

Prestige Class, adapted from *The Seven Sisters*.
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The Chosen of Mystra

Of all the mortal creatures that exist in Faerun, none instills a greater sense of awe than those known as the Chosen of Mystra.

The chosen prestige class is not one that a character can choose to pursue, the character herself is chosen. This prestige class is only granted to a handful of good hearted, strong spirited adventurers who serve Mystra in a very special and demanding manner.

Hit Die: d6.

Requirements

To qualify as a potential candidate for wielding the full power of Mystra, a character must fulfill all of the following criteria.

Abilities: Wisdom 13+, Constitution 15+

Spellcasting: Ability to cast 3rd level spells

Special: The Touch of Mystra

Class Skills

The Chosen's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Knowledge (all skills taken individually) (Int), Read Lips (Int), Ride (Dex), Scry (Int), Search (Int), Sense Motive (Wis), Speak Language, Spellcraft (Int), Spot (Wis), Use Magic Device (Cha). See Chapter 4: Skills in the *Players Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier

Class Features

All of the following are class features of the chosen prestige class.

Weapon and Armor Proficiency: A chosen of Mystra is proficient with all simple and martial weapons, light armor, medium armor, and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets, and Tumble.

Spells per Day: A spellcaster chosen continues to train in magic as a member of the preferred spellcasting class previously obtained,

gaining new spells as if having advanced a level in the preferred spellcasting class.

Signature Spells: A spellcaster chosen also has the benefit of gaining one additional spell of choice for each castable level. This spell requires no components and is cast by silent will alone. It returns without study 24 hours after use. This spell is cast using the chosen's character level. When the chosen's casting level would allow access to 9th level spells, she gains the ability to cast the 9th level spell "Laeral's Crowning Touch" as another bonus spell per day (in addition to her 9th level signature spell).

The Touch of Mystra: The Touch of Mystra provides the chosen with control over the Silver fire of Mystra's essence. The presence of the silver fire is the main source of the chosen's power. If at any time a chosen falls out of favor with Mystra, the chosen loses her power over the silver fire, and with it, all of her granted powers.

Con Bonus: As the Silver Fire grows within the Chosen, her body begins to change and grow stronger. For each level gained as a chosen, the character adds a +1 to her constitution score (to a maximum of +10). This bonus remains so long as the light of the silver fire continues to grow within.

Immortal Fire: Age continues to have an effect, but the body (now supported by the silver fire) does not wear out. The chosen's rate of aging slows down, allowing her to age twice the amount indicated by race before suffering the physical effects of aging. The chosen does, however, continue to experience the aging increases to Intelligence, Wisdom, and Charisma as normally indicated by the effects of aging chart in the *Players Handbook*. The physical appearance of the chosen stops changing after reaching the venerable stage of life. In addition to the given rate of aging listed in the *Players Handbook*, the chosen continues to receive a bonus +1 ability score change to Intelligence, Wisdom, and Charisma for each period of difference in age between venerable and maximum age. See Chapter 6: Description of the *Players Handbook* for the effects of age. (Example: A human is considered venerable at 70 years of age. The maximum age for a human is 110 years. For every period of difference [40 years], the chosen gains an additional +1 ability score change for the listed abilities. The Chosen would actually be venerable at 140 years for the effects of physical aging, but would still gain this bonus every 40 years). See Table 1-2: Effects of aging on the chosen, below for questions.

Table 1-2: Effects of aging on the chosen

Age Category	Physical Age (Str, Dex, Con)	Mental Age (Int, Wis, Cha)
Middle Age	Base * 2	Base
Old	Base * 2	Base
Venerable	Base * 2	Base
Immortal	None	Venerable + max

Bonus to Saves vs. Disintegration Magics: A chosen has the supernatural ability to reduce or even shrug off the effects of disintegration based spells. This bonus extends to all items worn or carried by the chosen. See table 1-1 below.

Bonus to Saves vs. Spells and Spell like effects: A chosen has a high degree of resistance to all spells or spell-like effects used against her. This supernatural ability is a result of the presence of silver fire within the chosen. This bonus extends to all items worn or carried by the chosen. See table 1-1 below.

