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SWORD & SORCERY

THE COMPLETE BOOK OF ELDRITCH MIGHT™

AN ARCANIC
SOURCEBOOK
by
MONTE COOK

THE COMPLETE BOOK OF ELDRITCH MIGHT

MALHAVOC PRESS





THE COMPLETE BOOK OF ELDRITCH MIGHT

An arcane sourcebook

BY MONTE COOK

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ADDITIONAL CREDITS

Editing and Production: Sue Weinlein Cook

v. 3.5 Updating Assistance: Mike Johnstone

Cover Illustration: Sam Wood

Interior Illustrations: Toren “MacBin” Atkinson, Talon Dunning, Brian LeBlanc, Eric Lofgren,
Stephen Shepherd, J. D. Sparks, Tyler Walpole, Sam Wood, and Kieran Yanner

Cartography: Rob Lee

Proofreading: Mark Ashton

Cover and Interior Page Design: Peter Whitley

For supplemental material, visit Monte Cook’s Website: <www.montecook.com>



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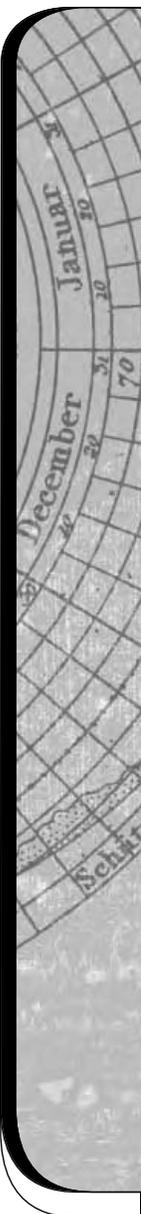
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The Story of Eldritch Might

'And thus my studies with The Book continued. I sent my companions on a fool's errand to a city ruled by vampires in order to keep them from disturbing me. I do not expect to hear from them for... quite some time. It has become clear that The Book holds secrets contained in no mortal mind for untold aeons. I found extensive sections on magical songs and locales and sentient spells, plus many other tantalizing entries. The Book offers me the power I have craved for so long! All the arcane might from all the wizards who have come before me is mine to command...'

—Malhavoc

Malhavoc was an arrogant bastard, but his ideas were interesting. Arcane spellcasters—arcanists—do possess the unique attributes to call power into themselves, serving only their own wishes. Of course, this led to the development of their not entirely undeserved reputation of evil, power-mad egoism.

Wizards, sorcerers, and bards are formidable characters who command great power. But power is only as great as the knowledge behind it. Much of the secret arcanist lore lies within the covers of a massive tome known as *The Book of Eldritch Might*. Frequently, snippets from this magical book are copied from it and disseminated as books of magic all their own. This particular volume holds many of the treasures found in those pages.

Malhavoc, a powerful wizard, is the only known mortal arcanist to have “possessed” *The Book of Eldritch Might* for any significant amount of time. This tome of magical knowledge surpasses most similar artifacts. Malhavoc said it was intelligent—an elder god of magic trapped within a simple item. In his “conversations” with The Book, he transcribed details of new areas of study, new spells, new magical items, and more. We are proud to present his work.

AUTHOR'S NOTE: ELDRITCH ORIGINS

I love magic. I love wizards and spells and magic items.

Small wonder, then, after more than a decade as a game designer, that the very first product I created when I had the chance to write whatever I wanted was a book on magic. *The Book of Eldritch Might* was written with no idea how it would be received—it was entirely a labor of love. The fact that it was extremely successful was just icing on the cake.

Only days after the book first appeared, people began asking me, will there be more? I hadn't really thought about a sequel, but I had no shortage of ideas for what could go into such a book, once I considered it. The material already existed, in fact, because so much of what appeared in these books showed up in my own personal campaign before I ever thought of publishing it. (I believe that, generally speaking, if you create something for an actual game session, rather than just to fill the pages of a book, you get much better material. If for no other reason, you saw a need for it in a real game, with real players.) *Book of Eldritch Might II: Songs and Souls of Power* also saw some real success, due in large part to the popularity of its variant core classes, the bard and the sorcerer.

Then came *Book of Eldritch Might III: The Nexus*. Again, it was no chore to come up with more material—much of it originated in my campaign—but I was a little tired of the format. I didn't want to publish just another book of spells and feats and whatnot without context. So I gave them specific locales. Each had a place to be used, and each place could slide easily into a campaign. It was fun to write some setting-style material again.

I've got to tell you, though, after three years, it's wonderful to see all of this information compiled into one book. This meaty tome offers so many new spells, feats, items, classes, and options for your game, it would take months of play to incorporate it all. But what a fun challenge it would be to try.

I hope you find that the material in this book adds the same excitement and fun to your campaign that it added to mine. I'd like to dedicate this book to the members of “Okay—Your Turn,” the Malhavoc Press and montecook.com message boards. You asked all the right questions, you provided feedback, you were always ready for new material, and you helped create and sustain a fun, friendly community for me to be a part of. And of course, you asked for this book.

Here it is.

Playtesters

Thanks to all the members of my regular gaming group for always being willing to playtest new concepts and rules for this book: Michele Carter, Andy Collins, Sue Cook, Bruce Cordell, Jesse Decker, Erik Mona, Chris Perkins, Jeff Quick, Sean Reynolds, and Keith Strohm.

My special gratitude goes to all those who took the time to respond with helpful playtest feedback: Carlos J. Lopez Acosta, Patryk Adamski, David Ainsworth, Matthew Arieta, Jérôme Beaulieu, Hugh Belmont, Artur Biesiadowski, Roger Burgess III, Roger Carbol, Bob Cooper, Brenda Copping, Philippe Daigneault, Joshua Deren, Donovan Dufault, Mylène Dumais, Matthew Frederick, Tjark Freese, Mark Galpin, Kelly Graham, Edmund Hack, Marc Hartstein, Rob Helton, Marc Hertogh, Chris Hows, John Iarocci, Jeff Johnston, Frauke Jürgensen, Matt Katch, Tilo Koester, Matt Locke, Joseph Lockett, Tom Lommel, Germán Martín, Marzy Marziano, Marie-France Matte, Bridget McAndrew, Ken McKinney, Chad McMinn, Sami Merila, M. Sean Molley, Brian A. Morgan Armstrong, Robert Mull, John Mowat, Doug Nelson, Susan Patrick, Matt Penniman, Nicholas Pevishan, Bobby Politte, Eric S. Polovich, Jacob Proffitt, John E. Raymond, Steve Rees, Oliver “Kae Yoss” Rietz, Bryan Ruther, Jason Saving, Hajo Schiewe, Del Shand, Nicolas Shand, Johnny P. Smith, Phil Sirvid, John Henry Stam, Bradd W. Szonye, Rasmus Nicolaj West, and Christian Yde.

About the Author

Monte Cook started working professionally in the game industry in 1988. In the employ of Iron Crown Enterprises, he worked on the *Rolemaster* and *Champions* games as an editor, developer, and designer. In 1994 he came to TSR as a game designer. As a senior game designer with *Wizards of the Coast*, he codisigned the 3rd Edition of *Dungeons & Dragons*, authored the *Dungeon Master's Guide*, and designed *Return to the Temple of Elemental Evil*, the d20 version of *Call of Cthulhu*, and *The Book of Vile Darkness*. For *WizKids* games he designed the *HeroClix* system of superhero combat. He created the best-selling *Monte Cook's Arcana Evolved* for *Malhavoc Press*.

A graduate of the *Clarion West* writer's workshop, Monte also has published short stories and two novels. In his spare time, he runs games, builds vast dioramas out of LEGO building bricks, and reads a lot of comics.

About the Illustrators

Toren "MacBin" Atkinson is known by night as the lead singer in the *Cthulhu rock* band, *The Darkest of the Hillside Thickets*, but by day he collects *Saturday morning* cartoons and is a voice-over actor. You've seen his work in d20 *Call of Cthulhu*, *Delta Green*, and the *Freeport* trilogy, as well as many *Malhavoc Press* titles. He is currently celebrating the release of his first published writing credit for the pulp sci-fi RPG *Spaceship Zero*.

Atlanta artist and graphic designer **Talon Dunning**, a survivor of *White Wolf's* intern program, is now the chief illustrator for their *Ravenloft* line as well as a regular in other *Sword & Sorcery* projects, including *Demon God's Fane* from *Malhavoc*. He's also worked for *West End Games*, *Wizards of the Coast*, *Eden Studios*, and *KenzerCo*.

Artist **Brian LeBlanc** uses his learn-as-you-go approach for each assignment, spawning new techniques from countless late-night work sessions, RPG and anime soundtracks playing in the background. Brian believes you've got to take responsibility for your own growth, with or without an art degree.

Eric Lofgren's early influences included comic book art, the oils of *Frazetta*, and the inks of *Berni Wrightson*. Upon discovering roleplaying games, he schooled himself in fantasy art. After years of working other jobs to sustain himself while drawing away evenings and weekends, he decided to take the plunge, illustrating in the RPG industry. See more of his work at <www.ericlofgren.net>.

Cartographer **Rob Lee** has created maps for *If Thoughts Could Kill*, *Anger of Angels*, and *The Banewarrens* from *Malhavoc Press*, plus many other d20 products. A graphic designer by day, Rob received the *EN World* d20 System Award for Best Cartography in 2002.

Stephen Shepherd is a Florida-based artist who got his start with *Malhavoc Press*, illustrating *Book of Eldritch Might II: Songs and Souls of Power* and *Demon God's Fane*. He has worked on a number of books for *Mongoose Publishing* and *Troll Lord Games*, as well as many others. He lives with his supportive wife Julie and his inspirational daughter Andi. He is currently plotting world domination. Visit his website at <<http://voodoo.home.sapo.pt/>>.

J.D. Sparks creates imaginative interior illustrations for *Malhavoc* titles, including *Demon God's Fane*. In addition, he designed the *Malhavoc Press* logo and *Monte Cook's* popular website <www.montecook.com>.

Years ago, **Tyler Walpole** spent a good deal of time in school being scolded by his teachers for drawing when he should have paying attention in class. Today, many of those same teachers are happy that the self-taught 27-year-old is able to pursue his illustration career full time. He lives in *Des Moines, Iowa*, with his wife Petra and son Keegan and co-owns a comic book store, *Cup o' Kryptonite*.

Cover artist **Sam Wood**, a Seattle-based illustrator, works primarily in the role-playing and electronic game industries. While a staff artist at *Wizards of the Coast*, Sam illustrated *Dungeons & Dragons*, *Magic: The Gathering*, and many other games. In addition to *Malhavoc Press*, he's worked for a wide range of companies, from *Green Ronin* to *Microsoft*.

Kieran Yanner has always been interested in art, roleplaying games, and the fantasy/sci-fi world. From *Decipher* to *Malhavoc Press*, *White Wolf* to *Dream Pod 9*, Kieran has produced hundreds of illustrations for the roleplaying industry and continues to do so.

Malhavoc Press

Malhavoc Press is Monte's d20 System imprint devoted to the publication of unusual magic, monsters, and evocative game elements that go beyond traditional fantasy. *Malhavoc Press* products exhibit the mastery of the d20 System rules that only one of its original designers can offer.

The variant player's handbook *Monte Cook's Arcana Evolved* presents new rules, races, and classes for advanced players. Monte's newest release, the super-deluxe *Ptolus* setting book with CD-Rom, offers urban fantasy excitement.

Current titles are available to purchase in both print and electronic (PDF) format at <www.montecook.com>.

USING THIS BOOK

Magic is a wonderful thing. Not only because it allows spellcasters to accomplish miraculous deeds, but because it is infinite in scope. If you have read the spell and magic item selections in the revised d20 core rulebooks, you've only just started to plumb the depths of magic. This book presents a foray into the unknown—peruse its pages with excitement. But beware: These new powers and abilities can be used to your benefit, or they can be used against you. Arcane magic is a fickle thing.

This book is a smorgasbord. It presents a vast selection of new feats, new classes, new spells, new locales, new creatures, and new magic items. You can use as little or as much as you want. While some of the material complements other bits very nicely, it all works independently.

If you're a DM, that should be important to you. That means you can go through this book and freely pick and choose what is available in your campaign. You can throw out things you don't like, or that you have already decided work differently in your game, without worry that it affects anything else found in the book. Great effort was made to balance the new features in this book with the core rules, but the DM is the final arbiter of what goes and what doesn't. This book contains only new opportunities—not new restrictions. If you are a player, look upon this book as a selection of whole new paths to power. Choose wisely.

This book is a repackaging of three previously published volumes: *The Book of Eldritch Might*, *Book of Eldritch Might II: Songs and Souls of Power*, and *Book of Eldritch Might III: The Nexus*. We have combined the complete contents of all three books, arranging the material according to topic. We've also updated the material to conform to the v. 3.5 revision of the core rules, corrected a few typos, included some material from Monte Cook's website, and added an appendix with tips for using these feats, classes, spells, spellsongs, items, locales, and monsters with *Monte Cook's Arcana Evolved*.

Throughout this sourcebook, sidebars offer special information and guidelines for the DM. Spells, items, feats, etc. introduced in this book are marked with a dagger (†). Otherwise, all references to spells, feats, and other rules are from the v. 3.5 revision of the three Core Rulebooks: the *Player's Handbook*, *DMG*, and *MM*.

Bonus source material and ideas to augment the information in *The Complete Book of Eldritch Might* appear on Monte Cook's website. To find the links to these free web enhancements, visit the book's product page online at http://www.montecook.com/cgi-bin/page.cgi?mpress__BOEMC.

This book is protected content except for items specifically called out as Open Gaming Content on the title page. For full details, please turn to the Open Game License in the Appendix. Open content is not otherwise marked in the text of this book.

Alternate Classes

The new versions of the bard and sorcerer class presented in this chapter are intended to serve as alternates to the traditional versions found in Chapter Three: Classes of the Player's Handbook.

Before you adopt either of these classes for your own character—or before you adopt any new class, for that matter—it's a good idea to discuss the details of them with your DM.

BARD VARIANT

Music holds great magic, although few realize this power, and even fewer know how to tap into its potential. Some take the bard as a simple minstrel with nothing more to offer than a few songs to warm the heart. And, in truth, this is an apt description of a beginning bard. However, as she progresses in knowledge and skill, the bard becomes a formidable spellcaster and combatant, using those powers together in ways that no one else can.

Adventures: Bards explore new territories and old ruins to learn more about their world. In addition to being masters of music, they are keepers of lore as well—often incorporating this knowledge into their songs.

