

## Black Mage

In days long past, there existed an occult and arcane art known as black magic—a potent magic of pure destructive force born forth by a sorceress of unparalleled power. Those who learned to wield this instrument of ruin came to be called black mages, out of both fear and respect for their gift. Yet great power served to corrupt the judgment of mortal man, and so he unknowingly set out upon the path of ruin. Adventurers who take the black will become agents of devastation, capable of annihilating those who oppose them through little more than the force of their will.

**Role:** The black mage is often in a position to determine whatever role they choose. As a master of spellcasting, a black mage may fulfill many roles for the party in attack, defense or utility. Black mages usually have a high opinion of themselves, and tend to look down on other classes, though this is not always the case.

**Alignment:** Any

**Hit Die:** d6

**Starting Wealth:**  $2d6 \times 10$  gil (average 70 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

### Class Skills

The black mage's class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), and Spellcraft (Int).

**Skill Ranks per Level:** 4 + Int modifier.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	MP	Spell Level
1 <sup>st</sup>	+0	+0	+0	+2	Black Magery, Spell Proficiency, Cantrips, Limit Breaks	1	1 <sup>st</sup>
2 <sup>nd</sup>	+1	+0	+0	+3	Elemental Shield 2, Mage Talent	2	1 <sup>st</sup>
3 <sup>rd</sup>	+1	+1	+1	+3	Dark Affliction, Focused Caster	3	2 <sup>nd</sup>
4 <sup>th</sup>	+2	+1	+1	+4	Elemental Shield 4, Elemental Seal (1/day), Mage Talent	5	2 <sup>nd</sup>
5 <sup>th</sup>	+2	+1	+1	+4	Clear Mind I, Black Magery, Metamagic Enhancement	8	3 <sup>rd</sup>
6 <sup>th</sup>	+3	+2	+2	+5	Elemental Shield 6, Innate spell, Mage Talent	11	3 <sup>rd</sup>
7 <sup>th</sup>	+3	+2	+2	+5	Arcane Knowledge	15	4 <sup>th</sup>
8 <sup>th</sup>	+4	+2	+2	+6	Elemental Shield 8, Elemental Seal (2/day), Mage Talent	20	4 <sup>th</sup>
9 <sup>th</sup>	+4	+3	+3	+6	Black Magery, Innate spell	26	5 <sup>th</sup>
10 <sup>th</sup>	+5	+3	+3	+7	Clear Mind II, Elemental Shield 10, Doublecast (1/day), Mage Talent	32	5 <sup>th</sup>
11 <sup>th</sup>	+5	+3	+3	+7	Loremaster, Metamagic Enhancement	39	6 <sup>th</sup>
12 <sup>th</sup>	+6/+1	+4	+4	+8	Elemental Shield 12, Elemental Seal (3/day), Innate spell, Advanced Mage Talent	47	6 <sup>th</sup>
13 <sup>th</sup>	+6/+1	+4	+4	+8	Black Magery, Selective Targets	56	7 <sup>th</sup>
14 <sup>th</sup>	+7/+2	+4	+4	+9	Elemental Shield 14, Advanced Mage Talent	65	7 <sup>th</sup>
15 <sup>th</sup>	+7/+2	+5	+5	+9	Clear Mind III, Innate spell, Sudden Metamagic, Doublecast (2/day)	75	8 <sup>th</sup>

16 <sup>th</sup>	+8/+3	+5	+5	+10	Elemental Shield 16, Elemental Seal (4/day), Advanced Mage Talent	86	8 <sup>th</sup>
17 <sup>th</sup>	+8/+3	+5	+5	+10	Black Magery, Bypass Spell Resistance, Metamagic Enhancement	98	9 <sup>th</sup>
18 <sup>th</sup>	+9/+4	+6	+6	+11	Elemental Shield 18, 1 MP Spell (3/day), Innate spell, Advanced Mage Talent	110	9 <sup>th</sup>
19 <sup>th</sup>	+9/+4	+6	+6	+11	Shaped Area	122	9 <sup>th</sup>
20 <sup>th</sup>	+10/+5	+6	+6	+12	Clear Mind IV, Elemental Shield 20, Black Wizard, Doublecast (3/day), Elemental Seal (5/day), Advanced Mage Talent	135	9 <sup>th</sup>

## Class Features

All of the following are class features of the black mage.

