

Ancient High Netheril Setting

Classes

Most classes follow the rules as stated in the Player's Handbook except the following.

Cleric

Follows the cleric entry in the Player's Handbook except as follows:

Domains: Clerics choose their patron deities as listed in the table below. Choices for non-human clerics remain the same. They get an additional domain at level 8, level 14 and level 20. These domains must be selected from their deity's list of available domains.

Deity	Alignment	Domains	Favored Weapon	Portfolio
Amaunator	LN	Time, Nobility, Law, Planning, Sun, Strength	Mace (Any)	Time, Sun, Nobility, Bureaucracy
Auppenser	N	Mentalism, Planning, Strength, Protection, Balance	Unarmed Strike	Psionics, Psionic creatures
Garagos	CN	War, Destruction, Planning, Chaos, Strength	Greatsword	War, Conflict, Armies, Warfare
Jannath	N	Earth, Fire, Air, Water, Balance, Plant, Animal, Protection, Renewal	Scimitar	Nature, Wilderness, Animal, Forests
Jergal	LE	Evil, Law, Death, Destruction, Undeath, Suffering, Fate	Scythe	Death, Dead, Undeath, Afterlife
Kozah	CE	Storms, Water, Fire, Destruction, Chaos, Evil, Hatred, Ocean	Longsword	Storms, Chaos, Random Destruction
Moander	CE	Chaos, Evil, Corruption, Destruction, Suffering, Slime	Unarmed Strike	Rot, Corruption, Degeneration, Sloth, Ooze
Mystryl	N	Magic, Knowledge, Spell, Rune, Charm, Nobility, Illusion, Portal	Shuriken	Magic, Weave, Knowledge, Love
Selune	NG	Good, Lycanthropes, Charm, Healing, Community, Darkness, Travel, Moon	Mace (Any)	Travel, Shapeshifters, Love, Family, Night
Shar	NE	Cavern, Evil, Darkness, Suffering, Rune, Retribution	Chakram	Darkness, Secrets, Loss, Pain, Betrayal, Underdark
Tyche	CN	Luck, Chaos, Charm, Trickery, Travel, Fate, Protection	Dagger	Luck, Trickery, Adventurers

Spells: Clerics are spontaneous casters. They gain the spells per day and spells known as a favored soul. Their spellcasting ability is still reliant on Wisdom for spells per day, bonus spells, DC and maximum spell level.

Domain Spells Known: Clerics add their domain spells as part of their spells known list. This does not increase their number of spells per day.

Druid

Follows the druid entry in the Player's Handbook except as follows:

Spells: Druids are spontaneous casters. They gain the spells per day and spells known as a favored soul. Their spellcasting ability is still reliant on Wisdom for spells per day, bonus spells, DC and maximum spell level.

Turn Elemental: At level 1, the druid gains the ability to turn or destroy elementals (Not elemental creatures, only elementals) as a cleric can turn or destroy undead. The druid can also choose to rebuke or command the elementals with this ability. This ability functions regardless of alignment. The Extra Turning feat can be taken by the druid to apply to this ability.

Wizard

This class does not exist.

Arcanist

Follows the sorcerer entry in the Player's Handbook except as follows:

Casting Specialization: At first level, an arcanist has to choose a specialization. The arcanist cannot multiclass between different specializations. Once a specialization has been chosen, it cannot be changed. An arcanist must give up one school (Cannot be divination) upon choosing a specialization.

Level	Mentalist, Variator, Inventive
1	Familiar, Spell Focus

2	Special Ability
3	
4	
5	Special Ability
6	
7	
8	Special Ability
9	
10	
11	Greater Spell Focus, Special Ability
12	
13	
14	Special Ability
15	
16	
17	Special Ability
18	
19	
20	Special Ability

Spell Focus: Gain as a bonus feat. It applies to the schools listed below. At level 11, They gain Greater Spell Focus as a bonus feat.

Mentalist: Spell Focus (Enchantment, Illusion)

Variator: Spell Focus (Transmutation, Evocation)

Inventive: Spell Focus (Conjuration)

Special Ability: Each time the character gains a special ability, he is to choose from the table below. No special ability can be chosen more than once unless stated otherwise. These abilities come into effect only when the character casts spells from the focused schools.