Characteristics: Bards are knowledgeable and broadly skilled—yet still unique. For example, they maneuver in light armor more like fighters than mages, yet they do not rely on strength alone. Their music is magical, but more flexible

than the spells of wizards or sorcerers. They are almost as skilled as rogues in certain areas but lack their penchant for sneak attacking or using mechanical devices. If they have a primary focus, it lies in music, which, in turn, provides them with powers of diplomacy and charm.

Alignment: Bards are free spirits, wanderers, and intellectuals. They appreciate creativity, freedom, and individuality over structure and order. Their spontaneity and intuitive nature preclude those of lawful alignment from joining their ranks.

Religion: Bards usually worship gods devoted to music, creation, or travel. (For one example music deity, see the “Jode, the Guardian of Song” section in this chapter.) They often do not tie themselves down to a rigid religious structure. However, in congregations and fellowships that give them the breathing room they require, the bards' skill with song and lore can provide wonderfully inspirational support to faith and devotion.

Background: Bards, it is said, are born, not made. Still, their skills and knowledge result from long years of training and study, usually as apprentices to skilled masters. Occasionally, a particularly famous bard will found a college that serves as a school and guild for a large number of other bards.

THE BARD

Level	Base Attack	Fortitude	Reflex	Will	Special	—Spellsongs per Day—		
	Bonus	Save	Save	Save		Notes	Chords	Melodies
1	+0	+0	+2	+2	Bardic knowledge	3	—	—
2	+1	+0	+3	+3	—	4	—	—
3	+2	+1	+3	+3	—	5	—	—
4	+3	+1	+4	+4	—	6	—	—
5	+3	+1	+4	+4	Weave notes	7	—	—
6	+4	+2	+5	+5	—	8	0	—
7	+5	+2	+5	+5	—	8	1	—
8	+6/+1	+2	+6	+6	—	8	2	—
9	+6/+1	+3	+6	+6	Evasion	9	3	—
10	+7/+2	+3	+7	+7	—	9	4	—
11	+8/+3	+3	+7	+7	—	9	5	—
12	+9/+4	+4	+8	+8	Weave chords	10	6	—
13	+9/+4	+4	+8	+8	—	10	7	0
14	+10/+5	+4	+9	+9	—	10	7	1
15	+11/+6/+1	+5	+9	+9	—	11	7	2
16	+12/+7/+2	+5	+10	+10	—	11	8	3
17	+12/+7/+2	+5	+10	+10	Improved evasion	11	8	4
18	+13/+8/+3	+6	+11	+11	—	12	8	5
19	+14/+9/+4	+6	+11	+11	—	12	9	6
20	+15/+10/+5	+6	+12	+12	Weave melodies	12	9	7

Races: Humans, elves, half-elves, and halflings become bards more commonly than do members of other races. Half-orcs and dwarves find themselves ill-suited to mastering the magic of music and ill-tempered for the light and bright disposition that most bards find useful in their duties and deeds. Occasionally a gnome takes to the art of spell-songs and bardic lore, but usually as a result of studying with a master of another race.

Other Classes: Bards have few equals when it comes to dealing with others, making friends, handling diplomacy, and conducting negotiations. They also facilitate and support their comrades, as their songs and powers help their allies as well as themselves. Skilled in so many areas, they often can fill in where a group of adventurers seems to have a deficiency. No matter what niche they might fill, however, they usually act as speakers for the party, thanks to their deft social touch and winning nature. They get along equally with all other classes, although their music often leaves wizards and sorcerers scratching their heads, as it does not work in the same way as traditional spellcasting.

GAME RULE INFORMATION

Bards have the following game statistics.

Abilities: Charisma determines the spellsongs a bard can cast, and how hard those spellsongs are to resist. (For details, see “Spellsongs” under “Class Features.”) Charisma, Dexterity, and Intelligence all affect the bard’s favored skills (see below).

Alignment: Any nonlawful

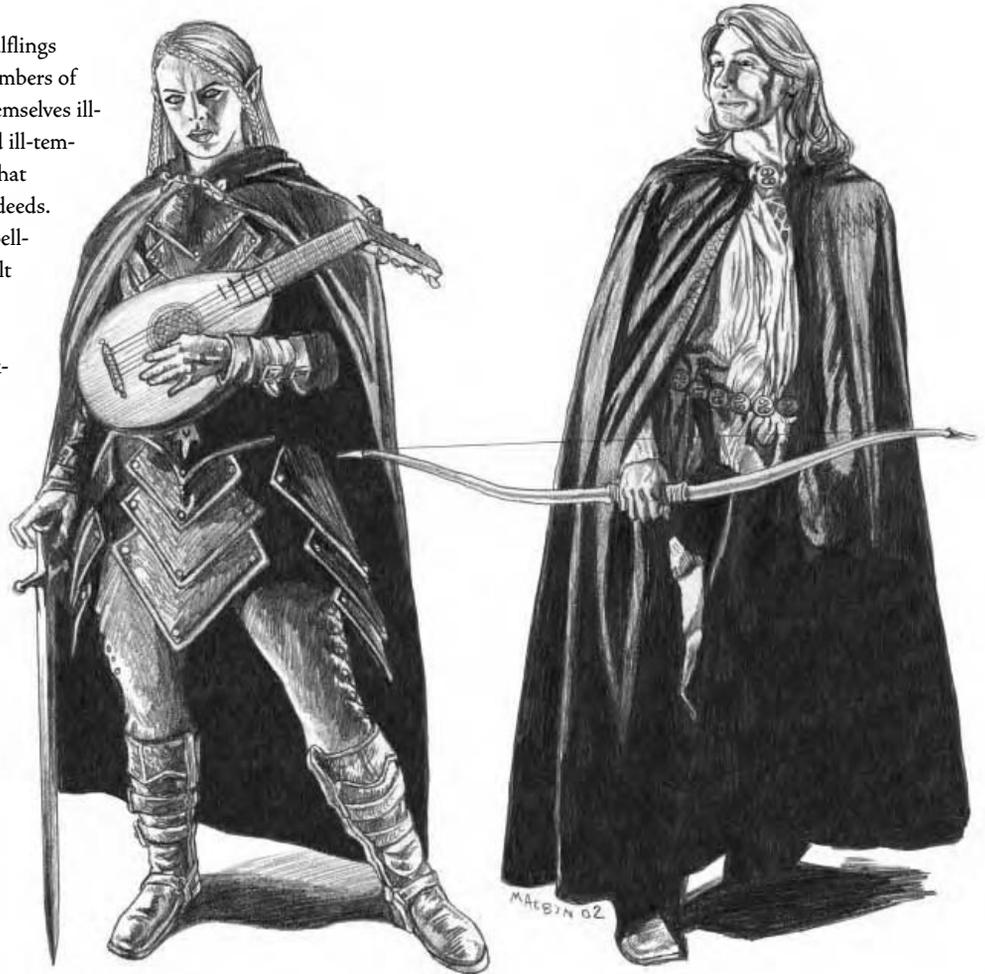
Hit Die: d6

CLASS SKILLS

The bard’s class skills (and the key ability for each) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (any) (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Perform (any) (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (none), Spellcraft (Int), Survival (Wis), Swim (Str), Tumble (Dex), and Use Magic Device (Cha). See the *Player’s Handbook*, Chapter Four, for skill descriptions.

Skill Points at 1st Level: (6 + Intelligence modifier) × 4

Skill Points at Each Additional Level: 6 + Intelligence modifier



CLASS FEATURES

All of the following are class features of the bard.

Weapon and Armor Proficiency: A bard is proficient with all simple weapons. Additionally, the bard is proficient with one of the following weapons: longbow, composite longbow, longsword, rapier, sap, composite short bow, short sword, shortbow, or whip. Bards are proficient with light armor, medium armor, and shields. Note that wearing armor heavier than leather gives the bard an armor check penalty on some bard skills (Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble). Double the normal armor check penalty applies to Swim checks. Unlike traditional arcane spellcasters, a bard can cast spellsongs while wearing armor or using a shield, suffering no chance of spellsong failure if the total armor check penalty affecting her is -3 or better. Otherwise, she suffers arcane spellsong failure as normal.

Spellsongs: A bard casts arcane spellsongs according to the tables on the next page. Spellsongs are similar to spells, divided into three types: spellnotes, spellchords, and spellmelodies (or occasionally just “notes,” “chords,” and “melodies”). They all have verbal components, but no somatic or material ones.

Spellnotes are quick, single notes of magical song that can be cast as move actions. That means a bard can perform a standard action in the same round that she casts a spellnote. She could, for example, cast a spellnote and then make a single attack, move up to her speed, or even cast another spellnote or spellchord.

Spellchords are more complex spellsongs, involving a drawn-out combination of notes. These are cast as standard actions. And they truly are “chords” of song; while most singers can sustain only a single note at a time, bards can sing multiple notes simultaneously (for mundane performances as well as in spellsong casting).

Spellmelodies are the most complex spellsongs and take a full round to cast.

Except where noted, always treat spellsongs as spells for such purposes as *dispel magic*, *detect magic*, spell resistance, and so on. If a spell-level equivalent is needed, treat spellnotes as 1st level, spellchords as 3rd level, and spellmelodies as 5th level. Metamagic feats do not affect spellsongs, but eldritch feats do (see Chapter Two: Feats).

Similar to the way sorcerers cast spells, a bard need not prepare spellsongs beforehand or keep a spellbook. Bards receive bonus spellsongs for high Charisma, as shown in the table below. To cast a spellsong a bard must have a Charisma score of at least 11 for notes, 13 for chords, and 15 for melodies. The Difficulty Class for a saving throw against a bard's spellsong is 11 + Charisma modifier for notes, 13 + Charisma modifier for chords, and 15 + Charisma modifier for melodies.

BARD SPELLSONGS KNOWN				
Level	Notes	Chords	Melodies	
1	2	—	—	
2	2	—	—	
3	3	—	—	
4	3	—	—	
5	4	—	—	
6	4	1*	—	
7	5	2	—	
8	5	2	—	
9	6	3	—	
10	6	3	—	
11	7	4	—	
12	7	4	—	
13	8	5	1*	
14	8	5	2	
15	9	6	2	
16	9	6	3	
17	10	7	3	
18	10	7	4	
19	11	8	4	
20	11	8	5	

* Provided the bard has sufficient Charisma to have a bonus spellsong of this type

Spellnotes can be combined into spellchords, and spellchords can be combined to make spellmelodies. A bard can expend five spellnote slots for the day to create a spellchord, or three spellchord slots to create a spellmelody. Likewise, a single chord slot can power five notes, and using one melody slot, a bard can cast three chords (or 15 notes).

Unlike other spellcasters, bards can combine their talents easily to produce powerful magic. Multiple bards can contribute notes, for example, to create a spellchord effect that they all know. The spellsong's effects are based on the highest-level bard's level and ability score for determining parameters of the spellsong that depend on them (in particular, save Difficulty Classes).

Further, if a saving throw is called for, for every two bards involved, the Difficulty Class to resist the spellsong increases by +1.

Spellsongs can be used to make spell-completion and other magic items, including scrolls, potions, wands, and so on, assuming the bard has the correct item creation feats. For costs, treat spellnotes as 1st-level spells, spellchords as 3rd-level spells, and spellmelodies as 5th-level spells.

Silence and Spellsongs

Areas of magical silence are like antimagic fields to spellsongs: no spellsong casting is possible within the area, and any ongoing spellsong effect—even powerful sonic creations like sonic walls—are suppressed while in an area of silence. This is probably the greatest drawback to using spellsongs.

BONUS SPELLSONGS FOR HIGH CHARISMA				
Score	Modifier	Notes	Chords	Melodies
1	−5	—	Can't cast spellsongs	—
2–3	−4	—	Can't cast spellsongs	—
4–5	−3	—	Can't cast spellsongs	—
6–7	−2	—	Can't cast spellsongs	—
8–9	−1	—	Can't cast spellsongs	—
10–11	0	—	—	—
12–13	+1	1	—	—
14–15	+2	2	—	—
16–17	+3	3	1	—
18–19	+4	4	2	—
20–21	+5	5	3	1
22–23	+6	6	4	2
24–25	+7	7	5	3
26–27	+8	8	6	4
28–29	+9	9	7	5
30–31	+10	10	8	6
32–33	+11	11	9	7
34–35	+12	12	10	8
36–37	+13	13	11	9
38–39	+14	14	12	10
40–41	+15	15	13	11

etc. . .

Feats such as Spell Focus or any metamagic feat do not affect spellsongs. Bards have access to special feats that modify the effects of their spellsongs. (See Chapter Two: Feats.)

Bardic Knowledge: A bard picks up a lot of stray knowledge while wandering the land and learning stories from other bards. A bard may make a special bardic knowledge check with a bonus equal to her level plus her Intelligence modifier to see whether she knows some relevant information about local notable people, legendary items, or noteworthy places. This check does not reveal the powers of a magic item but may give a hint as to its general function. The bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

DC	Type of Knowledge	Examples
10	Common knowledge, known by at least a substantial minority of the local population.	A local mayor's reputation for drinking or common legends about a powerful place of mystery.
20	Uncommon but available knowledge, known by only a few in the area.	A local priest's shady past or legends about a powerful magic item.
25	Obscure knowledge, known by few and hard to come by.	A knight's family history or legends about a minor place of mystery or magic item.
30	Extremely obscure knowledge known by very few, forgotten by most who once knew it, or known only by those who don't understand its significance	A mighty wizard's childhood nickname or the history of a fairly inconsequential magic item.

Weave Notes: A bard of at least 5th level can expend two spellnote slots to cast a single spellnote with one of the following three enhancements (selected prior to casting):

1. A 50 percent increase in duration and range
2. A +2 bonus to saving throw Difficulty Class
3. A 50 percent increase in damage

Evasion: At 9th level and up, a bard can dodge and avoid even magical and unusual attacks with agility. If a bard makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or a *fireball*), the bard instead suffers no damage. Evasion applies only if the bard wears light armor or no armor. A helpless bard (such as one who is unconscious or paralyzed) does not gain the benefit of evasion.

Weave Chords: A bard of at least 12th level can expend two spellchord slots to cast a single spellchord with one of the following three enhancements (selected prior to casting):

1. A 50 percent increase in duration and range
2. A +2 bonus to saving throw Difficulty Class
3. A 50 percent increase in damage

Improved Evasion: At 17th level, a bard's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks such as a dragon's breath weapon or a *fireball*, but henceforth she suffers only half damage on a failed save. A helpless bard (such as one who is unconscious or paralyzed) does not gain the benefit of improved evasion.