Silver Warmth: The chosen can wrap herself in the warm embrace of the silver fire. This ability provides her with a normal body temperature, protecting her from any condition created by the effects of cold weather. She also has the power to gain back any damage caused by cold-based attacks at a rate of 1hp/10 minutes. This is in addition to her normal regenerative abilities. When cloaked in this silver warmth, she gains a +2 to saves vs. cold-based attacks and reduces any cold damage sustained by 1 point/die. This power can be used at any time for any duration, but cannot be used in conjunction with Silver Mind or Silver Breath.

Silver Mind: The bright blaze of the silver fire within the mind of the chosen allows her to block the effects of divination magics used against her mind (ESP, know alignment, detect lie, etc). This power can be used at any time for any duration, but cannot be used in conjunction with Silver Warmth or Silver Breath

Silver Breath: With the silver fire, comes a breath of life. The chosen can use the silver fire as an alternative to normal breathing. This power protects the chosen from gas based attacks, drowning effects, or any other time during which the ability to breath would be impacted. This power can be used at any time for any duration, but cannot be used in conjunction with Silver Warmth or Silver Mind.

Detect Magic: The chosen can read the outline of magic in relation to any magical item or device as if casting the spell *detect magic*. The range for this power is identified in table 1-1: Powers of the Chosen. This ability is a kind of second sight

operating at all times. This second sight allows them to see magical auras in much the same way a spellcaster does when casting the spell Detect Magic.

Spell Immunity: At each level above first, the chosen may choose one spell of the level indicated in table 1-1: Powers of the Chosen, to which she is completely immune. This power is always in effect and completely protects the chosen from the spell named, as well as similar spell-like abilities or minor modifications to the named spell. This choice cannot be unmade. This power extends to all items worn or carried by the chosen.

Accelerated Healing and Regeneration: The silver fire heals the chosen of all physical damage in a very special way. Chosen heal faster than most normal folk of their kind and begin to slowly regenerate at 4th level. This ability to regenerate is in addition to the Accelerated Healing. Internal damage and limb replacement periods are also listed in table 1-1: Powers of the Chosen (for all but the head).

Utterance of Name: The chosen gains the power to hear her personal rune chanted or name spoken (including nicknames and titles) anywhere on Toril. She also hears the next 9 words uttered, no matter how long it takes for these 9 words to be said. This power is always in effect.

Sleepless Nights: The need to sleep slowly departs the chosen as she learns to use the silver fire as an alternate source of rest. The number of days indicated in table 1-1 provides the number of nights a chosen can go without sleep before suffering the effects of sleep deprivation (i.e., count the 4th night without sleep as the 1st night for a 3rd level Chosen).

Sustenance: As with the ability to use the silver fire for rest, the chosen may also use the silver fire as an alternate source of physical nourishment. She no longer suffers penalties for lack of food or drink for up to the number of days indicated in table 1-1: Powers of the Chosen.

Immunity to Disease and Afflictions: The nature of the silver fire protects the chosen against all natural diseases and mortal afflictions.

Spellfire: This is the chosen's ability to call upon the silver fire as a magical weapon. Usable a number of times per day equal to the Chosen's level, this power provides the ability to unleash the silver fire as a beam of spellfire (under complete control of the wielder). This beam pierces all known materials and magic barriers. Its touch does magical damage to all beings (no save) and destroys all items that fail to save. Use of this

power requires an act of concentrated will and counts as a standard action.

Psionic and Magical Compulsion

Banishment: Silver fire can be released within the body of the chosen to banish all external psionic or magic mental compulsions. This power is usable once per day per level of the chosen. Use of this power requires an act of concentrated will and counts as a standard action

Mystra's Last Stand: Once per day, the chosen has the power to teleport to the last place the silver fire was called upon for any reason (not just her own silver fire, but that of any wielder).