**Weapon and Armor Proficiency:** Black Mages are proficient with the dagger, sling, power rod, power staff, and quarterstaff, but not with any type of armor or shield. Heavier armor interferes with a black mage's movements, which can cause his spells with somatic components to fail.

**Limit Breaks (Su):** At 1st level, the black mage receives the Limit Breaks (Mana Wall and Ultima Weapons).

*Mana Wall (Su):* This Limit Break shields the black mage from damage by using his MP pool at a rate of 5 damage per magic point. This Limit Break lasts for a duration of 1 round + 1 round per four black mage levels after 1st and the black mage has no control over it. If the black mage is out of MP, the Limit Break ends prematurely and the black mage takes damage as normal. This limit break requires only a swift action.

*Ultima Weapons (Su):* This Limit Break allows the black mage to infuse all his allies and himself with magic to increase their destructive might. For himself, and allies in a 30-ft radius, for a duration of 1 round + 1 round per four black mage levels after 1st, all wielded natural, unarmed, and manufactured weapons are treated as magical and deal an additional 1d4 non-elemental damage + 1d4 per four black mage levels after 1st. This limit break requires only a swift action.

**Spells:** A black mage casts black magic spells which are drawn the black mage spell list. A black mage begins play with 3 1st level black mage spells of his choice. The black mage also selects a number of additional 1st-level spells equal to his Intelligence modifier to add to his list of spells. Each time a character attains a new black mage level, he gains two spells of his choice to add to his list of spells. The two free spells must be of spell levels he can cast. Like most mages, a black mage can find or purchase scrolls with spells to add to his repertoire.

To learn or cast a spell, the black mage must have an Intelligence score equal to at least 10 + the spell level (Int 11 for 1st-level spells, Int 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a black mage's spell is 10 + the spell level + the black mage's Intelligence modifier. In addition, a black mage gains additional MP for having a high attribute (Intelligence).

**Black Magery (Ex):** At 1st level and every four black mage levels thereafter, a black mage increases his power with his spells of 1st level or higher. This ability applies only to spells that he casts as a black mage, not to those he might have by virtue of levels in another class. At each such opportunity, he can choose from the list of the following (with a maximum of 2 per):

- *Elemental Mastery:* This increases the black mage's caster level by 1 for all spells with an elemental descriptor.

- *Increased Damage*: This increases any damage spell the black mage casts by 1 extra die of the appropriate type. This allows you to overcome any damage cap a spell might restrict you to. Only applies once per casting, such spells with multiple attacks (such as Ruin) only applies to 1 missile.
- *Spell Mastery*: This increases the DC for all of the black mage's spells by 1.
- *Spell Penetration*: This increases the black mage's caster level checks by 1 made to overcome a creature's spell resistance. This stacks with the Spell Penetration feat.

**Spell Proficiency (Ex)**: Black mages are considered to have the Precise Shot feat while casting spells, using class features that require ranged touch or using any magical items that require ranged touch.

**Cantrips**: Black mages learn a number of cantrips, or 0-level spells. These spells are cast like any other spell, but they do not consume MP and may be used again. Black mages begin with 4 0-level spells and gain an additional 0-level spell every three levels after 1st level.

**Elemental Shield (Su)**: At 2nd level, a black mage can use his knowledge of the elements and shield allies for a brief duration. As an immediate action, a black mage can shield himself and allies within 30 feet from elemental damage, gaining Elemental Resistance 2 to all elements (earth, fire, ice, lightning, water, and wind) until the start of the black mage's next turn plus an additional 2 per two black mage levels after 2nd. A black mage may use elemental shield a number of times per day equal to 3 + his Intelligence modifier (minimum of 1).