Weave Melodies: A bard of at least 20th level can expend two spellmelody slots to cast a single spellmelody with one of the following three enhancements (selected prior to casting):

1. A 50 percent increase in duration and range
2. A +2 bonus to saving throw Difficulty Class
3. A 50 percent increase in damage

JODE, THE GUARDIAN OF SONG

Bards often pay homage to Jode (pronounced JOHD), a goddess of music and creativity. Also known as the Guardian of Song, she dwells in a jeweled dome in the heavens, surrounded at all times by a thousand celestials enraptured in eternal song. Jode, a chaotic good goddess, defends those interested in music, song, poetry, and similar pursuits. She grants both inspiration and talent to those who serve her. Her temples are lavish auditoriums, often with connected institutions of musical learning and knowledge.

Jode's symbol is a harp emblazoned on a shield. Her priests (clerics who often also have some bard levels) wear simple, attractive garments, but otherwise they have no standard type of dress. Her favored weapon is the short sword. Jode grants the domains of Air, Luck, and Protection, as well as a new domain, Music. The Music domain consists of the following spells and ability:

MUSIC DOMAIN

Granted Powers: Three times per day, you may cast a spell with verbal components at +1 caster level.

Music Domain Spells

- 1st *Hypnotism*. Fascinates 2d4 HD of creatures.
- 2nd *Whispering Wind*. Sends a short message one mile per level.
- 3rd *Good Hope*. Subject gains +2 bonus to attack rolls, damage rolls, saves, and checks.
- 4th *Sculpt Sound*. Creates new sounds or changes existing ones.
- 5th *Shout*. Deafens all within cone and deals 2d6 points of damage.
- 6th *Mass Suggestion*. As suggestion, plus one subject per level.
- 7th *Legend Lore*. Learn tales about a person, place, or thing.
- 8th *Mass Charm Monster*. As *charm monster*, but all within 30 feet.
- 9th *Wail of the Banshee*. Kills one creature per level.

VARIANT BARD SPELLSONG LIST

Below is an abbreviated listing of the spellsongs for the variant bard (described in Chapter Six). This list first appeared on Monte Cook's website <www.montecook.com>.

SPELLNOTES

- Burst of Speed:** Your speed increases by +10 feet or more.
- Countersong:** You counter sonic effects.
- Cushion Fall:** Target falls up to 20 feet/level safely.
- Deflect Blow:** Attack roll against target suffers a -4 penalty.
- Destroy with Sound:** Destroys object.
- Influence:** Targets react to you more favorably.
- Inspire Courage:** Allies gain +1 bonus to attack and weapon damage rolls.
- Minor Healing:** Heals 1d6 points of damage.
- Misdirected Sound:** Sound seems to come from elsewhere.
- Momentary Charm:** Humanoid becomes friend for a short period.
- Momentary Disappearance:** You become invisible for a short period.
- Momentary Protection:** Target gains +1 or higher deflection bonus to Armor Class.
- Obfuscation:** You gain a +5 bonus to Hide checks.
- Off Balance:** Target suffers penalty and may fall down.
- Personal Knowledge:** Learn fact about creature.
- Quiet Movement:** You gain a +5 bonus to Move Silently checks.
- Sonic Dart:** Ranged touch attack inflicts 1d6 points of damage.
- Sonic Stab:** Touch attack inflicts 1d8 points of damage + 1 point/caster level.
- Songstrike:** Cone of sonic energy inflicts 1d4 points of damage/three caster levels.
- Stun:** Target is stunned for 1 round.
- True Language:** All can understand you.
- Whisper:** You send a whispered message at range.

SPELLCHORDS

- Alter Sounds:** You change sounds in an area.
- Charm:** Humanoid becomes friend.
- Counter Silence:** Dispels magical silence.
- Create Object:** Creates small object.
- Disappear:** You become invisible.
- Disguise:** Changes your appearance.
- Disrupt Thoughts:** Target can only defend himself.
- Enhance Physical Form:** Target gains bonus to Constitution, Dexterity, or Strength.
- Fascinate:** Targets take no actions.
- Fumble Field:** All in area suffer penalties and spell failure.
- Heal Wound:** Heals 3d6 points of damage.
- Inspire Competence:** You give ally a +2 bonus.
- Levitation Chord:** Target floats in the air.
- Minor Wall of Sound:** Creates sonic wall.
- Oathchord:** Magically seals an agreement.
- Recall Tale:** Gives details on a particular subject.

Sense Auras: See magic auras and invisible objects or creatures.

Sense Lies: Sense whether subject is lying.

Silent Chord: Creates an area of magical silence.

Slumber: 3d4 Hit Dice of creatures fall asleep.

Sonic Blast: Cone of sonic energy inflicts 1d4 points of damage/level.

Sonic Lance: Creates melee weapon that inflicts 1d4 points of damage/two levels.

Suggestive Chord: Target is compelled to take a particular action.

Swift Song: You gain an additional action each round.

SPELLMELODIES

Destroy Utterly With Sound: Target disintegrates or suffers 5d6 points of damage.

Disrupt Body: Target is paralyzed.

Disrupt Magic: Magical effects are canceled.

Find Creature: Locates subject.

Harmony of Flight: Target flies.

Remove Condition: Alleviates unwanted condition.

Sonic Sword: Creates melee weapon that inflicts 1d6 points of damage/two levels and stuns.

Sonic Wall: Creates impervious wall of sonic energy.

Soothe the Savage Beast: Living creature becomes friend.

SORCERER VARIANT

Sorcerers embody the raw power of magic. Sorcerous power wells within them from birth, often because of some mysterious aspect of their heritage. While some believe sorcerers have a demonic aspect in their family line, others trace their talents back to a more noble quality: They claim to be the descendants of the dragons themselves.

Sorcerers use magic as a natural expression of their own wills. They do not study their spells in books, nor do they possess the other trappings of wizardry. There is not a practice of obscure bits of lore supplemented by an eye of newt. The way of the sorcerer is inherent, undeniable power.

The innate magical power of sorcerers grants them a force of personality and natural charisma that draws people to them. Most have striking good looks, often with some exotic or unusual mark or trait, such as a particular birthmark, slightly pointed eyebrows, sparkling eyes, or some other aspect that betrays their supernatural heritage.

Adventures: While some take an interest in lore, most sorcerers do not seek out knowledge the way other spellcasters might. Honing and improving their power comes from within, not from without. Sorcerers instead enjoy interacting with the world. Rather than sequestering themselves in dust-filled libraries, they seek to live life to its fullest and interact with other creatures. They thrive on experiences, and—sometimes—on displaying their powers and testing their own limits.

THE SORCERER

Level	Base Attack	Fortitude	Reflex	Will	Special	—Spells per Day—									
	Bonus	Save	Save	Save		0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	Summon familiar	5	3	—	—	—	—	—	—	—	—
2	+1	+0	+0	+3	—	6	4	—	—	—	—	—	—	—	—
3	+1	+1	+1	+3	—	6	5	—	—	—	—	—	—	—	—
4	+2	+1	+1	+4	—	6	6	3	—	—	—	—	—	—	—
5	+2	+1	+1	+4	—	6	6	4	—	—	—	—	—	—	—
6	+3	+2	+2	+5	—	6	6	5	3	—	—	—	—	—	—
7	+3	+2	+2	+5	—	6	6	6	4	—	—	—	—	—	—
8	+4	+2	+2	+6	—	6	6	6	5	3	—	—	—	—	—
9	+4	+3	+3	+6	—	6	6	6	6	4	—	—	—	—	—
10	+5	+3	+3	+7	—	6	6	6	6	5	3	—	—	—	—
11	+5	+3	+3	+7	—	6	6	6	6	6	4	—	—	—	—
12	+6/+1	+4	+4	+8	—	6	6	6	6	6	5	3	—	—	—
13	+6/+1	+4	+4	+8	—	6	6	6	6	6	6	4	—	—	—
14	+7/+2	+4	+4	+9	—	6	6	6	6	6	6	5	3	—	—
15	+7/+2	+5	+5	+9	—	6	6	6	6	6	6	6	4	—	—
16	+8/+3	+5	+5	+10	—	6	6	6	6	6	6	6	5	3	—
17	+8/+3	+5	+5	+10	—	6	6	6	6	6	6	6	6	4	—
18	+9/+4	+6	+6	+11	—	6	6	6	6	6	6	6	6	5	3
19	+9/+4	+6	+6	+11	—	6	6	6	6	6	6	6	6	6	4
20	+10/+5	+6	+6	+12	—	6	6	6	6	6	6	6	6	6	6

Characteristics: A sorcerer grounds his magic in intuition instead of logic or science. These characters know fewer spells than wizards do and acquire spells from a different, smaller selection than wizards. However, they can cast them more often and need not select and prepare them ahead of time. Nor do they require material components.

Sorcerers are hardier than wizards, and better able to devote attention to things other than magic, since they do not require the years of intensive study that wizards do. They are proficient with simple weapons.

Alignment: Sorcerers base their outlooks on the power within them—a free, chaotic spark of magic fueled by their own creative spirit. They have no need for discipline and structure, finding such things restrictive. Sorcerers tend toward chaos over law.

Religion: If a sorcerer pays any attention to religion at all, he most likely looks to a god of magic for guidance and support. Some sorcerers, however, find their way into dragon cults or bind themselves to minor extraplanar entities on the promise of greater innate power.

Background: Sorcerers are born with magic flowing into and out of them. Rarely does the birth of a sorcerer go unnoticed. As they mature, they learn to harness the power within them to accomplish things. They must devote a great deal of inner will toward each channeling of their power; thus they can develop only a handful of applications, called spells. While sometimes they receive advice and guidance from a

learned soul who understands the needs and challenges of sorcerers, more often they are on their own. Some sorcerers attend schools for wizardry, but they never last long at such places, having no patience for the endless study and tedious formulas.

Races: Most sorcerers are humans or half-elves. The innate power, however, can be born within anyone.

Other Classes: Sorcerers can get along with anyone, and most people find them compelling. They sometimes take umbrage at the structured outlook of paladins and monks, or feel the inherent competition between themselves and wizards.

Sorcerers make excellent diplomats and negotiators due to their coupling of magical enchantments and a decent selection of skills. They also can become magical powerhouses, decimating their enemies with repetitive castings of potent spells.

GAME RULE INFORMATION

Sorcerers have the following game statistics.

Abilities: Charisma determines how powerful a spell a sorcerer can cast, how many spells the sorcerer can cast per day, and how hard those spells are to resist. (See “Spells” under “Class Features.”)

Alignment: Any

Hit Die: d6

The “Sorcerer Spells Known” table on this page shows the total number of spells of each level that the sorcerer knows (regardless of his Charisma modifier).

CLASS SKILLS

The sorcerer’s class skills (and the key ability for each) are Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (arcana) (Int), Profession (Wis), and Spellcraft (Int). See the *Player’s Handbook*, Chapter Four, for skill descriptions.

Skill Points at 1st Level: $(4 + \text{Intelligence modifier}) \times 4$

Skill Points at Each Additional Level: $4 + \text{Intelligence modifier}$

CLASS FEATURES

All of the following are class features of the sorcerer.

Weapon and Armor Proficiency: Sorcerers are proficient with all simple weapons. They are not proficient with any type of armor, nor with shields. Armor of any type interferes with a sorcerer’s arcane gestures, which can cause his spells to fail (if those spells have somatic components).

Spells: A sorcerer casts arcane spells from his own spell list. His selection of spells is limited. The sorcerer begins play knowing five 0-level spells (cantrips) and two 1st-level spells of your choice. At each level, the sorcerer gains one or more new spells, as indicated on the “Sorcerer Spells Known” table. These spells can be chosen from the Variant Sorcerer Spell List in this chapter.

Because sorcerers gain their spells from innate, inborn power, they have no need to worry about material components—they are, in essence, their own material components. Spells with costly material components require a little extra personal power on the sorcerer’s part. He still does not need to obtain the material component, but he must instead pay a price in experience points for casting the spell. The sorcerer pays $1/25\text{th}$ of the gold-piece cost of the component in XP (minimum loss of 1 XP). Thus, if a sorcerer casts *stoneskin*, which requires 250 gp worth of diamond dust, the sorcerer instead pays 10 XP ($250 \div 25 = 10$). Spells that already require an expenditure of experience points are handled normally. Spells with a focus still require the focus.

A sorcerer is limited to casting a certain number of spells from each level per day, but he need not prepare his spells in advance. The number of spells he can cast per day is improved by his bonus spells, if any. For instance, at 1st level, the sorcerer Vabris can cast four 1st-level spells per day—three for being 1st level, plus one thanks to his high Charisma. However, he only knows two spells: *magic missile* and *mage armor*. In any given day, he can cast *magic missile* four times, cast *mage armor* four times, or cast some combination of the two spells a total of four times. He does not have to decide ahead of time which spells he’ll cast.

A sorcerer may use a higher-level slot to cast a lower-level spell effect if he so chooses. For example, if an 8th-

level sorcerer has used up all of his 3rd-level spell slots for the day but wants to cast another 3rd-level spell, he could use an available 4th-level slot to do so. The spell is still treated as its actual level, not as the level of the slot used to cast it.

To learn or cast a spell, a sorcerer must have a Charisma score of at least $10 + \text{the spell’s level}$. The Difficulty Class for saving throws against sorcerer spells is $10 + \text{the spell’s level} + \text{the sorcerer’s Charisma modifier}$.

Familiar: A sorcerer can spend a full day to call a familiar. A familiar is a magical, unusually tough, and intelligent version of a small animal such as a cat, ferret, crow, hawk, snake, owl, raven, spider, toad, weasel, or even a mouse. It is a magical beast, not an ordinary animal. The creature serves as a companion and servant.

The sorcerer chooses the type of familiar he gets. As the sorcerer increases in level, his familiar also increases in power, as shown in the *Player’s Handbook* for the standard sorcerer.

If the familiar dies, or the sorcerer chooses to dismiss it, he must attempt a Fortitude saving throw (DC 15). Should the saving throw fail, the sorcerer loses 200 experience points per class level. A successful saving throw reduces the loss by half. However, a sorcerer’s experience can never go below zero as the result of a familiar’s demise. A slain or dismissed familiar cannot be replaced for a year and a day. Slain familiars can be raised from the dead just as characters can, but they do not lose a level or Constitution point when this happy event occurs.

