

SPELLSNIFFER (Goblin; Wizard)

The secrets of wizardry are difficult for the word-wary Goblins to access - but they are too crafty to let that be a problem. A few of them receive the doubtful honor of becoming Spellsniffers, wizards trained in the art of tasting and smelling arcane magics.

CLASS SKILLS

A Spellsniffer gains Perception as a class skill, but loses Linguistics.

This alters the Wizard's class skills.

SENSORIAL MAGIC (Su)

A Spellsniffer uses her Wisdom score rather than her Intelligence score to determine all class features and effects relating to her wizard class, such as bonus spells per day, the maximum spell level she can cast, the save DCs of her spells and abilities, and the number of daily uses of her abilities.

Rather than write spells into a spellbook to prepare or store them, the Spellsniffer uses materials to lather its pages with different substances. The Spellsniffer can taste these pages to prepare spells normally. Instead of copying spellbooks or scrolls to learn them, the Spellsniffer eats them and smells them and attempts to fully discern their taste and texture and learn the spell. This substitutes Spellcraft checks to learn spells to Perception checks.

SPELLSNIFF (Su)

A Spellsniffer can detect magic with his senses, rather than through knowledge. A Spellsniffer gains *scent* 30 ft. She may also smell magic, allowing her to use her scent as *detect magic* after three rounds of concentration or as *read magic*.

A Spellsniffer replaces all Spellcraft and Use Magic Device checks for Perception checks, but must be able to smell or lick what she identifies.

This replaces Cantrips.

SPECIAL EYES (Su)

The first rite a Spellsniffer must undertake is a branding of their eyes, through which they protect themselves from the perils of the written word. Doing so bestows clouds the vision of the Spellsniffer, forbidding them from seeing beyond 30 ft.

The branding has other drawbacks: the Spellsniffer finds it impossible to read or learn how to write, even with ranks placed into Linguistics. The Spellsniffer cannot read scrolls nor spellbooks of any kind because of this.

The Spellsniffer is also barred from casting spells dependant on the written word, such as glyphs, symbols, sigils or similar spells, and adds +10 to the DC to identify these spells.

At 5th level, the Spellsniffer gains an additional 30 ft. vision.

At 10th level, the Spellsniffer gains blindsense 30 ft.

At 15th level, the Spellsniffer gains blindsight 15 ft.

This replaces Scribe Scroll.

ELDRITCH TASTE (Su)

To activate a scroll, the Spellsniffer must eat it as a free action. If the Perception check is successful (as a Use Magic Device check), instead of casting the spell, the Spellsniffer may replace any prepared spells for the spell just eaten. This replacement lasts for as long as as the Spellsniffer desires, but the spell is lost next time the Spellsniffer prepares spells.

A Spellsniffer may use wands by biting a piece off of it, with a Perception check instead of a Use Magic Device check. This allows them to belch the

spell as if using the wand, but doing so consumes thrice the amount of charges. If the wand has less than 3 charges, the Spellsniffer may fully eat it to activate it anyway.