**Mage Talents (Ex or Su)**: As a black mage gains experience, he learns a number of talents that assist him in manipulating spells and other forms of magic. At 2nd level and every two levels thereafter, a black mage gains one mage talent. A black mage cannot select an individual talent more than once. Talents marked with an asterisk add effects to a black mage's spellcasting ability. Only one of these talents can be applied to an individual spell and the decision must be made before the spell is cast.

*Arcane Builder (Ex)*: The black mage has an exceptional understanding of the theory behind creating magical items. He can select one type of magic item (potions, wondrous items, and so on); he creates items of this type 25% faster than normal, and gains a +4 bonus on Spellcraft checks (or other checks, as appropriate) to craft items of this type. He may select this talent multiple times; its effects do not stack. Each time he selects this talent, it applies to a different type of magic item.

*Arcane Fighter (Ex)*: The black mage's levels stack with any fighter levels he possesses for the purposes of meeting the prerequisites for feats that specifically select his spells, such as Weapon Specialization (ray). The black mage treats his spells as weapons for the purposes of taking feats like Improved Critical, or using feats like Arcane Strike.

*Arcane Pool (Su)*: The black mage gains an arcane pool, as if he was a red mage of the same level as his black mage level. The black mage does not naturally gain any ruby arcana, but may select extra ruby arcana feat. The black mage treats his black mage level as his red mage level for all ruby arcana, and must meet their prerequisites. The black mage does not gain any other red mage class feature (such as spell combat, spellstrike, or spell recall), and cannot select ruby arcana that affect or depend on these abilities. **Prerequisite**: Must not possess an Arcane Pool to select this talent.

*Creative Destruction (Su)\**: The black mage has learned how to use destructive energy to empower himself. When he casts an elemental spell that deals damage, he gains a number of temporary hit points equal to the total number of dice used to determine the damage caused by the spell. Temporary hit points gained from this talent do not stack and disappear after 1 hour.

*Dazzling Spell (Su)\**: As a free action, the black mage adds an element of bright energy to a spell he is casting. Only spells with a casting time of 1 standard action that allow a saving throw may be augmented in this

way. Any target that fails its save against the spell is dazzled for 1 round per level of the spell. The black mage may use this ability a number of times per day equal to 3 + his Intelligence modifier.

*Defensive Feedback (Su)\*:* Rather than dissipate damaging energy, the black mage can redirect some of it back to its source. When an enhancing spell the black mage casts prevents damage (with damage reduction or energy resistance), if the attacking creature is within 30 feet of the protected creature, the foe takes 1d6 points of damage for every 10 points of damage prevented.

*Empowered Magic (Su):* The black mage can cast one spell per day as if it were modified by the Empower Spell feat. This does not increase the MP cost or the level of the spell.

*Extended Magic (Su):* The black mage can cast one spell per day as if it were modified by the Extended Spell feat. This does not increase the MP cost or the level of the spell.

*Familiar (Ex):* The black mage forms a powerful bond with a familiar. A familiar is a magical pet that enhances the black mage's skills and senses and can aid him in magic. See this link for more information on familiars: <http://www.finalfantasyd20.com/magic/familiars/>

*Golem Constructor (Su):* The black mage has learned the art and craft of creating a single type of golem (such as stone golems or iron golems). When creating a golem of this type, he counts as having the Craft Wondrous Item, Craft Magic Arms and Armor, and Craft Construct feats. He must meet all other construction requirements for the golem as normal. He may select this talent multiple times. Each time he selects this talent, it applies to a different kind of golem. **Prerequisite:** A black mage must be at least 10th level to select this talent.

*Knowledge is Power (Ex):* The black mage's understanding of physical forces gives him power over them. He adds his Intelligence modifier on combat maneuver checks and to his CMD. He also adds his Intelligence modifier on Strength checks to break or lift objects.

