its creator in any form offensively, utility, healing, or defensively. The bond is severed if the item is destroyed.

**Disrupt Item:** An ancient can scramble the enchantments on a magic item by touching it. When touched the item must immediately make a saving throw vs. disintegration. If it fails, it’s magic is rendered inert and the item essentially becomes nonmagical. An ancient with this power can repair the item restoring it’s powers given 1d4+1 turns. The power can be used to great affect during combat, the ancient need only make an attack roll against ac. 10 minus any modifiers for dexterity to hit the item. Items which are partially concealed such as a sheathed dagger can incur an ac. bonus of -1 to –5 at the DM’s discretion. Items which are completely concealed such as those in a character’s backpack cannot be targeted. This ability extends to constructs.

**Ancient Resistance:** Any spell affect generated from a magic item, an Ancient has a natural resistance to their affects, based upon their deep knowledge of the items design and its use the Ancient gets a +6 to saves against affects generated from magic items, this include constructs. If a spell affect from a magic item doesn’t normally provide a saving throw, the Ancient still receives one for half damage, or no affect (at DM’s discretion).

**Ancient Item Familiar**: Similar to the Item Familiar mechanic for normal casters, this class ability opens up a more powerful version, based upon Ancient abilities. This familiar is always a favored weapon, staff or something created by the Ancient.

**Item Regeneration:** The ancient can make magic items which are not only more durable but that regenerate, mending both the item itself as well as its enchantments. An item so constructed gets a second saving throw against any attacks that should have destroyed it. If this saving throw is made then the item is damaged but will repair itself within a week’s time a become fully functional again. If regeneration is required rather than simply mending itself (whether it be physical or magical) then 1d4 weeks will be required depending on how much is needed.

**Ancient Phylactery:** This is the ability to make a magic item a phylactery. The phylactery must be of the highest quality available and hand crafted, by the Ancient. This item holds a portion of the ancient’s life force resulting in the lose of 1d10 hit points when made. These hit points will not return unless the item is completely destroyed. As long as the item is intact the ancient will not bleed to death and will regain 1 hit point each day until his body reaches 1 hit point, at which time he will awaken.

**Magic Item Cloud: TBD**

**Ancient Lore**

Ancients are one of the oldest races known to exist. Their origins are unknown though it predates that of even the elves and possibly even that of the dragons (though that is a topic of some debate among scholars). Most people know little if anything about this reclusive race as they tend to isolate themselves within their cities where they study books and work to create powerful magic items. The cities themselves are usually found in remote areas such as in the middle of a large desert or a vast mountain range and are almost always shielded with powerful magic to prevent travelers from wandering into their city accidentally. For instance the city might be invisible to all those further then 100 feet away from its outer wall or it could cause anyone approaching the area of the city to be misdirected so that they are led around the city without ever realizing it.

Ancients look almost identical to humans though they tend to be slightly taller and thinner they are otherwise indistinguishable. An ancient spends the first 100 years of his or her life studying basics and growing up. Upon reach 100 years of age they take on an apprenticeship under another ancient of the appropriate type to learn their craft and master their innate abilities. During the beginning of their apprenticeship they spend time being schooled by both their master and various tutors (usually either bard storytellers or others of their chosen profession. As time goes on and the student learns more he begins rising in level. As he does so the time he spends with his tutors lessens and the time spent with his master increases until he rarely if ever sees his tutors. This goes on until the young ancient reaches 8th to 12th level.

Once an apprentice has reached this point his master sends him on a journey outside of the ancients city which usually lasts for 1d4 years. This journey serves several purposes. First it expands the apprentices horizons as he travels among the different cultures and learns all that he can. The second purpose is for the master to reap some benefits for teaching his pupil. While on the journey the apprentice must tithe a small percentage of all money that he makes to his master, the amount varies as explain below. After the predetermined time has elapsed the young ancient returns to the city (usually by magical means) and his apprenticeship is considered over.

Before being sent out on his journey several things must be determined. First an ancients spell book (if he is a mage or bard) will typically have 6 first level spells + 2 additional spells for each level of the ancient *including* first. Second he has at least one magic item of weak to medium power (*for an ancient anyway*), a stone of recall with one charge in it that has been magical enchanted so that only ancients can use it (When used it teleports the individual to a location near the ancient city), and 1d4 potions, at least one of which is almost always extra healing. Last an apprentice is geased to tithe 10% of all the money that he makes on his journey to his master.

In the above scenario the apprentice would be sent to explore the world for 2 years and upon returning give a full discourse of his travel show any interesting magic items found on those travels and lastly hand over any money remaining to be tithed to his master that has not already been magically sent. Note however this is not always the arrangement (just one of the most common examples). The arrangement is determined by both the master and apprentice and is usually altered in one of the following ways. First the apprentice often wants access to more magical item or more powerful magical items. Depending on what is desired the length of time for the journey and/or the percentage of the tithe can be increased accordingly. The exact arrangement should be determined by the player & DM using the above as a basis or starting point for negotiations. Note also that if the DM so chooses the journey can take the nature of an actual quest (usually to retrieve a particular item for the master).

Ancients have many innate powers which are developed as they rise in level and that tend to reflect their chosen path in life (class). However several things about their innate powers do not change. First they all revolve around magic items and the creation of magic items. Second, their are certain powers such as the ability to identify magic items which they acquire regardless of what class they are (though the level at which it is acquired may be different depending on the class). Lastly, all ancients regardless of level have the ability to use a magical items regardless of class restrictions and see and feel magical radiations allowing them to detect magic in much the same way as the spell of the same name can. The remainder of their powers are described under the characters class.