

Calastian Battle-Mage (Cbm)

Forged in the Crucible of Mesos, trained in arts both arcane and martial, practitioners of extreme discipline and self-sacrifice, the Calastian battle-mages are one of the true prides of the Black Dragon's military elite. The battle-mages are forces both feared and respected, even among the ranks of Calastia's own armies. Able to call down tremendous arcane magics, the battle-mages augment the ranks of the army: Regiments usually sally forth with one or two of these powerful wizards among their number to provide support and considerable offensive capabilities. Most battle-mages ride heavy warhorses, providing them an elevated position in combat from which to launch spells, as well as a means to remove themselves from melee situations that have begun to get out of hand.

The decision to become a Calastian battle-mage is not one undertaken lightly, as it requires an uncommon amount of sacrifice and dedication to the craft. This is a true "prestige" class, not one for dabblers or dilettantes. First and foremost, battle-mages are soldiers, and they endure the same harsh conditions and tests of mettle as does any other member of the army. These are warriors on the front lines, using potent magic instead of (or perhaps as well as) steel — there are no dotting scholars among the battle-mages, only hardened veterans.

Calastian battle-mages are most often found on military missions, although on occasion they may be "loaned" for a special project of the local noble; as well, some retire to take up the adventurer's mantle once their term of service is over. Most maintain at least a minor connection to the military after their service, however, many of whom become advisors to landed aristocrats or even tacticians who favor the war council room over the battlefield. Many also revere Chardun,

either devoting themselves to the Overlord's service or keeping a quiet vigil to him in their own fashion.

Note that spellcasters can become members of the order of Calastian battle-mages without earning levels in this prestige class. Those who do acquire experience in this class, however, are generally the elite of the elite, masters of the potent twin arts of warfare and spellcraft.

Hit Die: d4.

Requirements

To qualify to become a Calastian battle-mage, a character must fulfill all the following criteria.

Feats: Battle-Mage Training (new feat; see above), Combat Casting.

Proficiency: Simple and martial weapons and light armor.

Skills: Concentration 8 ranks, Knowledge (arcana) 4 ranks, Ride 4 ranks, Spellcraft 4 ranks.

Spells: Ability to cast 3rd-level arcane spells.

Special: Calastian battle-mages are trained, they don't just happen. A mentor, political favor or other such introduction to the ranks of the "true" battle-mages (though this may be as simple as an NPC being impressed with the character's potential and bringing him under her wing) is necessary to learn the finer points of this class.

Class Skills

The Calastian battle-mage's class skills are Concentration (Con), Intimidate (Cha), Knowledge (any) (Int), Ride (Dex), Ritual Casting (Con, exclusive skill), Scribe (Int, exclusive skill), and Spellcraft (Int). See PHB, Chapter 4, for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Calastian battle-mage prestige class.

Weapon and Armor Proficiency: The Calastian battle-mage gains no additional proficiencies.

Spells per Day: Calastian battle-mages continue to advance in arcane spellcasting ability. When a new Calastian battle-mage level is gained, the character gains new arcane