SORCERER SPELLS KNOWN

Level	—Spells Known—									
	0	1	2	3	4	5	6	7	8	9
1	5	2	—	—	—	—	—	—	—	—
2	5	3	—	—	—	—	—	—	—	—
3	6	3	—	—	—	—	—	—	—	—
4	6	4	2	—	—	—	—	—	—	—
5	7	4	2	—	—	—	—	—	—	—
6	7	4	3	2	—	—	—	—	—	—
7	8	5	3	2	—	—	—	—	—	—
8	8	5	4	3	2	—	—	—	—	—
9	9	5	4	3	2	—	—	—	—	—
10	9	5	4	4	3	2	—	—	—	—
11	9	5	5	4	3	2	—	—	—	—
12	9	5	5	4	4	3	2	—	—	—
13	9	5	5	5	4	3	2	—	—	—
14	9	5	5	5	4	4	3	2	—	—
15	9	5	5	5	5	4	3	2	—	—
16	9	5	5	5	5	4	4	3	2	—
17	9	5	5	5	5	5	4	3	2	—
18	9	5	5	5	5	5	4	4	3	2
19	9	5	5	5	5	5	5	4	3	3
20	9	5	5	5	5	5	5	4	4	3

VARIANT SORCERER SPELL LIST

The spell list has been rebalanced with the idea that the sorcerer can and will cast his spells over and over in a given day, rather than once or twice like a wizard. It contains more general, dramatic, call-up-the-power-right-now spells but fewer divinations, special-purpose spells, or those requiring a lot of time to cast (like *identify* or *clone*). No effort was made to maintain balance among the schools, since sorcerers do not specialize.

0-LEVEL SORCERER SPELLS (CANTRIPS)

- Animated Tattoo**†: Creates a moving image on a subject's body.
- Comrade's Trail**†: You create a magical trail only your friends can see.
- Dancing Lights**: Creates torches or other lights.
- Daze**: Humanoid creature of 4 HD or less loses next action.
- Detect Disease**†: Detects the presence and type of disease.
- Detect Magic**: Detects spells and magic items within 60 feet.
- Devlin's Barb**†: Creates temporary ammunition.
- Disrupt Undead**: Deals 1d6 points of damage to one undead.
- Flare**: Dazzles one creature (−1 penalty on attack rolls).
- Ghost Sound**: Figment sounds.
- Hygiene**†: Cleans creature of dirt and odors.
- Keep Fresh**†: 1 lb. of food does not spoil.
- Learn Heritage**†: Conveys details about family and ancestry of subject.
- Light**: Object shines like a torch.
- Long Flame**†: Candle, torch, or lantern burns much longer than normal.
- Mage Hand**: 5-lb. telekinesis.
- Mending**: Makes minor repairs on an object.
- Open/Close**: Opens or closes small or light things.
- Prestidigitation**: Performs minor tricks.
- Quick Boost**†: +1 bonus to Strength, Constitution, or Dexterity of one subject.
- Ray of Frost**: Ray deals 1d3 points of cold damage.
- Read Magic**: You can read scrolls and spellbooks.
- Recent Occupant**†: Learn name and race of last creature in area.
- Resistance**: Subject gains +1 bonus on saving throws.
- Sample**†: You gather a small bit of a hazardous substance safely.
- Transcribe**†: Creates a page of text instantly.
- Web Splat**†: Creates tiny glob of sticky substance.

1ST-LEVEL SORCERER SPELLS

- Acidic Curse**†: Deals 1d6 points of acid damage and 1d4 rounds of blindness.
- Anavar's Anticipated Attack**†: Next attack against you suffers −20 penalty.
- Animate Rope**: Makes a rope move at your command.
- Arrow Deflection**†: You make saves to deflect incoming ranged attacks.

- Blast of Cold**†: Cold blast inflicts 1d6 points of damage/two levels.
- Blissful Sleep**†: Target can sleep even in uncomfortable conditions.
- Blood Spikes**†: Inflicts 3d6 points of damage and allows subject to inflict +1d6 points of damage to unarmed and grapple attacks.
- Blue Bolt**†: Inflicts 1d6 points of nonlethal damage +1/level on living target.
- Burning Hands**: Inflicts 1d4 points of fire damage/level (max. 5d4).
- Cause Fear**: One creature of 5 HD or less flees for 1d4 rounds.
- Change Weapon**†: Transforms one weapon into another.
- Charm Item**†: Charms intelligent item.
- Charm Person**: Makes one person your friend.
- Chill Touch**: One touch/level deals 1d6 points of damage and possibly 1 point of Strength damage.
- Color Spray**: Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.
- Compelling Question**†: Target must answer simple question.
- Comprehend Languages**: Understand all spoken and written languages.
- Disdain the Divine**†: +1 bonus/four levels to saves against divine spells.
- Disguise Self**: Changes your appearance.
- Endure Elements**: Exist comfortably in hot or cold environments.
- Enhance Familiar**†: Familiar gains a +2 bonus to Constitution and Dexterity, +10 to speed.
- Expeditious Retreat**: Your speed increases by 30 feet.
- Fey Storage**†: Creates an extradimensional space you can hide things in.
- Glamour**†: Caster becomes physically attractive.
- Grease**: Makes 10-foot square or one object slippery.
- Guide Craft**†: A ship, cart, or wagon moves as you command.
- Harassing Weapon**†: Weapon of force threatens target.
- Hypnotism**: Fascinates 2d4 HD of creatures.
- Iced Fire**†: Ice bursts into flame after preset duration.
- Invisible Familiar**†: Familiar becomes invisible.
- Jump**: Subject gets a bonus on Jump checks.
- Mage Armor**: Gives subject +4 armor bonus.
- Magic Missile**: Inflicts 1d4 + 1 points of damage; +1 missile/two levels above 1st (max. 5).
- Magical Performance**†: Bestows +5 circumstance bonus to Perform checks.
- Margul (Dreaded Freeze)**†: Target is motionless for 1 round.
- Message**: Whispered conversation at a distance.
- Minor Lasting Image**†: Creates permanent, tiny, immobile image.
- Noness Toma (Slip Between Sight)**†: Caster gains +5 bonus to Hide.
- Obscuring Mist**: Fog surrounds you.

Private Conversation†: Allows subjects to speak without being overheard.

Proficiency†: You gain proficiency with a weapon.

Protect Familiar†: Familiar gains +1/level armor bonus to Armor Class.

Protection From Chaos/Evil/Good/Law: Offers +2 bonus to Armor Class and saves, counters mind control, hedges out elementals and outsiders.

Ray of Enfeeblement: Ray deals 1d6 + 1 points/two levels in Strength damage.

Resist Scrying†: Adds +10 to the Difficulty Class of opponent's scry attempt.

Safe Search†: Caster can search an area without risk.

Shocking Grasp: Touch delivers 1d6 points/level of electricity damage (max. 5d6).

Silent Image: Creates minor illusion of your design.

Silent Sound†: Ranged touch attack inflicts 1d6 points/level of sonic damage (max. 5d6).

Sleep: Puts 4 HD of creatures into comatose slumber.

Spider Climb: Grants ability to walk on walls and ceilings.

Summon Monster I: Calls extraplanar creature to fight for you.

Ten's Floating Disk: Creates 3-foot-diameter horizontal disk that holds 100 lbs./level.

True Strike: Adds +20 bonus to your next attack roll.

Unhand†: Disarms subject.

Unseen Servant: Invisible force obeys your commands.

Ventriloquism: Throws voice for one minute/level.

Web Strand†: Creates ropelike strand that is sticky on one end.

2ND-LEVEL SORCERER SPELLS

Acuminate†: Your hand becomes a +1 weapon that inflicts 1d8 + 1 points of damage.

Alter Self: Assume form of a similar creature.

Arcane Lock: Magically locks a portal or chest.

Bear's Endurance: Subject gains a +4 bonus to Constitution for one minute/level.

Blindness/Deafness: Makes subject blind or deaf.

Blur: Attacks miss subject 20 percent of the time.

Bull's Strength: Subject gains a +4 bonus to Strength for one minute/level.

Cat's Grace: Subject gains a +4 bonus to Dexterity for one minute/level.

Continual Flame: Makes a permanent, heatless torch.

Darkness: Creates 20-foot radius of supernatural shadow.

Darkvision: See 60 feet in total darkness.

Daylight: Creates 60-foot radius of bright light.

Detect Thoughts: Allows "listening" to surface thoughts.

Detoim Nar (Guided Strike)†: Next attack gains a +20 bonus

Energy Lash†: Creates a whip made of energy that inflicts 1d6 points of damage +1/two levels.

Flaming Sphere: Rolling ball of fire inflicts 2d6 points of fire damage, lasts 1 round/level.

Fog Cloud: Fog obscures vision.

Forge Inherited Bond†: You and a relative gain +1 bonus to attacks, saves and checks.

Garris Adon (Seeming of Form)†: Object seems like something else.

Ghoul Touch: Paralyzes one subject, who exudes stench that sickens those nearby.

Glitterdust: Blinds creatures, outlines invisible creatures.

Helm of Warding†: Subject gains +5 bonus to saves against mind-affecting effects.

Hypnotic Pattern: Fascinates (2d4 + level) HD of creatures.

Knock: Opens locked or magically sealed door.

Levitate: Subject moves up and down at your direction.

Lethality Denied†: Target inflicts nonlethal damage rather than normal on killing blow.

Mel's Acid Arrow: Ranged touch attack inflicts 2d4 points of damage for 1 round + 1 round/three levels.

Minor Image: As *silent image*, plus some sound.

Mirror Image: Creates decoy duplicates of you (1d4 + 1 of them/three levels, max. eight).

Misdirection: Misleads divinations for one creature or object.

Obscure Object: Masks object against scrying.

Pierce†: Bolt of energy destroys force protections and inflicts 1d8 points of damage/two levels.

Play the Fool†: Makes casters believe spells were effective when they were not.

Power Craft†: Provides source of locomotion to cart, wagon, boat, or ship.

Protection From Arrows: Subject is immune to most ranged attacks.

Resist Energy: Ignores first 10 (or more) points of damage/attack from specified energy type.

Rope Trick: As many as eight creatures hide in extradimensional space.

Scare: Panics creatures of less than 6 HD.

See Invisibility: Reveals invisible creatures or objects.

Shatter: Sonic vibration damages objects or crystalline creatures.

Shield: Invisible disk gives +4 bonus to Armor Class, blocks *magic missiles*.

Shieldbreaker†: Allows one weapon to ignore or break shields, dispels *shield*.

Shrapnel Globe†: Creates sphere that explodes, inflicting 1d6 points of damage/two levels.

Spectral Hand: Creates disembodied glowing hand to deliver touch attacks.

Summon Monster II: Calls extraplanar creature to fight for you.

Summon Swarm: Summons swarm of bats, rats, or spiders.

Tash's Hideous Laughter: Subject loses actions for 1 round/level.

Threatening Weapon†: Weapon of force threatens target.
Vivid Discharge†: Inflicts 1d6 points of damage/level on foe that strikes subject in melee.
Welter†: One creature/level is shaken and must make Balance check or fall prone.
Whispering Wind: Sends a short message one mile/level.

3RD-LEVEL SORCERER SPELLS

Abuashne (Share Armor)†: Caster transfers natural armor to subject.
Activate Bloodline Power†: Certain subjects gain ability based on heritage.
Alikaba's Theft†: Object in subject's hands appears in your hands.
Arrow Deflection†: Sends incoming ranged attacks back at attackers.
Bestow Malady†: Gives intelligent item a malady.
Blink: You randomly vanish and reappear for 1 round/level.
Bolt of Conjuring†: Deals 1d4 points of damage/level (max. 10d4) plus summons monster.
Brutal Seething Surge†: Touch attack/level inflicts 1d8 + 1 points of acid damage/level.
Clairaudience/Clairvoyance: Hear or see at a distance for one minute/level.
Compelling Question, Greater†: Target must answer question.
Comrade's Immunity†: Subject is immune to caster's spells.
Devlin's Venomblade†: Creates poisoned blade that inflicts 1d4 points of temporary Constitution damage.
Dispel Magic: Cancels magical spells and effects.
Displacement: Attacks miss subject 50 percent of the time.
Dragonskin†: Offers +4 natural armor plus energy resistance 10.
Family Curse†: Curse affects 1d6 members of target's family.
Fey Ward†: Barrier keeps out fey creatures.
Fireball: Inflicts 1d6 points of damage/level, 20-foot radius.
Flame Arrow: Arrows deal +1d6 points of fire damage.
Forceblast†: Deals 1d4 points of damage/level in a 5-foot-wide line.
Gaseous Form: Subject becomes insubstantial and can fly slowly.
Gust of Wind: Blows away or knocks down smaller creatures.
Halt Undead: Immobilizes undead for 1 round/level.
Hold Person: Paralyzes one humanoid for 1 round/level.
Induce Vulnerability†: Targets suffer double damage from one energy type.
Item From Beyond†: Sends object to scried subject.
Invisibility: Subject is invisible for 1 minute/level or until it attacks.
Jevicca's Just Reversal†: Reflects enchantment back at caster.

Kin Link†: Creates mental connection between relatives.
Lightning Bolt: Electricity deals 1d6 points of damage/level.
Magic Circle Against Chaos/Evil/Good/Law: As *protection* spells, but 10-foot radius and 10 minutes/level.
Major Image: As *silent image*, plus sound, smell, and thermal effects.
Nondetection: Hides subject from divination, scrying.
Plunge Deep to the Core†: Weapon bypasses +1 damage resistance/five levels.
Protection From Energy: Absorbs 12 points of damage/level from one kind of energy.
Rogue's Stab†: Target gains +1d6 sneak attack damage.
Seek the Soulless†: Deals nonliving creatures and objects 1d6 points of damage/level.
Sleep, Greater †: Puts 4d6 HD (max. 10 HD) worth of creatures to sleep.
Sleet Storm: Hampers vision and movement.
Slow: One subject/level takes only one action/round, gets –2 penalty to Armor Class and attack rolls.
Stinking Cloud: Nauseating vapors for 1 round/level.
Suggestion: Compels subject to follow stated course of action.
Summon Monster III: Calls extraplanar creature to fight for you.
Temporal Venom†: Creates poison that disrupts target's connection with time.
Tongues: Speak any language.
Vampiric Touch: Touch deals 1d6 points of damage/two levels; caster gains damage as hit points.
Wall of Force, Minor†: Wall deals 10 points of damage/level.
Water Breathing: Subjects can breathe underwater.
Web: Fills 20-foot-radius spread with sticky spiderwebs.
Wind Wall: Deflects arrows, smaller creatures, and gases.