*Mage Accuracy (Ex)\*:* When the black mage casts a spell with an area, as a free action he may exclude a number of targets equal to his Intelligence modifier that would normally be affected. The black mage must be able to see the target to exclude it. He may do this a number of times per day equal to 3 + his Intelligence modifier.

*Mage Training:* The black mage may select an item creation or metamagic feat. The black mage must still meet all prerequisites for a bonus feat, including caster level minimums. This talent may be taken more than once. Each time, a different feat must be selected.

*Reach Magic (Su):* The black mage can cast one spell per day as if it were modified by the Reach Spell feat. This does not increase the MP cost or the level of the spell.

*Ritual Lore (Ex):* The black mage is privy to the rituals of the occult. He gains Practiced Ritualist as a bonus feat without needing to meet the prerequisites. In addition, he can apply the benefits of the feat to Spellcraft checks in order to tap into leylines for a ritual.

*Silent Magic (Su):* The black mage can cast one spell per day as if it were modified by the Silent Spell feat. This does not increase the MP cost or the level of the spell.

*Spell Guard (Su)\*:* Whenever the black mage casts a spell with a casting time of 1 standard action, he may instead cast it as a full round action. The black mage channels some of the energy of the spell into a defensive shield around him, giving him a deflection bonus to his AC equal to the level of the spell being cast. This bonus lasts until the beginning of the black mage's next turn.

*Spell Lore (Ex)*: The black mage adds his level to all Spellcraft checks made to identify a spell being cast. (This is most often useful when attempting to counterspell.)

*Spell Restraint (Ex)\**: Whenever the black mage cast a spell with an area described as a radius, he may decide to make the radius smaller. He may reduce the radius down by any number of 5-foot increments, to a minimum of a 5-foot-radius.

*Spell Sage (Ex)*: When the black mage attempts a Use Magic Device check to cast a spell from a materia, he gains a +4 competence bonus to the check.

*Still Magic (Su)*: The black mage can cast one spell per day as if it were modified by the Still Spell feat. This does not increase the MP cost or the level of the spell.

*Surecast (Su)*: The black mage exercises caution when in danger, casting his spells with more care. While in a threatened square, he may choose to spend a full-round action to cast a spell, with a casting time of standard action or less. Doing so allows him to cast the spell without needing to cast defensively. **Prerequisite:** The black mage must have the Combat Casting feat to select this talent.

**Dark Affliction (Su)**: At 3rd level, when the black mage casts any black magic enfeebling spells, the target of said spell takes a penalty to saving throws against any further of the same status effect equal to the spell level of the spell for any similar subsequent effects or spells for 1 round, even from effects or spells made by allies. This effect does not stack with itself..

**Focused Caster (Ex)**: Beginning at 3rd level, a black mage may roll twice on any concentration check and take the higher result.

**Elemental Seal (Ex)**: Beginning at 4th level, a black mage can increase the potency of his next elemental spell as a swift action, so long as the casting time of the spell is 1 standard action or less. The next elemental spell the black mage casts deals half again as much damage as normal and any elemental resistance the target(s) of this spell has is lessened by half as well. He can use this ability once per day and every four levels thereafter, he gains an additional use. The use of this ability cannot be used with metamagic feats.

**Clear Mind (Ex)**: At 5th level, a black mage can regain his MP quicker. The black mage must be relaxed and must be free from overt distractions, such as combat raging nearby or other loud noises. For example, he could be riding in the back of a carriage and benefit from this ability. The black mage does not gain this recovery if he is asleep or unconscious. The black mage regains 1 MP per hour. This increases by 1 for every five black mage levels after 5th.

**Metamagic Enhancement (Su)**: A black mage is a master at manipulating magical forces. At 5th level, as a move action, he reduces the cost of any metamagic feat known by one MP less than standard. For example, a 5th level black mage casts a spell with the Empower feat for 1 extra MP cost higher than the original spell. The metamagic enhancement can only be applied to one enhancement per spell. This ability does not affect the Heighten Spell feat. At 11th level and 17th level, the adjusted MP cost is reduced one additional MP. The adjusted enhancement can never reduce the base spell below its original level. A black mage may use this ability up to 3 times per day.

