

The Delvar Invented by Mestoph

Class Level	Base Attack bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+0	+2	Elemental resistance, metaspells	+1 level of existing class
2 nd	+1	+0	+0	+3	Intensified summoning	+1 level of existing class
3 rd	+1	+1	+1	+3	Bonus feat	+1 level of existing class
4 th	+2	+1	+1	+4		+1 level of existing class
5 th	+2	+1	+1	+4	Elemental resistance	+1 level of existing class
6 th	+3	+2	+2	+5	Bonus feat	+1 level of existing class
7 th	+3	+2	+2	+5	Planar familiar	+1 level of existing class
8 th	+4	+2	+2	+6		+1 level of existing class
9 th	+4	+3	+3	+6	Bonus feat, elemental resistance	+1 level of existing class
10 th	+5	+3	+3	+7	Enact gate	+1 level of existing class

Wandering the Lands of Lurdanon, some mages believe in worlds beyond the material. They believe in both Heaven and Hell and the creatures that live there, but most of their attention is directed towards the blazing furies of Hell. The demonic denizens of these pits are, in the eyes of a Delvar, ideal servants: Their strength gives them competence, their magical nature augments them, and their submission to evil lets their mind be controlled more easily.

Delvar (both singular and plural) specialize in the art of conjuring forth demons or devils (collectively known as fiends) to do their bidding. Any spell that summons, controls, binds, or otherwise affects fiends is invaluable to a Delvar.

Sorcerers and wizards are almost the only ones to become Delvar as few other classes benefit from becoming a Delvar.

Clerics gain some benefit from the Delvar prestige class, while bards, paladins, and rangers gain almost none.

Delvar can only summon fiendish creatures and demons and devils, never celestial creatures or celestials.

Hit Die: d6

Requirements

To qualify to become a Delvar, a character must fulfill the following criteria.

Feats: Any two metamagic feats.

Spellcasting: Ability to cast three different calling- or summoning-type conjurations, one of which must be 3rd level or higher.

Spellcraft: 8 ranks.

Familiar: Ability to summon a familiar.

Class Skills

The Delvar's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Knowledge (fiends) (Int), Knowledge (planar) (Int), Scry (Int, exclusive skill), Spellcraft (Int). Use Magic Device (Cha, exclusive skill). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: A Delvar gains no proficiency in any weapons or armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Spells per Day: A Delvar continues her training in magic as well as the studies of Hell. Thus, when a new Delvar level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds the level of Delvar to the level of some other spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character has more than one spellcasting class before she became a Delvar, she must decide to which class she adds each level of Delvar for purposes of determining spells per day when she adds the new level.

Bonus Feat: Every three levels, a Delvar gains a bonus feat. This feat must be a metamagic feat.

Note: these feats are in addition to those granted to every character by level regardless of class (see Table 3-2: Experience and Level-Dependent Benefits). Feats granted by overall character level (as opposed to class level), and the starting bonus feat for human characters, need not be metamagic feats.

Elemental Resistance: The Delvar's workings with the environments of Hell are oftentimes hazardous as best. The Delvar thus develop an ability to shake off some of the dangers. At the levels 1st, 5th, and 9th, a Delvar gains 5 points of resistance to any one element (acid, cold, electricity, fire, or sonic). The same element can be chosen more than once, resulting in a stacked effect. This resistance is otherwise treated as Resistance to Energy (see Chapter 3: Running the Game in the *Dungeon Master's Guide* for more information).

Enact Gate: At 10th level, the Delvar can cast a *Gate* spell in addition to any other spells. This spell requires no somatic components, but can only be used for calling forth planar creatures (see Chapter 11: Spells for spell description). This is a spell-like ability.

Intensified Summoning: At 2nd level, the Delvar has attuned her spellcasting to calling forth creatures. All calling- and summoning-type conjurations cast by the Delvar are treated as if the Delvar was two levels higher. All summon monster spells would thus have an increase in both range and duration if cast by a Delvar. Furthermore, all creatures called forth or summoned by a Delvar gain a +4 enhancement bonus to their Constitution for the duration of the calling/summoning as a result of the fortified magic. Fortitude saves and hit points are increased accordingly.

Metaspells: Sorcerers that become Delvar need not prolong their casting times when using metamagic feats. This is a result of the Delvar's way of thinking and understanding of the workings of magic.

Planar Familiar: At 7th level and thereafter, the Delvar can choose to perform a ritual of summoning to call forth either an imp or a Quasit. Lawful Delvar gain an imp, while chaotic gain a Quasit. Neutral Delvar must choose either imp or quasit at the time of summoning. The new familiar adapts the alignment of the Delvar and is otherwise treated as the familiar of the Delvar (see the Sorcerer entry in Chapter 3: Classes in the *Player's Handbook* for more information on familiars).

Performing the ritual takes three days and uses up magical materials that costs no less than 1000 gp.