4TH-LEVEL SORCERER SPELLS

Apolioth's Condemnation†: Burst inflicts 10d6 points of damage and entangles foes.
Arrow Deflection†: You make saves to redirect incoming ranged attacks to new targets.
Bestow Curse: Causes –6 penalty to an ability; –4 penalty on attack rolls, saves, and checks; or 50 percent chance of losing each action.
Bind Item†: Object encased in globe of force.
Black Mulching†: Plants of 3 HD or less die, others take 1d10 points of damage.
Brother's Revenge†: Target who harmed caster's family begins to wither and rot.
Chains of Vengeance†: Subject is bound and takes 2d6 points of fire damage/round.
Charm Monster: Makes monster believe it is your ally.
Circle of Binding†: Targets cannot leave circle.

Coldscream†: Inflicts 1d6 points of damage/level (10d6 max.): half sonic, half cold.

Confusion: Subjects behave oddly for 1 round/level.

Contagion: Infects subject with chosen disease.

Control Creature of the Mist†: Creature of the mist obeys caster's commands.

Create Lesser Creature of the Mist†: Creates creature of the mist up to CR 5.

Crushing Despair: Subjects take –2 penalty on attack rolls, damage rolls, saves, and checks.

Dimension Door: Teleports you short distance.

Dimensional Anchor: Bars extradimensional movement.

Dominate Item†: Controls all the actions of an intelligent item.

Eva's Black Tentacles: Tentacles grapple all within a 15-foot spread.

Fear: Subjects within cone flee for 1 round/level.

Fire Shield: Creatures attacking you take fire damage; you're protected from heat or cold.

Flaming Corrosion†: Inflicts 1d6 points of damage/level (10d6 max.): half acid, half fire.

Fly: Subject flies at speed of 60.

Gaze of Destruction†: Caster's next spell becomes a gaze attack.

Geas, Lesser: Commands subject of 7 HD or less.

Globe of Invulnerability, Lesser: Stops 1st- through 3rd-level spell effects.

Good Hope: Subjects gains +2 bonus on attack rolls, damage rolls, saves, and checks.

Haste: One creature/level moves faster and gains a +1 bonus on attack rolls, Armor Class, and Reflex saves.

Ice Storm: Hail deals 5d6 points of damage in cylinder 40 feet across.

Iliosos Tobor (Roses of Life)†: Creates magical roses that heal 1d8 points of damage.

Instill Familiar†: Grants familiar one spell of 4th level or lower to cast.

Invisibility Sphere: Makes everyone within 10 feet invisible.

Minor Creation: Creates one cloth or wooden object.

Otil's Resilient Sphere: Force globe protects but traps one subject.

Phantasmal Killer: Fearsome illusion kills subject or deals 3d6 points of damage.

Rainbow Pattern: Lights fascinate 24 HD of creatures.

Robe of Reflection†: Sends one type of energy damage to another creature.

Scrying: Spies on subject from a distance.

Shout: Deafens all within cone and deals 5d6 points of sonic damage.

Slay Illusion†: Creates illusion that destroys other illusions.

Solid Fog: Blocks vision and slows movement.

Soul Burst†: Inflicts 1d6 damage/level to living creatures only in a 20-foot radius burst.

Stoneskin: Ignore 10 points of damage/attack.

Strength to Strike†: You suffer 2 points of Strength damage, weapon gains +2d6 damage.

Summon Monster IV: Calls extraplanar creature to fight for you.

Suppress Lesser†: Lower-level arcane caster cannot cast spells.

Thief of Spells†: Ends spell effects on a creature and grants them to you.

Wall of Fire: Deals 2d4 points of fire damage out to 10 feet and 1d4 points out to 20 feet. Passing through wall deals 2d6 + 1 points/level.

Wall of Ice: Ice plane creates wall with 15 hp + 1/level, or hemisphere can trap creatures inside.

Warding Globes†: Creates one tiny globe/two levels that negates attacks of opportunity and inflicts 2d6 points of damage.

Zone of Speed†: Movement through 20-foot sphere has a maximum speed set by caster.

5TH-LEVEL SORCERER SPELLS

Animate Dead: Creates undead skeletons and zombies.

Animate Necrosis†: Animates wound that attacks wounded creature.

Baleful Polymorph: Transforms subject into a harmless animal.

Big Interposing Hand: Hand provides cover against one opponent.

Cloudkill: Kills 3 HD or less; those of 4–6 HD must save or die; those with 6 HD+ take Constitution damage.

Cone of Cold: Inflicts 1d6 points of cold damage/level.

Contact Other Plane: Lets you ask question of extraplanar entity.

Cross of Lightning†: Creates four lightning bolts, causing 1d6 points of damage/level (15d6 max.).

Dismissal: Forces a creature to return to native plane.

Dominate Person: Controls humanoid telepathically.

Dream: Sends message to anyone sleeping.

Elemental Shroud†: Undead are granted a shroud of chosen element that grants powers.

Fabricate: Transforms raw materials into finished items.

Feeblemind: Subject's Intelligence and Charisma drop to 1.

Gird the Warrior†: Subject gains +10 armor bonus and +4 bonus to attack and damage.

Keveesa Gul (Spines of Death)†: Caster gains spines that can be used as melee or ranged weapons.

Hold Monster: As *hold person*, but any creature.

Invisibility, Greater: As *invisibility*, but subject can attack and stay invisible.

Kin Curse†: Target is compelled to kill nearest relative.

Magic Jar: Enables possession of another creature.

Major Creation: As *minor creation*, plus stone and metal.

Mind Fog: Subjects in fog get –10 penalty to Wisdom and Will checks.

Nightmare: Sends vision dealing 1d10 points of damage, fatigue.

Overcome Force†: Subject becomes immune to force damage and can walk through wall of force.

Passwall: Creates passage through wood or stone wall.

Persistent Image: As *major image*, but no concentration required.

Phantom Foil†: Creates phantasms that negate sneak attacks.

Polymorph: Gives one willing subject a new form.

Quintelemental Blast†: Cone inflicts 1d6 points of damage/level of whatever type of damage target is susceptible to.

Ray's Telepathic Bond: Link lets allies communicate.

Seeming: Changes appearance of one person/two levels.

Sending: Delivers short message anywhere, instantly.

Spine Tendril†: Creates tendril that grapples or disarms.

Summon Monster V: Calls extraplanar creature to fight for you.

Telekinesis: Moves object, attacks creature, or hurls object or creature.

Teleport: Instantly transports you as far as 100 miles/level.

Teleport Block†: No teleports are allowed into or out of area.

Teleport Redirect†: Incoming or outgoing teleport has a new destination.

Transmute Mud to Rock: Transforms two 10-foot cubes/level.

Transmute Rock to Mud: Transforms two 10-foot cubes/level.

Vicious Summons†: Summons fiendish dire weasel on a creature, automatically inflicting damage.

Wall of Stone: Creates a stone wall that can be shaped.

X-Ray Vision†: You see through matter.

6TH-LEVEL SORCERER SPELLS

Acid Fog: Fog deals acid damage.

Big Forceful Hand: Hand pushes creatures away.

Chain Lightning: Causes 1d6 points of damage/level; one secondary bolt/level each deals half damage.

Circle of Death: Kills 1d4 HD/level of creatures.

Coma†: Subject cannot take actions for one hour/level.

Control Water: Raises or lowers bodies of water.

Control Weather: Changes weather in local area.

Disintegrate: Makes one creature or object vanish.

Dispel Magic, Greater: As *dispel magic*, but a +20 bonus on the check.

Electrical Deluge†: Inflicts 1d6 points of electricity damage/level (15d6 max.) in spread out to 100 feet.

Eyebite: Target becomes panicked, sickened, and comatose.

Flesh to Stone: Turns subject creature into statue.

Freezing Claw†: Ranged touch attack inflicts 3d6 points of cold damage and freezes subject solid.

Geas/Quest: As *lesser geas*, plus it affects any creature.

Globe of Invulnerability: As *lesser globe of invulnerability*, plus 4th-level spell effects.

Harroc Adulese (Hunter Serpent)†: Energy snake hunts specific type of creature, inflicts 1d6 points of damage/level.

Move Earth: Digs trenches and builds hills.

Oroster's Revenge†: Attackers suffer 2d6 +1/level points of damage for each attack.

Otil's Freezing Sphere: Freezes water or deals cold damage.

Project Image: Illusory double can talk and cast spells.

Prorogate Death†: Allows subject to act below 0 hp and live after reaching -10 hit points.

Repulsion: Creatures can't approach you.

Sudden Wave†: Creates wave of water that sweeps away creatures and objects.

Suggestion, Mass: As *suggestion*, plus one subject/level.

Summon Monster VI: Calls extraplanar creature to fight for you.

Susar's Death†: Target dies in 1d4 rounds as blood turns to lead.

Veil: Changes appearance of group of creatures.

Wall of Force: Wall is immune to damage.

Wall of Iron: Wall has 30 hp/four levels; can topple onto foes.

7TH-LEVEL SORCERER SPELLS

Antimagic Field: Negates magic within 10 feet.

Banishment: Banishes 2 HD/level of extraplanar creatures.

Big Grasping Hand: Hand provides cover, pushes, or grapples.

Control Undead: Undead don't attack you while under your command.

Create Creature of the Mist†: Creates creature of the mist up to CR 9.

Delayed Blast Fireball: Causes 1d6 points of fire damage/level; you can postpone blast for 5 rounds.

Diabolich Portam (Devil's Gate)†: Creates doorway to hell through which one devil might appear/round.

Draw Instant Summons: Prepared object appears in your hand.

Ferrod Adul Vestorimin (Vestorimin's Golden Aura)†: Caster surrounded by antimagic field that only affects evil spells.

Finger of Death: Kills one subject.

Forcecage: Cube of force imprisons all inside.

Gestalt†: Fuses two creatures into one.

Insanity: Subject suffers continuous *confusion*.

Jevicca's Fourfold Ostracism†: Sends up to four targets to another plane temporarily.

Limited Wish: Alters reality—within spell limits.

Master Creature of the Mist†: Controls creature of the mist permanently.

Nonesuch Spell†: Prevents one 4th-level or lower spell from being cast within 50 feet of you.

Phase Door: Creates invisible passage through wood or stone.

Power Word Blind: Blinds creatures with 200 hp or less.

Prismatic Spray: Rays hit subjects with variety of effects.

Prohibit Kind†: Puts all creatures other than specified type into stasis.

Reverse Gravity: Objects and creatures fall upward.

Screaming, Greater: As *screaming*, but faster and longer.

Shadow Walk: Step into shadow to travel rapidly.

Spell Turning: Reflects 1d4 + 6 spell levels back at caster.

Summon Monster VII: Calls extraplanar creature to fight for you.

True Seeing: Lets you see all things as they really are.

8TH-LEVEL SORCERER SPELLS

Big Clenched Fist: Large hand provides cover, pushes, or attacks your foes.

Chains of Antimagic†: Target is bound in chains that prevent spells and abilities.

Charm Monster, Mass: As *charm monster*, but all within 30 feet.

Demand: As *sending*, plus you can send *suggestion*.

Discern Location: Reveals exact location of creature or object.

Ethereal Jaunt: You become ethereal for 1 round/level.

Horrid Wilting: Deals 1d6 points of damage/level within 30 feet.

Incendiary Cloud: Cloud deals 4d6 points of fire damage/round.

Iron Body: Your body becomes living iron.

Maze: Traps subject in extradimensional maze.

Mind Blank: Subject is immune to mental/emotional magic and scrying.

Necro Jigsaw Sepa (Disguise Soul)†: Creature appears to be other creature in respect to many spells.

Otil's Telekinetic Sphere: As *Otil's resilient sphere*, but you move sphere telekinetically.

Otto's Irresistible Dance: Forces subject to dance.

Plane Shift: As many as eight subjects travel to another plane.

Polymorph Any Object: Changes any subject into anything else.

Power Word Stun: Stuns creature with 150 hp or less.

Pretur Ar Nuade (Horde Ward)†: Intruders into warded area teleported to specific destination.

Primal Release†: Subject becomes stronger, tougher, and more bestial.

Prismatic Wall: Wall's colors have array of effects.

Protection From Spells: Confers +8 resistance bonus.

Screen: Illusion hides area from vision, scrying.

Sequester: Subject is invisible to sight and scrying; renders creature comatose.

Summon Monster VIII: Calls extraplanar creature to fight for you.

Sunburst: Blinds all within 10 feet; deals 6d6 points of damage.

Sympathy: Object or location attracts certain creatures.

Teleport, Greater: As *teleport*, but no range limit and no off-target arrival.

9TH-LEVEL SORCERER SPELLS

Arcana Form†: Caster becomes pure energy that can power spells.

Astral Projection: Projects you and companions into Astral Plane.

Big Crushing Hand: Large hand provides cover, pushes, or crushes your foes.

Create Greater Creature of the Mist†: Creates creature of the mist up to CR 12.

Cuigna Arthanath (Consume Man)†: Humanoid is annihilated.

Disintegration Field†: Creates area where matter is disintegrated.

Dominate Monster: As *dominate person*, but any creature.

Duplicate†: Creates exact duplicate of you that you control.

Energy Drain: Subject gains 2d4 negative levels.

Etherealness: Travel to Ethereal Plane with companions.

Foresight: "Sixth sense" warns of impending danger.

Gate: Connects two planes for travel or summoning.

Imprisonment: Entombs subject beneath the earth.

Legacy of Eldritch Might†: Caster passes on skill with spellcasting to relative.

Magma Burst†: Creates a huge volcanic pit that inflicts 20d6 points of damage.

Mantle of Egregious Might†:

Subject has +4 luck bonus to Armor Class, attack rolls, saving throws, and ability scores.

Meteor Swarm: Four exploding spheres each deal 6d6 points of fire damage.

Mord's Disjunction: Dispel magic, disenchant magic items.

Power Word Kill: Kills one creature with 100 hp or less.

Prismatic Sphere: As *prismatic wall*, but surrounds on all sides.

Shapechange: Transforms you into any creature and lets you change form once/round.

Soul Bind: Traps newly dead soul to prevent *resurrection*.

Sphere of Deterioration†: All creatures in range suffer 1d6 points of cumulative damage/round.

Squamous Pulse†: Halves natural armor bonus and deals 1d6 points of damage/natural armor bonus point.

Summon Monster IX: Calls extraplanar creature to fight for you.

Temporal Stasis: Puts subject into suspended animation.

Time Stop: You act freely for 1d4+1 rounds.

Wail of the Banshee: Kills one creature/level.

Weird: As *phantasmal killer*, but affects all within 30 feet.

Wish: As *limited wish*, but with fewer limits.





Feats

Magical feats enhance an arcanist's power. While the d20 System already offers you item creation and metamagic feats to choose from, this chapter presents some new arcane options for you to consider.