Applying a special ability to a spell is a free action. The caster takes 4 points of subdual damage, for every special ability applied to a spell. Different special abilities can be applied to the same spell.

Mentalist

Special Ability	Description
Additional Target	+1 additional target. Can be applied again to the same spell.
Irresistible	+1 DC. Can be applied again to the same spell.
Target Amnesia	Target forgets what happened during the duration of the spell.
Understandable	Spells are no longer language dependent.
Increase Range	+10 ft to range. Can be applied again to the same spell.
Manipulate Intelligence	Target suffers 1 point of intelligent damage. Can be applied again to the same spell. Increases the damage by +1.
Manipulate Wisdom	Target suffers 1 point of wisdom damage. Can be applied again to the same spell. Increases the damage by +1.
Manipulate Charisma	Target suffers 1 point of charisma damage. Can be applied again to the same spell. Increases the damage by +1.
Lingering Mentalism	Spell lasts 1 round longer than usual. Can be applied again to the same spell for +1 round duration.

Variator

Special Ability	Description
Energy Substitution (Fire)	Allows your spell to change its energy type and gain the respective descriptor.
Energy Substitution (Cold)	Allows your spell to change its energy type and gain the respective descriptor.
Energy Substitution (Electricity)	Allows your spell to change its energy type and gain the respective descriptor.
Energy Substitution (Sonic)	Allows your spell to change its energy type and gain the respective descriptor.
Energy Substitution (Acid)	Allows your spell to change its energy type and gain the respective descriptor.
Energy Substitution (Positive)	Allows your spell to change its energy type and gain the respective descriptor.
Energy Substitution (Negative)	Allows your spell to change its energy type and gain the respective descriptor.
Mixed Substitution	Allows you to change half of your spell damage to another energy type.
Increase Range	+10 ft to range. Can be applied again to the same spell.
Increase Area	+5 ft radius to area. Can be applied again to the same spell.
Change Shape (Cone)	Allows you to cast a non-cone shaped spell as a cone. Base length 15 ft.
Change Shape (Burst)	Allows you to cast a non-burst shaped spell as a burst. Base radius 15 ft.
Change Shape (Line)	Allows you to cast a non-line shaped spell as a line. Base length 30 ft.

Inventive

Special Ability	Description
Extend Summoning/Calling	+2 rounds to duration. Can be applied again to the same spell.

Improved Summoning	+1 to Str and Dex scores. Can be applied again to the same spell. Does not stack with <u>Augment Summing</u> feat.
Improved Creation	+20 lbs worth of materials created. Can be applied again to the same spell.
Extra Summoning	Summons an additional creature of the same type as your target creature, but has only half Hit dice. Can be applied again to the same spell.
Inventive Genius	Grants 100 virtual experience points, to be used for item creation purposes only. This ability does not affect spells. This ability can be applied again to the same spell, its effects do not stack. Each time it is taken, this ability replenishes the experience pool to 100.
Fast Item Creation	Creating magic items take only 1 day per 1500gp. This ability does not affect spells.

Races

The races in ancient high netheril follows the entry in the Player's Handbook and Forgotten Realms Campaign Setting except as follows:

Most residents of the floating enclaves are human. Non-humans are viewed with suspicion and scorn. Most chose to live on the ground.

All characters start with 6 cantrips that can be used 6/day in any combination. These spells are spell-like abilities. Caster level is 1.

Mythallas

A Mythalla is an epic wondrous item that modifies magic over a large area. Mythallas contain a wide variety of spells that affects all within its boundaries. Some of the common powers are:

- 1) Float a city in mid-air.
- 2) Prevent people from teleporting in.
- 3) Allows the Arcanists the use of their special abilities. Arcanists who leave the boundaries are stripped of their special abilities until they reenter.
- 4) Allows anyone born within its boundaries to gain 6 cantrips as spell-like abilities to be used 6/day in any combination. These spell-like abilities follow the character even outside the boundaries of the Mythalla.
- 5) Reduces experience cost of crafting magical items by half. Items brought out of its boundaries lose their magical properties.
- 6) Reduces Spellcraft DCs for casting epic spells by half.
- 7) Stabilizes the Weave inside its boundaries.

Magic

In the age of high netheril, the Weave is rawer than the Weave at the modern times.

Any spell cast outside the mythalla has a 5% chance of misfiring. If misfired, roll for mishap on the table for the Rod of Wonder.