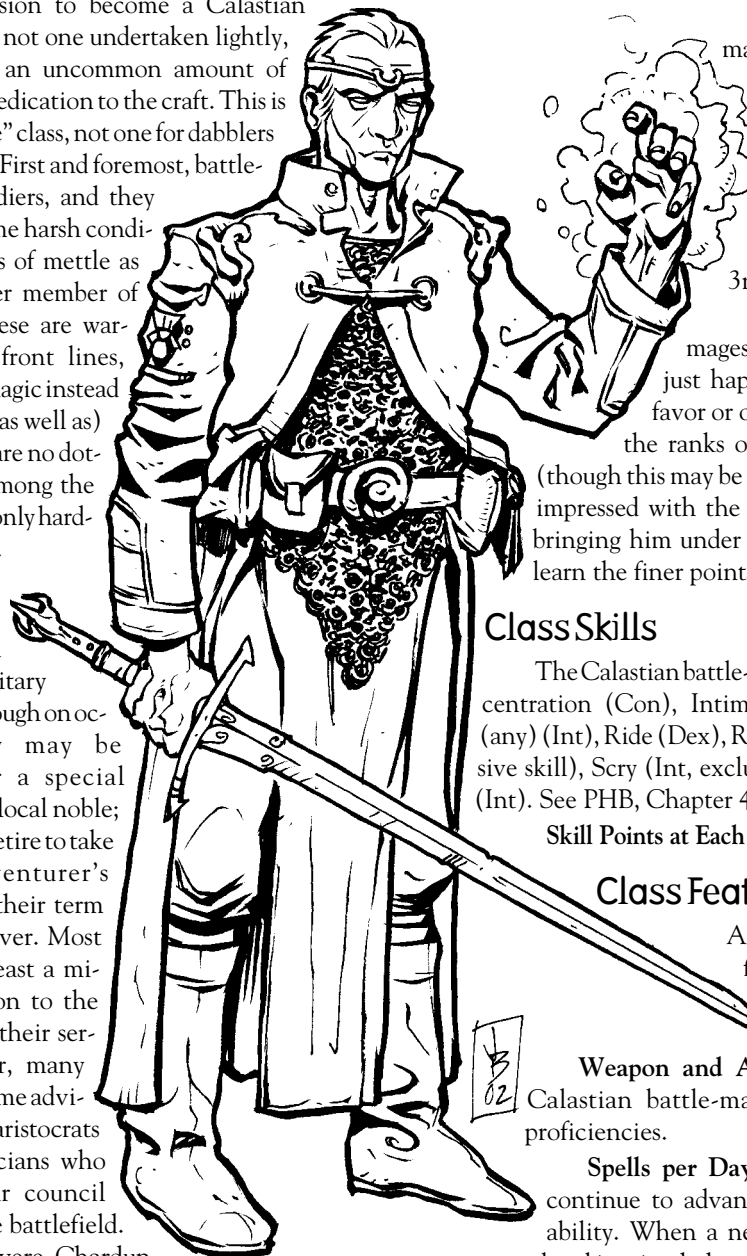


Table A–1: Calastian Battle-Mage

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Kiss of Mesos	+1 level of existing class
2nd	+1	+0	+0	+3	Armored spellcasting 5%, veteran nerves +1	+1 level of existing class
3rd	+2	+1	+1	+3	Enhanced counterspell	+1 level of existing class
4th	+3	+1	+1	+4	Armored spellcasting 10%, veteran nerves +2	+1 level of existing class
5th	+3	+1	+1	+4	Sorceries afield +2	+1 level of existing class
6th	+4	+2	+2	+5	Quick counterspell, veteran nerves +3	+1 level of existing class
7th	+5	+2	+2	+5	Armored spellcasting 15%	+1 level of existing class
8th	+6	+2	+2	+6	Sorceries afield +4, veteran nerves +4	+1 level of existing class
9th	+6	+3	+3	+6		+1 level of existing class
10th	+7	+3	+3	+7	Armored spellcasting 20%, veteran nerves +5	+1 level of existing class

spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, and so on). Essentially, he adds the level of Calastian battle-mage to the level of some other arcane spellcasting class he has, then determines spells per day and caster level accordingly. If the character had more than one arcane spellcasting class before he became a Calastian battle-mage, he must decide to which class he adds each level of Calastian battle-mage for purposes of determining arcane spells per day when he gains the new level.

Kiss of Mesos: The Calastian battle-mage, trained to harness the ambient energies of the Crucible of Mesos, gains the Kiss of Mesos feat (q.v.), allowing him to bleed the excess magical energy into the Crucible itself, rather than through his physical location. This is the only exception to the rule that the Kiss of Mesos feat must be taken at 1st level.

Armored Spellcasting (Ex): Given that the battle-mages are no strangers to the battlefield, it comes as a surprise to few that they have devised a way to both protect themselves and still wield the arcane sorceries that make them such an asset. A battle-mage's armored spellcasting ability allows him to subtract a number (determined by his level) from the arcane spell failure chance imposed by any armor that he wears.

Veteran Nerves: Based upon his level, the battle-mage gains a bonus to any Concentration

checks he must make while casting spells during battle, as well as to Ride checks made to keep a mount calm in battle.

Enhanced Counterspell (Ex): Normally, a spellcaster attempting to counterspell must both recognize the target's spell and have the same spell prepared. The enhanced counterspell ability allows a battle-mage to use any spell of the same school as the target's spell and of at least the same level (it may be higher) in order to successfully counter a spell.

Sorceries Afield: At 5th level the battle-mage has honed his ranged spellcasting abilities to such an extent that he increases his ability to launch such spells. His effective caster level is increased by the number indicated in Table A–1, but only for the purposes of determining spell range.

Quick Counterspell: At 6th level the battle-mage need not take a readied action to counterspell, but must use his move-equivalent action to do so, even though he is technically counterspelling on another character's action; he may still take a standard action on his normal initiative in the same round.

Mastered Counterspell: At 9th level the battle-mage may counterspell by using either a move-equivalent or a standard action. Thus, given his quick counterspell ability, he may always take a counterspell action, even on another character's action, as long as he has not taken either his move-equivalent action or his standard action during a turn. Many Calastian battle-mages use this ability to counterspell twice in the same round.