This chapter includes a new type of feat called the eldritch feat. These feats confer actual magical powers that should be treated as spell-like abilities. They are often available only to characters with exceptional ability scores, as described in their prerequisites. If a class, such as a wizard, gains a bonus metamagic or item creation feat, you can choose to allow a member of that class to take eldritch feats also.

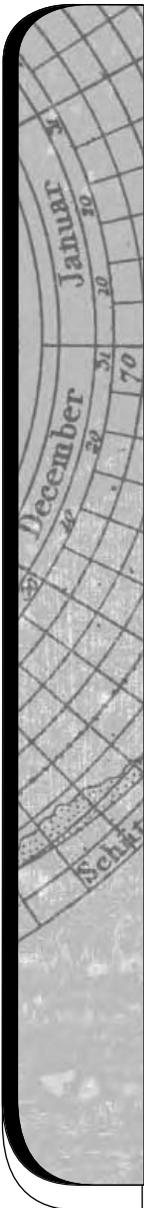
Some feats in this chapter have a colorful, musical name in parentheses after a more traditional name; bard players or DMs with spellsong-oriented campaigns may want to use the alternate feat names instead of the standard names.

As mentioned under the “Class Features” section of the variant bard class in Chapter One, treat spellsongs exactly like spells for most purposes; in this chapter, a reference to a “spell” also refers to spellsongs. (The reverse is not true however; a feat designed to work with spellsongs does not also work with normal arcane or divine spells.) The one exception to this rule is metamagic feats; they do not affect spellsongs. Variant bards can take eldritch feats.

FEAT LIST

This chapter describes 32 new feats, listed in brief in the table below.

NEW FEATS		
Feat Name	Type	Prerequisites
Accompaniment	General	Ability to cast spellsongs
Amplify Song (Forte)	General	Ability to cast spellsongs
Battle Touch	General	Dexterity 15
Consume Spell	General	Caster level 3rd
Dragon Magic	General	Intelligence 13, Charisma 15, caster level 3rd, speak Draconic
Dreamspeaking	General	Wisdom 15
Good Memory	General	—
Intensify Song (Crescendo)	General	Ability to cast spellsongs
Magical Talent	General	—
Subtle Scrying	General	—
Sustain Song (Sostenuto)	General	Ability to cast spellsongs
Vivify Song (Maestoso)	General	Ability to cast spellsongs
Aid Spellcasting	Eldritch	Ability to cast arcane spells, Intelligence 15, Charisma 15
Conjure Mastery	Eldritch	Charisma 17, caster level 7th
Deflection to Attraction	Eldritch	Dexterity 15, Charisma 19, Magical Talent†
Fuse With Item	Eldritch	Charisma 19, caster level 10th
Item Image	Eldritch	Intelligence 17, caster level 7th
Lace Spell: Elemental Energies	Eldritch	Intelligence 17, caster level 5th
Lace Spell: Enemy Bane	Eldritch	Intelligence 17, caster level 5th
Lace Spell: Holy/Unholy	Eldritch	Intelligence 17, caster level 5th
Lace Spell: Lawful/Chaotic	Eldritch	Intelligence 17, caster level 5th
Lace Spell: Resistance	Eldritch	Intelligence 17, caster level 7th
Lace Spell: Spellripper	Eldritch	Intelligence 17, Charisma 21, caster level 17th, Magical Talent†
Lace Spell: Unravel	Eldritch	Intelligence 17, Charisma 15, caster level 10th, Magical Talent†
Mirror Sight	Eldritch	Charisma 19, caster level 1st
Subliminal Spellcasting	Eldritch	Charisma 11, caster level 3rd, Bluff
Create Soul Magic Spell	Item Creation	Knowledge (arcana) 10 ranks, caster level 9th
Etch Object Rune	Item Creation	Caster level 5th
Implant Gambit	Item Creation	Caster level 12th, any item creation feat
Life to the Inanimate	Item Creation	Caster level 10th
Manufacture Magic Poison	Item Creation	Caster level 5th
Precise Touch	Metamagic	—



FEAT DESCRIPTIONS

ACCOMPANIMENT (GENERAL)

You increase your spellsongs' resistance to silence by also playing an instrument.

Prerequisite: Ability to cast spellsongs

Benefit: By using a musical instrument as a focus for your spellsongs, you create spellsongs that overpower magical silence—the casting of spellsongs and their continuing effects are not suppressed by silence.

Special: To use this feat, you must cast each spellsong as if it had an arcane focus: the instrument. Musical instruments require two hands to play.

AID SPELLCASTING (ELDRITCH)

You add your knowledge and power to the casting of an allied arcanist's spell.

Prerequisite: Ability to cast arcane spells, Intelligence 15, Charisma 15

Benefit: As a standard action, similar to aid another (see the *Player's Handbook*, Chapter Eight: Combat), you make a Concentration check. If you exceed DC 10 + the level of the spell being cast, you either add +1 to the Difficulty Class of the spell, or +1 to the caster level of the spell (your choice). Additional casters with this feat can make attempts to add to the spell also. However, they can add no more to the Difficulty Class or caster level than the level of the spell being cast. For example, six spellcasters can aid a fellow casting a 6th-level spell by contributing up to 6 points total to the spell's Difficulty Class or caster level.

AMPLIFY SONG (FORTE) (GENERAL)

You increase your spellsong's range with your skill in music.

Prerequisite: Ability to cast spellsongs

Benefit: You increase the range of any nonpersonal or nontouch spellsong. To accomplish this, you must make a Perform(sing) check. The Difficulty Class is based on the desired amount of range increase, as well as the spellsong type.

DC	Result
15	Increase spellnote range by 50 percent
18	Increase spellchord range by 50 percent
20	Increase spellnote range by 100 percent
23	Increase spellmelody range by 50 percent
25	Increase spellchord range by 100 percent
28	Increase spellmelody range by 100 percent

You must choose the desired result before you make this check, which is a free action that draws no attack of opportunity. This feat cannot be used to affect the same spellsong that a similar feat, such as Intensify Song, already affects.

BATTLE TOUCH (GENERAL)

Your touch attack spells last longer, giving them more use in combat.

Prerequisites: Dexterity 15

Benefit: When you cast a touch spell (not ranged touch), it remains in effect for a full round after you discharge it, allowing you to try to touch more than one target in a round if you have multiple attacks. If you cast a touch attack spell and have multiple attacks due to high level, you can attempt all your touch attacks as though using a full attack action. For example, if a 12th-level sorcerer under the effects of *haste* casts *chill touch*, she can make two touch attacks because she gets two attacks per round, and another because she is *hasted*. Since it was developed by a battle-focused mage, this feat works only with attack spells such as *shocking grasp* or *cause fear*, not beneficial spells like *cure light wounds* (unless *cure light wounds* is used to attack and damage undead). You still cannot target more than one creature with the multiple touches.

CONJURE MASTERY (ELDRITCH)

You learn how to get more powerful creatures when you cast summoning spells.

Prerequisite: Charisma 17, caster level 7th

Benefit: Creatures you summon are above average physically. They have a +2 bonus to Strength, Dexterity, and Constitution.

CONSUME SPELL (GENERAL)

You counter a spell and absorb the energy unleashed to power another spell.

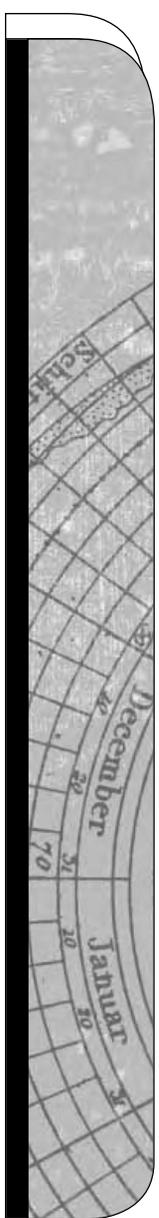
Prerequisites: Caster level 3rd

Benefit: Whenever you use the counterspell action and successfully counter a spell, you absorb the energy of your opponent's magic and can use part of it to power a spell at least one level lower than it. The powered spell does not disappear when you cast it, or (if you cast spells like a sorcerer) you do not use the spell slot. You must use the power you have absorbed on the next spell you cast or lose it. For example, if you counter and consume a 4th-level *ice storm*, you can then cast a 1st-, 2nd-, or 3rd-level spell that you have prepared (or, if you do not prepare spells, one that you know) without losing the spell or slot. If the next spell you cast is 4th level or higher, you lose the consumed energy. Consuming a 1st-level spell allows you to cast a 0-level spell. Consuming a 0-level spell does not result in enough energy to use (but the counterspell action works normally).

CREATE SOUL MAGIC SPELL

(ITEM CREATION)

You can create soul magic spells, usable by any arcane spellcaster (but not you). See Chapter Four for more information.



Prerequisite: Knowledge (arcana) 10 ranks, caster level 9th

Benefit: You can create a soul magic spell as described in Chapter Four. The spell's effect can be whatever you choose, with the level assigned by the DM. You must pay a cost in experience points, time, and potentially gold.

DEFLECTION TO ATTRACTION (ELDRITCH)

Through subtle manipulation of arcane energies, your attacks strike certain magically protected targets with greater accuracy than they normally would.

Prerequisites: Dexterity 15, Charisma 19, Magical Talent†

Benefit: Using a standard action, you weave a subtle magical effect around a weapon (or your own fist, for an unarmed attack) that negates deflection bonuses and confers a possible bonus to your attack. On the following round, your first attack ignores your target's deflection bonuses to Armor Class and turns that same bonus into a bonus to your attack roll. If you attack a foe who wears a *+3 ring of protection*, giving him a +3 deflection bonus to Armor Class, you strike as if that item were suppressed and you had a +3 bonus to your attack roll to strike that foe. You can perform this feat once per character level per day. You do not need to know whether your opponent has deflection bonuses to use this feat. This is a supernatural ability.

DRAGON MAGIC (GENERAL)

You learn to master powerful magic that normally only dragons use. (See "The Vale of Stars" section of Chapter Five for more on dragon magic.)

Prerequisites: Intelligence 13, Charisma 15, caster level 3rd, speak Draconic

Benefit: You can learn spells with the Dragon Magic component, normally unavailable to nondragons. Nondragons with this feat are often called dragon mages.

Special: Dragons gain this feat for free.

DREAMSPEAKING (GENERAL)

Sometimes dreams are important missives sent from above, or from within. You can interpret the dreams that you have, or that others have.

Prerequisite: Wisdom 15

Benefit: When someone tells you about a dream, or when you consider your own dream, you can tell automatically if it was a dream of importance, also known as a "sending" dream. If it is a sending dream, you can attempt a Wisdom check (DC 15) to interpret its meaning. If your Wisdom check succeeds, the DM should give you some clue as to the meaning of the dream. For example, a character might dream of a threatening rider dressed in black, surrounded by ravens. On a successful Wisdom check, the player learns that the dream foretells an encounter with a foe named "raven." Later the party does indeed go up against a villain named Kevris Killraven. Retries are not allowed.

ETCH OBJECT RUNE (ITEM CREATION)

You can etch magical runes onto the surfaces of inanimate objects.

Prerequisite: Caster level 5th

Benefit: You can create an *etched object rune* of any spell that you know. Etching an object rune takes one day for each 1,000 gp in its base price. The base price of an *etched object rune* is its spell level multiplied by its caster level multiplied by 30 gp. To etch a rune, you must spend 1/25 of this base price in experience points and use up raw materials costing half this base price.

Any *etched object rune* that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the spell's material component or pay the experience points when etching the rune.

Any object with a solid surface can bear an etched rune. Normally, a Small object (or smaller) can have only one object rune, while a Medium object can have two, a Large object can have four, a Huge object eight, and so on. The etching does not harm the object in any way, and once the rune is used, the object returns to normal.

Once an object rune is etched, it can be used like a scroll, as described in the rules for casting spells from scrolls in the *Player's Handbook*.

FUSE WITH ITEM (ELDRITCH)

Using your skill with magic, you absorb a magic item into your body, taking on its essence and powers.

Prerequisite: Charisma 19, caster level 10th

Benefit: You can absorb a magic item and make its powers inherent within you. You cannot fuse with magic weapons or armor, nor can you fuse with potions or scrolls. You can fuse with any other item. Activating or using an item that's fused with you works the same as for a normal item. A fused *wand of wall of ice* allows you to cast *wall of ice* as a spell-like ability (using the item's caster level) 50 times, or however many charges it had left at the time of the fusing. Bonus types do not change. A fused *amulet of health +4* grants you a permanent enhancement bonus (not an inherent bonus) of +4.

Fusing with an item first requires an XP cost equal to half the item's gold-piece value. Then, you must make a Spellcraft check with DC 20 + the item's caster level for each of the item's separate abilities. Failure means that you cannot use that power. You may try only once per ability. Even if you are unable to use any of the powers of a fused item, the item is consumed and the experience points lost.

Once consumed, a fused item cannot be taken away from you. It does not need to be drawn or wielded, and it is not visible in any way. It takes up no space on your body, so if you have fused with an amulet you can wear another amulet without problems. Like all spell-like abilities, using the fused item requires no components and draws no attack of opportunity.



Items that logically grant no benefit from being absorbed—mainly because their power comes from being independent of the user, such as a *figurine of wondrous power* or *dust of tracelessness*—cannot be fused.

Mord's disjunction removes the item from you, restoring it to its normal state.

Intelligent Items: Fusing with an intelligent item forces you to make a Will save at the beginning of each day (DC 10 + item's level + item's Charisma bonus). If you succeed, you are in control for the day and can use the item's abilities, skills, and feats (if applicable). If you fail, the item remains in control of you for the day and can use your abilities, skills, and feats. Items fused with a character cannot gain levels as described on page 63.

GOOD MEMORY (GENERAL)

Your memory is excellent.

Benefit: Whenever you must make an Intelligence check to remember something not covered by a Knowledge skill check, you gain a +5 competence bonus to the check.

IMPLANT GAMBIT (ITEM CREATION)

You put a secret “trick” into an item that you create.

Prerequisite: Caster level 12th, any item creation feat

Benefit: You can add a “gambit” into the powers of a magic item that you create using another feat. The item must be one that you create, must have a market price of at least 1,000 gp, and you must put the gambit in place during the item's initial creation. Implanting a gambit requires the caster to spend more money and experience (see below) and adds a day to the creation time.

