



URMAGE

Laudenians make a very arrogant assertion that their people were the pioneers of the mage path. They gleaned the power of draconic from their deities. This legend alters depending on those telling. Other laudenians, as well as many other fey, claim Erufu or Oaken gave them the power of draconic words. Other stories deviate slightly, saying the elvish gods stole them from the dragons, or gave them to the dragons to give to the elves. Regardless, the laudenians always maintain that they received the words first and established the use of totems followed by all mages across the world both in the previous age and in the current one.

This fact is unfortunately correct. Despite the many claims by other races, laudenians did forge the first totems and their system of spellcasting spread to all the other cultures. They usually used staves. It wasn't until the damaskans picked up the technique, that there were any other styles of totems used. Within a few centuries, every fey species had mages, using every type of totem one could design.

But the laudenians always claimed they started it and still carry the truest form of the craft. The oldest and the elite casters of the laudenians are their order of Urmages. The Urmages avoid combat whenever possible. They abhor direct bloodshed and hate getting their cloaks dirty. They prefer distance, not offering a target if it can be avoided. They rain fire from a safe observation point, avoiding armor and weapons and anything else against the pure form of spell casters.

Hit Dice: d4

REQUIREMENTS

To qualify to become an urmage, a character must meet all of the following criteria.

Spells: Ability to cast 3rd level arcane spells. Must be able to cast Dispel Magic.

Skills: Spellcraft 8 ranks, Knowledge (Arcana) 8 ranks

Feats: Spell Focus (Any one school), Skill Focus (Spell-craft), Improved Counterspell.

Origin: Must be laudenian.

Totem: Must select staff.

CLASS SKILLS

The urmage's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the laudenian urmage prestige class.

Armor and Weapon Proficiencies: The urmage cannot use any urmage class features while wearing any armor.

Spells per Day/Spells Known: When a new urmage level is gained, the character gains new spells per day as if he had also gained a level in the previous arcane spellcasting class in which he could cast 3rd-level spells before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained.

Superiority (Ex): At 1st level, the urmage adds his Int bonus to dispel checks, up to a maximum of his urmage class level.

Table: The Urmage

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spell Progression
1st	+0	+0	+0	+2	Superiority	+1 level of existing class
2nd	+1	+0	+0	+3	Dispel of Opportunity	+1 level of existing class
3rd	+1	+1	+1	+3		+1 level of existing class
4th	+2	+1	+1	+4	Grounding	+1 level of existing class
5th	+2	+1	+1	+4	Dispel of Opportunity	+1 level of existing class
6th	+3	+2	+2	+5		+1 level of existing class
7th	+3	+2	+2	+5	Seize Magic	+1 level of existing class
8th	+4	+2	+2	+6	Dispel of Opportunity	+1 level of existing class
9th	+4	+3	+3	+6		+1 level of existing class
10th	+5	+3	+3	+7	Unmaking	+1 level of existing class

Dispel of Opportunity (Su): An urmage of 2nd level may lose a prepared spell of 3rd level or greater to immediately cast Dispel Magic to counterspell another spellcaster's spell. This happens as if the urmage had a prepared action to counterspell. The urmage must know Dispel Magic to be able to cast it in this manner. This counts as the urmage's next turn's actions. He is already considered to have acted once his turn comes around. Once the urmage learns Greater Dispel Magic, he can lose a spell of 6th level to use Greater Dispel for the check. At tenth level, he can use Unmaking for this ability as well. This counts as a use of Unmaking if he does. The urmage can use this ability 1/day at 2nd level, 2/day at 5th level, and 3/day at 8th level.

Grounding (Su): An urmage at 4th level can choose to take a -10 penalty on a targeted dispel check. If the check succeeds, the highest-level spell that is dispelled is also grounded out. The subject of the targeted dispel suffers 1d6 points of damage per spell level of the dispelled spell.

Seize Magic (Su): Once per day when countering a spell as it is cast with Dispel Magic or Greater Dispel, the urmage can take a -10 to the dispel check to seize the spell. When the urmage seizes the spell, it is not dispelled. The urmage takes control of it. The save DC and damage are as

from the original caster. All selectable parameters of the spell such as target and shape are chosen by the urmage. The urmage is treated as the caster for all other intents and purposes.

Unmaking (Sp): At 10th level, the urmage is able to unravel the magical power of a target. The range is 100 ft. + 10ft/ urmage level. Unmaking requires a dispel check like Dispel Magic, but there is no maximum caster level. Unmaking can be used two ways.

Counterspell: If targeted to be used as a counterspell, it counters the spell being cast and stops all spellcasting or spell-like abilities from being used by the target for 1d4 rounds.

Target: If directed at a target, Unmaking immediately strips all magic spells and spell-like effects from the target. This applies to positive and negative effects. It also suppresses magic items, spell casting, and spell-like abilities on the target for 1d4 rounds.

Item: If used against a specific unattended item (not carried by someone) via touch, Unmaking suppresses all trace of magic for 2d6 days and the urmage makes a caster level check. The level check is the % chance that the item is suppressed for 2d6 years.