**Arcane Knowledge (Ex)**: Beginning at 7th level, a black mage adds half his class level (minimum 1) to all Knowledge skill checks.

**Innate Spells (Sp)**: As the black mage's mastery of magic grows deeper, he learns to cast a small number of spells without spending magic points. Beginning at 6th level, a black mage may select one 1st-level black magic spell he knows and is able to cast. He may now cast this spell once per day as a spell-like ability without need-

ing to spend MP. The caster level for this spell is equal to the black mage's caster level. At 9th level and every three levels thereafter (12th, 15th, and 18th level), the black mage may select an additional spell which he can cast once per day as a spell-like ability. The maximum spell level which can be chosen at each of these intervals is indicated on the table below.

Level	Maximum Spell Level
6th	1st
9th	2nd or lower
12th	3rd or lower
15th	4th or lower
18th	5th or lower

**Doublecast (Su):** At 10th level, a black mage can cast two spells using one standard action. Both of the spells must have the same standard action casting time. The black mage can make any decisions concerning the spells independently of each other. Any target affected by both of the spells takes a -4 penalty on saves made against each spell. A black mage receives a +4 bonus on caster level checks made to overcome spell resistance with these two spells. The black mage may use this ability once per day at 10th level and one additional time per day at 15th and 20th level.

**Loremaster (Ex):** At 11th level, the black mage becomes a master of lore and can take 10 on any Knowledge skill check that he has ranks in. A black mage can choose not to take 10 and can instead roll normally. In addition, once per day, the black mage can take 20 on any Knowledge skill check as a standard action.

**Advanced Mage Talents (Ex or Su):** At 12th, and every two levels thereafter, a black mage learns further talents to assist him in manipulating spells and other forms of magic. He may choose one of the following advanced mage talents in place of a mage talent. Talents marked with an asterisk add effects to a black mage's spellcasting ability. Only one of these talents can be applied to an individual spell and the decision must be made before the spell is cast.

*Augment Spell (Ex)\*:* Any spell the black mage knows that has a variable that increases by caster level which has a maximum, that maximum is increased by the equivalent of one additional caster level. Thus, a black mage with this talent deals a maximum of 1d6+6 fire damage with fire, and deals a maximum of 11d6 fire damage with *fira*.

*Energetic Recharge (Su):* Once per day, as an immediate action, when the black mage would take damage from earth, fire, ice, lightning, water, or wind damage, he can convert the damage into MP, at a rate of 1 MP per 10 damage. He suffers none of the converted damage, but may not gain more than half his caster level in MP. For example, if a 14th level black mage suffers 80 points of ice damage, he may convert up to 70 points of that damage into 7 MP. He takes the remaining 10 points of ice damage as normal.

*Immortality (Ex):* The black mage discovers a cure for aging, and from this point forward, he takes no penalty to his physical ability scores from advanced age. If he is already taking such penalties, they are removed at this time. **Prerequisite:** He must be at least a 20th-level black mage to select this talent.

*Mage Counter (Su)\*:* When the black mage uses *dispel* to counterspell, he gains a +4 competence bonus to his *dispel* check. **Prerequisite:** A black mage must know *dispel* spell to select this talent.

*Mage Focus (Su)\*:* When the black mage casts a spell with an area, as a free action he may choose to focus the entire might of the spell on a single target. The spell's save DC is increased by +2, but only one target is affected by the spell. He may do this a number of times per day equal to 3 + his Intelligence modifier on a single target within that area.

*Maximized Magic (Su)*: The black mage can cast one spell per day as if it were modified by the Maximize Spell feat. This does not increase the MP cost or the level of the spell.

*Quickened Magic (Su)*: The black mage can cast one spell per day as if it were modified by the Quicken Spell feat. This does not increase the MP cost or the level of the spell.