A “gambit” in this sense is one of the following:

- **Fail-Safe:** You put a special command into the item that allows you—and only you—to say a word (using a standard action) that permanently drains it of all power. This gambit adds 1,000 gp and 40 XP to the item's creation cost.
- **Back Door:** You put a special command into the item that allows you—and only you—to control it even when it falls into the hands of another. You must be within 25 feet and have the item in line of sight. Using this gambit requires a standard action and a successful Concentration check (DC 20). The item must be a command or spell-trigger item. This adds 5,000 gp and 200 XP to the item's creation cost.
- **Recall:** You put a special command into the item to return it to your hand when you desire it. The item must be on the same plane as you are, and if it is currently within someone's grasp (and not sitting unattended or stowed in a pack), the character holding the item gets a Will save to hold onto it (DC 15 + your Charisma modifier). This adds 15,000 gp and 600 XP to the item's creation cost.

- **Conditional Fail-Safe:** You put a special function into the item that permanently drains it of all power if a specific condition arises. Conditions could include “if a character of evil alignment holds the item for more than 1 round,” or “if the item enters the land of Tared-Ul” or—in the case of an intelligent item—“if the item so wishes.” This gambit adds 10,000 gp and 400 XP to the item’s creation cost.
- **Conditional Recall:** You put a special function into the item that returns it to your hand if a specific condition arises. Conditions could include “if a character of evil alignment holds the item for more than 1 round,” or “if the item enters the land of Tared-Ul” or—in the case of an intelligent item—“if the item so wishes.” This gambit adds 20,000 gp and 800 XP to the item’s creation cost.

Special: You can put more than one gambit into an item, adding the costs of all gambits to the original price and a day per gambit to the creation time.

INTENSIFY SONG (CRESCENDO) (GENERAL)

You increase your spellsong’s damage with your skill in music.

Prerequisite: Ability to cast spellsongs

Benefit: You increase the damage inflicted by any damage-causing spellsong. To accomplish this, you must make a Perform (sing) check. The Difficulty Class depends on the desired amount of increase to the damage, as well as the spellsong type:

DC	Result
20	Increase spellnote damage by 50 percent
23	Increase spellchord damage by 50 percent
25	Increase spellnote damage by 100 percent
28	Increase spellmelody damage by 50 percent
30	Increase spellchord damage by 100 percent
33	Increase spellmelody damage by 100 percent

You must choose the desired result before you make this check, which is a free action that draws no attack of opportunity. This feat cannot be used to affect the same spellsong that a similar feat, such as Amplify Song, already affects.

ITEM IMAGE (ELDRITCH)

You can bond yourself or someone else with a magic item by use of a tattoo.

Prerequisites: Intelligence 17, caster level 7th

Benefit: You inscribe a tattoo onto your flesh or the flesh of another, in the presence of a magic item that weighs no more than the tattooed character can carry. This process takes eight hours and costs one-tenth the market value of

the magic item in gold pieces. Once the tattoo is finished, the character can magically store the item within the image, and can call it forth again as a free action. While stored, the item remains in unchanging stasis, magically shrunk down so small that it cannot be felt. The item image tattoo is permanent; there is no limit to the number of times a character can call forth and re-store the magic item.

The tattooed image is often inscribed on the character’s hand or arm, its design flowing seamlessly from the flesh to the item being held. For instance, the image to store a +2 trident might resemble waves that flow down the character’s arm in lines that mirror the curves of the weapon’s shaft. Often the tattoo changes when the item comes out of its magical storage; in the previous example, the trident might appear beneath the waves while it is stored, disappearing from the image as it is called forth.

Further, that character with the keyed image enjoys one of the following benefits while using that specific item (chosen at the time the image is inscribed):

- +1 damage if the item is a weapon (stacks with all other bonuses)
- +2 saving throw Difficulty Class, if the item requires opponents to make a save
- +2 caster level
- Item inflicts 1d6 points of fire damage upon anyone who attempts to use it, other than the tattooed character.

LACE SPELL: ELEMENTAL ENERGIES (ELDRITCH)

You can add more damage to the spells you cast by lacing them with elemental energy.

Prerequisites: Intelligence 17, caster level 5th

Benefit: You can give an extra power to a single-target spell when you cast it by adding elemental energy. You must choose the element to lace when taking this feat: acid, cold, electricity, fire, or sonic. Once you choose it, you cannot change the element you use to lace spells. In addition to its normal effect, any spell with a single target also inflicts +1d6 points of damage to that target if the spell takes effect (assuming the target fails the saving throw, if any). The damage is of the appropriate elemental type. Spells with different effects based on the success or failure of a saving throw (such as *disintegrate* or *slay living*) inflict the additional damage either way.

Special: You may take this feat multiple times, choosing a different element each time. However, you cannot lace a spell with more than one type of element.

LACE SPELL: ENEMY BANE (ELDRITCH)

You can add more damage to the spells you cast when you cast them upon a chosen enemy.

Prerequisites: Intelligence 17, caster level 5th

Benefit: You give an extra power to a damaging spell when you cast it on a specific type of creature (you must choose the type of creature when you select this feat). Any spell that causes damage inflicts 20 percent more damage against creatures of this type. Some people claim to hear an intense cackling sound when a Bane-laced spell strikes its intended target.

Special: You can take this feat multiple times, for a number of bane creature types. Choose a creature type from the list below:

- Aberrations
- Constructs
- Elementals
- Giants
- Magical beasts
- Oozes
- Outsiders, evil
- Outsiders, lawful
- Undead
- Animals
- Dragons
- Fey
- Humanoids (choose subtype)
- Monstrous humanoids
- Outsiders, chaotic
- Outsiders, good
- Plants
- Vermin

LACE SPELL: HOLY/UNHOLY (ELDRITCH)

By lacing them with energy, you can add potency to the spells you cast against good or evil targets.

Prerequisites: Intelligence 17, caster level 5th

Benefit: You give extra power to a spell that you cast against either an evil or a good opponent. You must choose whether to make your spells holy or unholy at the time you select this feat, and afterward you can never take this feat again. You cannot lace an evil spell with holy energy or a good spell with unholy energy. Spells laced with holy or unholy energy are changed in these ways:

Holy. Changes the spell's descriptor to [good] and adds a +2 bonus to the save Difficulty Class if the target or creatures within the area are of evil alignment.

Unholy. Changes the spell's descriptor to [evil] and adds a +2 bonus to the save Difficulty Class if the target or creatures within the area are of good alignment.

LACE SPELL: LAWFUL/CHAOTIC (ELDRITCH)

By lacing them with energy, you can add potency to the spells you cast against lawful or chaotic targets.

Prerequisites: Intelligence 17, caster level 5th

Benefit: You give extra power to a spell that you cast against either a chaotic or a lawful opponent. You must choose whether to make your spells lawful or chaotic at the time you select this feat, and afterward you can never take this feat again. You cannot lace a lawful spell with chaotic energy or a chaotic spell with lawful energy. Spells laced with lawful or chaotic energy are changed in these ways:

Lawful. Changes the spell's descriptor to [lawful] and adds a +2 bonus to the save Difficulty Class if the target or creatures within the area are of chaotic alignment.

Chaotic. Changes the spell's descriptor to [chaotic] and adds a +2 bonus to the save Difficulty Class if the target or creatures within the area are of lawful alignment.

LACE SPELL: RESISTANT (ELDRITCH)

You make your spell more potent and harder to dispel.

Prerequisite: Intelligence 17, caster level 7th

Benefit: You give to all spells you lace with this feat a +2 bonus to the Difficulty Class required for another caster to dispel them. For example, a 10th-level arcanist casts a Resistant-laced *wall of ice* and another caster attempts to dispel it. When the dispelling mage makes a level check (d20 + 10) to determine whether the *dispel* attempt succeeds, the Difficulty Class becomes 11 + 10 (the caster's level) + 2 for the lacing effect. Any spell can be laced with this feat, although spells that cannot be dispelled (such as *wall of force*) gain no benefit.

LACE SPELL: SPELLRIPPER (ELDRITCH)

Every spell you cast has a chance to dispel one protecting or enhancing your foe.

Prerequisite: Intelligence 17, Charisma 21, caster level 17th, Magical Talent†

Benefit: You give an extra power to an offensive spell you cast on an opponent. In addition to its normal effects, the lacing attempts to dispel (as described in *dispel magic*) one spell effect on the target. The highest-level spell currently active is always the spell to be ripped away. For example, a wizard casts a Spellripper-laced *hold person* at a foe with *cat's grace* and *stoneskin* active upon her. The wizard makes a level check (d20 + 10) with DC 11 + the caster level of the caster of *stoneskin*. If the dispel succeeds, the *stoneskin* is "ripped" away before the laced *hold person* takes effect. If the dispel fails, resolve the *hold person* casting attempt normally—no spells are ripped away.

Spellripper lacing affects only spells cast upon a creature or object. Independent spell effects, or those affecting an area—such as a *wall of fire*, an *antimagic field*, an illusion, or a conjured monster—cannot be dispelled, even if they prevent the laced spell from affecting the target.

LACE SPELL: UNRAVEL (ELDRITCH)

You make your spell more potent and harder to ward against.

Prerequisite: Intelligence 17, Charisma 15, caster level 10th, Magical Talent†

Benefit: You give an extra power to an offensive spell that you cast on an opponent. The lacing attempts to suppress, for this laced spell only, any spell effect on the target that directly interferes with the laced spell taking effect. For example, a sorcerer casts an Unravel-laced *fireball* at a foe with *protection from energy* (fire) already active upon herself. The sorcerer makes a level check (d20 + 10) with DC 11 + the caster level of the caster of *protection from energy*. If the sorcerer's attempt

succeeds, the spell is “unraveled” before the *fireball* takes effect. However, immediately after the *fireball*'s effects have taken their toll, the unraveled *protection from energy* spell knits itself back together again for its subject.

Unravel lacing affects only spells cast upon a creature or object. Independent spell effects, or those affecting an area—such as a *wall of fire*, an *antimagic field*, an illusion, or a conjured monster—cannot be suppressed, even if they prevent the laced spell from affecting the target.

Unlike the more powerful Lace Spell: Spellripper feat, a spell laced with Unravel can suppress only temporarily those effects specifically intended to foil that spell (*spell immunity*, a *shield* spell protecting against *magic missiles*, and so on) or spells that provide general protection from other spells (*protection from evil*, *spell resistance*, and so on).



LIFE TO THE INANIMATE

(ITEM CREATION)

You imbue an inanimate magical item with intelligence.

Prerequisite: Caster level 10th

Benefit: You can add intelligence to the powers of a magical item, either one you are currently crafting (using other feats) or an existing item. The rules for creating an intelligent item begin on page 62.

MAGICAL TALENT (GENERAL)

The mystical and eldritch secrets are clear to you.

Benefit: You gain a +2 bonus to Knowledge (arcana) and Spellcraft.

MANUFACTURE MAGIC POISON

(ITEM CREATION)

You can create magic poisons, which have magical effects in addition to their traditional deadly nature. See the DMG and Chapter Eight of this book for rules on poisons.

Prerequisite: Caster level 5th

Benefit: You can create any magic poison (see page 184) whose prerequisites you meet. Enchanting a magic poison takes one week for each 1,000 gp of its price. To enchant a magic poison, the spellcaster must spend 1/25 of the item's price in experience points and use up raw materials costing half its price.

MIRROR SIGHT (ELDRITCH)

You can look through a mirror and see an image that is reflected in a specific other mirror or an individual reflected in any other mirror.

Prerequisites: Charisma 19, caster level 1st

Benefit: You can, once per day, use a mirror for a special sort of scrying. Looking into a mirror, you can see through it to view a reflection in another mirror. You can choose to see one of three types of reflection:

- The current reflection in another mirror you are familiar with.
- The reflection of a person you know well, assuming that person is near a mirror.
- The reflection of a place you know well, assuming the location is being reflected in a mirror.

You receive only visual information through this ability. However, you can choose to transmit information both ways—so that a person reflected in the remote mirror can view whatever appears in the mirror you are using. Contact lasts 1d4 rounds, plus a number of rounds equal to your Charisma bonus.

For example, Aliya knows that her friend Serai keeps a mirror in his living room over the mantel. She can look

through her own hand-held mirror and see into Serai's living room. But Serai's not there. The next day, Aliya can attempt to find Serai by looking into her mirror. If, at that moment, Serai is near any mirror at all, she can see him. Otherwise, she sees nothing but her own reflection.

Mirror Sight works with mirrors only; it is not effective when with attempting to scry with other reflective surfaces such as a still pool or a polished metal shield.

PRECISE TOUCH (METAMAGIC)

You can cast area spells as if they were touch spells.

Benefit: Precise Touch converts any area evocation to a spell with a single target, a duration of instantaneous, and a range of touch. Spells whose area stipulates an effect centered on you are not affected by this feat. The Precise Touch spell is as difficult to prepare and cast as a spell one level lower than itself, with a minimum of 1st level. You must be able to cast the spell normally, however.

Not all spells function properly when prepared with this feat. A Precise Touch *desecrate*, for example, does not accomplish much (spells specifically intended to affect a locale almost all fall into this category). A Precise Touch *fireball*, prepared and cast as a 2nd-level spell, inflicts 1d6 points of fire damage per caster level to a single creature or object touched.

SUBLIMINAL SPELLCASTING (ELDRITCH)

You cast a spell so subtly as to make it extremely difficult to detect that it even happened.

Prerequisites: Charisma 11, caster level 3rd, Bluff

Benefit: You can cast any spell so that the casting has no visible effects. Further, the somatic and verbal components (if any) remain so subtle that unless someone makes a Spellcraft check (DC 10 + your Bluff skill check), they cannot tell you are casting a spell and not simply moving and talking normally. The casting time for the spell is 10 times the normal casting time.

Unlike with a normal spell, even if a character must make a saving throw to resist the spell's effects, he is not aware that he is making the save. Succeed or fail, a target does not know a spell has been cast upon him. Likewise, you do not know whether a spell succeeds or fails.

For more on subliminal spellcasting, see "The Vale of Stars" section in Chapter Five.

SUBTLE SCRYING (GENERAL)

You are harder to detect when you are scrying someone.

Benefit: When you scry upon a subject, the Difficulty Class for the subject to notice your scrying sensor is 30 rather than 20.

Special: You can take this feat multiple times; each time the Difficulty Class to notice the sensor increases by 10.

SUSTAIN SONG (SOSTENUTO) (GENERAL)

You increase your spellsong's duration with your skill in music.

