

Kismet's Red Wizard Prestige Class

The Red Wizards are masters of magic and manipulation – and, not coincidentally, they are the masters of Thay. It is not easy to control a slave state, nor is it easy to hold together one of the few evil countries on the face of Faerun, but the Red Wizards do those things and more with frightening efficiency. Despite such enemies as the Witches of Rashemen and the Simbul, the Red Wizards continue to induct new members into their exclusive ranks and to enrich their country (and themselves) beyond measure.

Hit Die: d4

Requirements

To qualify to become a Red Wizard, a character must fulfill all of the following criteria.

Spellcasting: Ability to cast 3rd level arcane spells.

Race: Human from Thay.

Skills: Knowledge (arcana) 8 ranks, Spellcraft 8 ranks [Pathfinder option, both at 5 ranks].

Alignment: Any nongood.

Feats: Must have a total of 3 metamagic or item creation feats.

Class Skills: The Red Wizard's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Intimidate (Cha), Knowledge (all) (Int), Listen (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis).

[Pathfinder option: Bluff (Cha), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (all) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).]

Skill Points at Each Level: 4 + Intelligence modifier [Pathfinder option, 2 + Intelligence modifier]

Class Features

Weapon and Armor Proficiency: Red Wizards gain no proficiency in any weapon or armor.

Spells Per Day: Red Wizards continue their magical studies at all costs. When a new Red Wizard level is acquired, it stacks with the character's original arcane class for the purpose of determining spells per day and caster level. The Red Wizard does not, however, gain any other benefit a character of that class would have gained.

If a Red Wizard had more than one arcane spellcasting class before they took the prestige class, they must decide to which class they add each level of Red Wizard for the purpose of determining spells per day.

Intelligent Manipulation: Red Wizards think their way around others. They may use Intelligence as the base ability for Bluff, Intimidate, and Sense Motive (instead of Charisma and Wisdom, respectively).

Scholarly: At every odd level, a Red Wizard gains three new spells instead of two.

Free Feat: Red Wizards excel in magical study. At 2nd, 4th, and 8th level, they may choose an item creation feat, metamagic feat, any general feat related to spellcasting (such as Improved Counterspell) or Spell Mastery. If they are evil, they may also choose from feats for evil spellcasters, provided they meet all prerequisites.

Creation Discount: Once a Red Wizard has proven themselves worthy, they are given greater access to the sect's resources for making magical items. They are able to create magic items at an additional 10% off the market price.

Circle Leader: A Red Wizard of 5th level has earned the privilege of leading a circle of magic, with as many as five participants.

Scribe Tattoo: A Red Wizard of 7th level is able to inscribe tattoos on novices, granting

them the Tattoo Focus feat and inducting them into his circle. For further tattoo-related magic, see the Forgotten Realms core rulebook (3.0) or Inkantations (Pathfinder).

Great Circle Leader: A Red Wizard of 10th level may be the leader of a circle of magic containing up to nine participants.

The Red Wizard

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	---Spells per Day---
1	+0	+0	+0	+2	Intelligent Manipulation, Scholarly	+1 level of wizard
2	+1	+0	+0	+3	Free Feat (see list)	+1 level of wizard
3	+1	+1	+1	+3	Creation Discount, Scholarly	+1 level of wizard
4	+2	+1	+1	+4	Free Feat (see list)	+1 level of wizard
5	+2	+1	+1	+4	Circle Leader, Scholarly	+1 level of wizard
6	+3	+2	+2	+5		+1 level of wizard
7	+3	+2	+2	+5	Scribe Tattoo, Scholarly	+1 level of wizard
8	+4	+2	+2	+6	Free Feat (see list)	+1 level of wizard
9	+4	+3	+3	+6	Scholarly	+1 level of wizard
10	+5	+3	+3	+7	Great Circle Leader	+1 level of wizard

Tattoo Focus [Special]

Prerequisite: 8 ranks in a Craft that allows for tattoo inscription, the ability to cast 3rd level arcane spells, and the *Create Magic Tattoo* spell

Region: Thay

Benefit: Tattoos scribed or enchanted by characters with this feat are resistant to *Erase* or any other methods to dispel them, gaining a +4 resistance bonus. Characters with this feat also gain a +2 competence bonus on all Craft rolls to scribe tattoos.

Special: Only those with the Tattoo Focus feat can participate in Red Wizard circle magic. With DM permission, when the character gains 13 or more ranks in a tattoo Craft they can attempt to create new tattoo effects (other than those listed under the *Create Magic Tattoo* spell).