Dispel Wild Magic Area: At this level, the chosen's beam of spellfire can instead be used as a cloud (cone shaped 5 feet wide at the base, 70 feet long, and 70 feet wide at the distant end). In this way, the cloud is used to permanently restore a wild magical area to normal magic. Mystra frowns

on the use of this ability and requires the Chosen to sacrifice a small portion of essence to use this power. The cost for its use is 1,000 XP's per 10 feet affected. This power is only usable once per week.

Mystra's Gift: The powers of the chosen represent a base ability to harness the raw magical nature of the silver fire. In addition to the powers of the fire, Mystra grants three special and personal powers to each of her chosen. These three spell-like powers duplicate the effect of any one single spell or measurable magical effect equal to or lower than 3rd, 5th, and 7th level spells, or spell like abilities (respectively). These personal powers are useable at will as a free action spell like ability. These powers are chosen by Mystra and usually directly reflect the personal individuality of the chosen receiving the gift.

Table 1-1, Powers of the Chosen.

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+2	+1	Con bonus +1, Immortal Fire, +1 save vs. Disintegration Magics, +1 save vs. Spells and Spell like effects, Silver Warmth
2	+2	+2	+3	+1	Con bonus +1, Accelerated Healing (Double normal healing rate), Detect Magic (touch), Spell Immunity (1 st)
3	+3	+3	+3	+1	Con bonus +1, Immunity to Disease, +2 save vs. Disintegration Magics, +1 save vs. Spells and Spell like effects, Utterance of Name, Sleepless Night (3 nights), Spell Immunity (2 nd)
4	+4	+4	+4	+2	Con bonus +1, Regeneration (1hp/hour, replacement 2-8 weeks), Detect Magic (10ft radius), Sleepless Night (5 nights), Sustenance (1 day), Silver Mind, Spell Immunity (3 rd), Spellfire (5ft wide by 10ft long, 2d4 damage)
5	+5	+5	+4	+2	Con bonus +1, Immunity to Afflictions, +2 save vs. Disintegration Magics, +1 save vs. Spells and Spell like effects, Sleepless Night (7 nights), Sustenance (2 days), Spell Immunity (4 th), Spellfire (5ft wide by 20ft long, 2d6 damage), Mystra's Gift (3 rd)
6	+6	+6	+5	+2	Con bonus +1, Regeneration (1hp/10 minutes, replacement 2-6 weeks), Detect Magic (30ft radius), Sleepless Night (10 nights) Sustenance (3 days), Spell Immunity (5 th), Spellfire (5ft wide by 30ft long, 2d8 damage)
7	+7	+7	+5	+3	Con bonus +1, +2 save vs. Disintegration Magics, +1 save vs. Spells and Spell like effects, Detect Magic (50ft radius), Sleepless Night (14 nights), Sustenance (4 days), Spell Immunity (6 th), Spellfire (5ft wide by 40ft long, 2d10 damage), Psionic Compulsion Banishment, Mystra's Gift (5 th)
8	+8	+8	+6	+3	Con bonus +1, Regeneration (1hp/minute, replacement 2-4 weeks), +2 save vs. Disintegration Magics, Detect Magic (70ft radius), Sleepless Night (1 month), Sustenance (5 days), Silver Breath, Spell Immunity (7 th), Spellfire (5ft wide by 50ft long, 2d12 damage)
9	+9	+9	+7	+4	Con bonus +1, +1 save vs. Spells and Spell like effects, Detect Magic (90ft radius or LOS, whichever is greater), Sleepless Night (1 year), Sustenance (6 days), Spell Immunity (8 th), Spellfire (5ft wide by 60ft long, 3d12 damage), Magical Compulsion Banishment, Mystra's Last Stand
10	+10	+10	+8	+5	Con bonus +1, Regeneration (1hp/round, replacement 2-8 days), Immunity to Disintegration Magics, No longer needs to sleep, Sustenance (7 days), Spell Immunity (9 th), Spellfire (5ft wide by 70ft long, 4d12 damage), Dispel Wild Magic Area, Mystra's Gift (7 th)

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