*Spell Diligence (Su)\**: As a free action, the black mage may focus all his attention on casting a single spell. Only spells with a casting time of 1 standard action and a range of personal or touch may be cast in this way. The black mage adds his level to any concentration check made to cast a spell when using spell diligence. The black mage may use this ability a number of times per day equal to 3 + his Intelligence modifier.

*Staff-Like Wand (Ex)*: The black mage's research has unlocked a new power in conjunction with using a wand. Similar to using a magic staff, he uses his own Intelligence score and relevant feats to set the DC for saves against spells he casts from a wand, and he can use his caster level when activating the power of a wand if it's higher than the caster level of the wand. **Prerequisite:** He must have the Craft Staff feat to select this talent.

*Steal Spell (Su)*: The black mage can attempt to gain the benefit of a spell currently active on another creature. The black mage must successfully dispel the spell to be stolen, using the *dispel* spell. If the spell is lower level than the highest level spell the black mage could cast, has a duration greater than 1 round, and the black mage could theoretically have selected it as a spell known, the black mage gains the benefit of the spell. It lasts for a duration of one round per two black mage levels or until its original duration expires, whichever comes first. A black mage may attempt this a number of times per day equal to 3 + his Intelligence modifier.

*Transfer Spell (Ex)\**: The black mage can cast some spells with a range of "personal" and a target of "you" as if they had a range of "touch" and a target of "1 willing creature." Only spells that do not increase the target's attack bonus or armor class and have a duration longer than 1 round may be cast in this way. The black mage can only use this talent on spells with a spell level no greater than half of the highest level spell the black mage knows. The black mage may use this ability a total number of times per day equal to 3 + his Intelligence modifier.

*Twincast (Ex)\**: Once per day, the black mage may cast two spells as a standard action, but the combined MP cost cannot exceed his caster level. The two spells must have the same casting time and if they have a target, the targets for the spells may be different.

**Selective Targets (Su)**: At 13th level, the black mage may select up to one target per point of Intelligence bonus to exclude from any area-of-effect spell cast, or double the number of targets affected by a spell. In the first application, the targets are engulfed in the effect, but do not suffer any of the effects. This is a target-based exclusion; other opponents sharing the excluded target's space are still affected by the spell. In the second case, when a spell description specifies an effect of "one creature per level," the black mage may instead affect up to two creatures per level.

**Sudden Metamagic (Su)**: At 15th level, the black mage may apply any single metamagic feat that he knows to a 6th-level spell or lower that he is about to cast. This does not alter the level of the spell or the MP cost. The black mage can apply a metamagic feat in this way a number of times per day equal to his Intelligence modifier.

**Bypass Spell Resistance (Ex)**: At 17th level, the black mage's command of magic is such that he may unravel a creature's natural resistance to magic. A black mage may reduce a target's spell resistance by his black mage level, once per day per target. In addition, a black mage ignores energy resistance equal to half his caster level.

**1 MP Spell (Su)**: At 18th level, three times per day, as a free action, a black mage can reduce the cost of his next spell to 1 MP. This MP reduction is applied after any metamagic cost increases. Additional metamagic cannot be applied after this cost reduction.

**Shaped Area (Su):** At 19th level, a black mage can alter areas of effect for spells that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5 ft. cube. Furthermore, any shapeable spells have a minimum dimension of 5 ft. instead of 10 ft. He can use this ability a number of times per day equal to 3 + his Intelligence modifier.

**Black Wizard (Su):** At 20th level, a black mage becomes the pinnacle of black magic. The black mage gains the following abilities:

- Any enfeebling spells cast removes one beneficial spell of the highest level with a successful caster level check against the caster of the spell.
- Any elemental spells cast gains a circumstance bonus to damage rolls equal to the black mage's Intelligence modifier.
- Any attacks (including magical ranged touch spells) now deal an additional 1d6 points of shadow damage and grants a +5 circumstance bonus to attack rolls against any creature that the black mage misses on his next attack roll.