Prerequisite: Ability to cast spellsongs

Benefit: You increase the duration of any noninstantaneous spellsong. To accomplish this, you must make a Perform (sing) check. The required Difficulty Class depends on the desired amount of duration increase, as well as the spellsong type:

DC	Result
15	Increase spellnote duration by 50 percent
18	Increase spellchord duration by 50 percent
20	Increase spellnote duration by 100 percent
23	Increase spellmelody duration by 50 percent
25	Increase spellchord duration by 100 percent
28	Increase spellmelody duration by 100 percent

You must choose the desired result before you make this check, which is a free action that draws no attack of opportunity. This feat cannot be used to affect the same spellsong that a similar feat, such as Intensify Song, already affects.

VIVIFY SONG (MAESTOSO) (GENERAL)

You increase your spellsong's potency with your skill in music.

Prerequisite: Ability to cast spellsongs

Benefit: You increase the Difficulty Class of any spellsong you cast. To accomplish this, you must make a Perform (sing) check. The Difficulty Class required for the attempt depends on the desired amount of increase to the target spellsong's Difficulty Class, as well as its type:

DC	Result
20	Increase spellnote DC by +1
23	Increase spellchord DC by +1
25	Increase spellnote DC by +2
28	Increase spellmelody DC by +1
30	Increase spellchord DC by +2
33	Increase spellmelody DC by +2
35	Increase spellnote DC by +3
40	Increase spellchord DC by +3
45	Increase spellmelody DC by +3

You must choose the desired result before you make this check, which is a free action that draws no attack of opportunity. This feat cannot be used to affect the same spellsong that a similar feat, such as Intensify Song, already affects.

Prestige Classes

The ways of manipulating arcane energies are as varied as arcanists themselves. So many different organizations and areas of specialty have evolved over the years that it is difficult to keep track of them. Presented here are eight prestige classes that use arcane magic in very different ways. (The eldritch warrior does not even cast spells!) Each can be used to create nonplayer characters or organizations for the DM's campaign world, as well as potential paths to power for PCs that qualify.

The paths of magic are many. The new prestige classes presented here are very specific, but with specificity comes even greater arcane power. Keep them in mind as new options for your arcane spellcasting PCs and NPCs.

For the purpose of the prestige classes introduced in this chapter and their related features, spellsongs are always considered the equivalent of spells that have verbal components.

DIPLOMANCER

Skilled at working with others, negotiating, and influencing people, diplomancers are spellcasters who specialize in magic keyed to relations and enchantments. Far less likely than other spellcasters to hurl *fireballs* and create *walls of force*, a diplomancer solves problems and overcomes foes through use of subtle charms and other enchantments. She excels at conversational finesse, using magic to make herself even more trustworthy, interesting, and compelling.

Arcane spellcasters often become diplomancers, particularly sorcerers and bards, due to their high natural Charisma. In fact, bards usually make the best diplomancers of all. Occasionally, a cleric takes up the mantle of diplomancer, however, serving her church as a mediator or consul.

Diplomancers often avoid brash evokers and spellcasters who use overt magical force. They see theirs as a sophisticated and refined art, requiring a deft touch and as much cunning as raw power. Sometimes, however, a diplomancer works with other arcanists in a guild or school as a liaison with other organizations. Diplomancers also make effective leaders and advisors.

Hit Die: d6

REQUIREMENTS

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

Diplomacy:	10 ranks
Sense Motive:	8 ranks
Feats:	Skill Focus (Diplomacy), Spell Focus (enchantment)
Special:	Must be able to cast at least five spells of the enchantment school
Special:	Must have successfully used an enchantment against a creature of her own race at least three times (<i>charm person, suggestion, and so on</i>).

CLASS SKILLS

The diplomancer's class skills (and the key ability for each) are Bluff (Cha), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (any) (Int), Listen (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis). See the *Player's Handbook*, Chapter Four, for skill descriptions.

Skill Points at Each Level: 4 + Intelligence modifier

CLASS FEATURES

All of the following are class features of the diplomancer.

Weapon and Armor Proficiency: Diplomancers are proficient with no weapons, with no armor or shields.

Spells. When a diplomancer gains her first level, and on alternating diplomancer levels after that (plus 10th level), she gains new spells per day as if she had also gained a level in her previous spellcasting class. She does not, however, earn 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 she adds the new level of diplomancer to the level of her other spellcasting class, then

determines spells per day, spells known, and caster level accordingly.

For example, if Tearah, an 8th-level wizard, gains a level in



diplomancer, she gains new spells as if she had risen to 9th level in wizard, but uses the other diplomancer aspects of level progression, such as attack bonus and save bonus. If she next gains a level of wizard, making her a 9th-level wizard/1st-level diplomancer, she gains spells as if she had risen to 10th-level wizard.

If a character had more than one spellcasting class before she became a diplomancer, she must decide which class receives each level of diplomancer for the purpose of determining spells per day.

Charm. The 1st-level diplomancer can cast *charm person* once per day as a spell-like ability.

Enchantment Affinity (Ex). Starting at 2nd level, all enchantment spells cast by a diplomancer gain a +1 competence bonus to the saving throw Difficulty Classes and are treated as if cast by someone one level higher than the character's actual caster level. At 6th level, this bonus becomes +2, and two caster levels are added. At 10th level, the bonus becomes +3 and three caster levels.

Magical Seduction/Attractiveness (Su). Beginning at 3rd level diplomancers can use magic to become more physically attractive. Any Charisma-based check that involves physical attraction gains a +2 competence bonus. Thus, a human diplomancer would gain the bonus for an encounter with people in a tavern to gather information. A Diplomacy check made while conversing with a dragon would not receive it. The DM is the final arbiter of whether the bonus applies. Remember, though, that even in nonromantic situations, attractiveness can play a part.

Protection From Evocations: At 4th level, diplomancers begin to learn how to resist overt, nonsubtle magic. They gain a +1 competence bonus to all saving throws against spells of the evocation school. At 8th level, this bonus increases to +2.

Insight Into Secrets (Sp). As all diplomancers know, everyone has secrets. Knowing a character's secrets proves helpful when attempting to influence or intimidate. At 5th level, a diplomancer gains the ability to mentally peer into the mind of a selected creature. This effect allows a Will saving throw to resist (DC 10 + the diplomancer's level + Charisma modifier). If this insight ability works, the diplomancer learns a

personal secret of the target (assuming one exists). The DM is free to detail this secret, or can simply impose a +2 circumstance bonus to Diplomacy, Intimidation, or Sense Motive checks the diplomancer makes against the target—or the DM can do both.

Charisma Gift (Su). At 7th level, the diplomancer uses magic to instill within herself a +1 inherent bonus to Charisma.

Word Cunning (Su). The 9th-level diplomancer gains the ability to speak so eloquently that any language-dependent spell she casts is treated as having been cast by someone one caster level higher than normal and gains a +1 insight bonus to the Difficulty Class.

ELDRITCH WARRIOR

The eldritch warrior, sometimes called the “arcanist blade,” is devoted to magic that lets him become a greater combatant. He does not cast spells himself. Instead, he uses arcane knowledge and ancient rituals to grant himself greater physical puissance.

Fighters with a few levels of wizard or sorcerer often become eldritch warriors, although a single-classed fighter can take up the mantle without ever having cast a spell. Less frequently, eldritch warriors are wizards, sorcerers, bards, and even rangers.

In comparison with more conventional arcanists, eldritch warriors are rather rare. NPC eldritch warriors sometimes work with wizards or sorcerers, but only occasionally with others of their own class. They can even be found among more traditional fighters, often keeping their magical enhancements and skills quiet.

Hit Die: d8

REQUIREMENTS

To qualify to become an eldritch warrior, a character must fulfill all the following criteria.

Base Attack Bonus: +5

Craft (Alchemy): 3 ranks

Knowledge (Arcana): 3 ranks

Spellcraft: 1 rank

Feats: Magical Talent†, Weapon Focus (any)

DIPLOMANCER

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Charm	+1 spellcasting level
2	+1	+0	+0	+3	Enchantment affinity +1	—
3	+2	+1	+1	+3	Magical seduction/attractiveness	+1 spellcasting level
4	+3	+1	+1	+4	Protection from evocations +1	—
5	+3	+1	+1	+4	Insight into secrets	+1 spellcasting level
6	+4	+2	+2	+5	Enchantment affinity +2	—
7	+5	+2	+2	+5	Charisma gift	+1 spellcasting level
8	+6	+2	+2	+6	Protection from evocations +2	—
9	+6	+3	+3	+6	Word cunning	+1 spellcasting level
10	+7	+3	+3	+7	Enchantment affinity +3	+1 spellcasting level

CLASS SKILLS

The eldritch warrior's class skills (and the key ability for each) are Climb (Str), Concentration (Con), Craft (any) (Int), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Move Silently (Dex), Ride (Dex), and Spellcraft (Int). See the *Player's Handbook*, Chapter Four, for skill descriptions.

Skill Points at Each Level: 2 + Intelligence modifier

CLASS FEATURES

All of the following are class features of the eldritch warrior.

Weapon and Armor Proficiency: Eldritch warriors are proficient with all simple and martial weapons, with all types of armor, and with shields.

Ritual of Potency. At 1st level, an eldritch warrior can perform a special daylong ritual that grants him power. He must perform it alone and uninterrupted. The eldritch warrior can perform one of these rituals at 1st, 4th, 7th, and 10th level. When he carries out the ritual, he chooses from the following list of supernatural powers to imbue within himself permanently (choosing from those available to him based on his level and Charisma; he may not choose an ability more than once):

Class Level+ Cha Modifier	Ability
Less than 2	<i>Sense Magic:</i> You can <i>detect magic</i> as a spell-like ability at will.
3-4	<i>Darksight:</i> You gain 30-foot darkvision.
5-6	<i>The Sparkling Shield:</i> You gain +1 natural armor (stacks with existing natural armor) in the form of a shimmering hue that dances upon your flesh.
7-8	<i>Arcane Puissance:</i> You gain a +1 inherent bonus to Strength, Constitution, or Dexterity.
9	<i>Speed of Magic:</i> You gain an inherent +10 bonus to speed.
10	<i>Slice Through Wards:</i> Once per day per eldritch warrior level, you can ignore all magical protections (Armor Class bonuses, <i>stoneskin</i> , <i>iron body</i> , and so on) on a foe in a single attack. You must declare your use of this ability before making the attack.
11	<i>Destroy Spell:</i> Once per day, you can strike a noninstantaneous spell effect or creation (a summoned monster, <i>wall of force</i> , illusion, area of <i>acid fog</i> , and so on) with a melee weapon and dispel it as if you had cast <i>dispel magic</i> , using your eldritch warrior level as the caster level. Even spells not normally subject to <i>dispel magic</i> can be affected.

Enrune Armor (Su). At 2nd level, an eldritch warrior can spend an hour inscribing or otherwise marking a magical symbol on a suit of armor or a shield. This rune adds a +1 enhancement bonus to the Armor Class provided by the armor or shield and stores a 1st-level arcane spell of the warrior's choosing. The warrior can cast the enruned spell at any time, although this immediately erases the rune. This spell is cast using the eldritch warrior's class levels as the caster level, with no chance of spell failure. The rune lasts no longer than 24 hours, whether the spell is cast or not. Each time a rune is inscribed, the warrior must pay 5 gp in materials in addition to the price of any costly components the spell requires. The eldritch warrior may have only one armor rune at any given time.

Bonus Feat. At 2nd, 6th, and 9th levels, the eldritch warrior gains a bonus feat chosen from the following list: Combat Expertise (Improved Disarm, Improved Feint, Improved Trip, Whirlwind Attack), Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency, Improved Critical*, Improved Initiative, Mounted Combat (Mounted Archery, Ride-By Attack, Spirited Charge, Trample), Point Blank



ELDRITCH WARRIOR

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+2	Ritual of potency
2	+2	+3	+0	+3	Enrune armor, bonus feat
3	+3	+3	+1	+3	Infuse with power
4	+4	+4	+1	+4	Ritual of potency
5	+5	+4	+1	+4	Enrune weapon
6	+6	+5	+2	+5	Bonus feat
7	+7	+5	+2	+5	Ritual of potency
8	+8	+6	+2	+6	Enrune flesh
9	+9	+6	+3	+6	Bonus feat
10	+10	+7	+3	+7	Ritual of potency

Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Improved Sunder), Quick Draw, Two-Weapon Fighting (Two-Weapon Defense, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting), Weapon Finesse, Weapon Focus (Greater Weapon Focus).

Feats dependent on other feats are listed parenthetically under the prerequisite feat. A character can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. Characters still must meet all prerequisites for a feat, including ability score and base attack minimums.

Infuse With Power. Beginning at 3rd level, an eldritch warrior can infuse a weapon with arcane energy once per day. The weapon gains a +1 enhancement bonus to attack and damage and a single special ability that is the equivalent of a +1 bonus (as found in the DMG or this book), such as keen or karmic† (see Chapter Eight: Magic Items). This infusion of power lasts for 10 minutes per eldritch warrior level.

Enrune Weapon (Su). At 5th level, an eldritch warrior can spend an hour inscribing a magical symbol onto a weapon. This rune adds a +1 enhancement bonus to the attack and damage of the weapon and stores a 2nd-level arcane spell of the warrior's choosing. The warrior can cast the enruned spell at any time, although this immediately erases the rune. This spell is cast using the eldritch warrior's class levels as the caster level, with no chance of spell failure. The rune lasts no longer than 24 hours, whether the spell is cast or not. Each time a rune is inscribed, the warrior must pay 50 gp in materials in addition to the price of any costly components the spell requires. The eldritch warrior can have only one weapon rune in existence at any given time.

Enrune Flesh (Su). At 8th level, through a weeklong process of creating a tattoo-like rune on his flesh, the eldritch warrior can choose any spell that can be made permanent for a character (see the *permanency* spell) and gain that permanent ability via the rune. If this permanent spell effect is dispelled, it can be renewed (or a different one chosen), but it requires another painful weeklong process. This spell is cast using the eldritch warrior's class levels as the caster level, with no chance of spell failure.

EMBERMAGE

Although there are others who claim to be fire wizards, the embermages may be the truest sort of fire mage. Fire smolders within them. Their blood literally burns. This fire makes them tough—they have to be, for they must access their powers by releasing the fire within.

Many sorcerers and wizards become embermages, bards less often. All embermages have suffered greatly by fire and internalized the power within the flame.

NPC embermages gather together in small cabals. They use their power to achieve a set end, although the goals of every embermage are different.

Hit Die: d6

REQUIREMENTS

To qualify to become an embermage, a character must fulfill all the following criteria:

Knowledge (Arcana): 10 ranks

Feats: Endurance, Spell Focus (evocation), Spell Penetration

Spellcasting: Must be able to cast 3rd-level arcane spells. Must be able to cast five spells of the fire type and may cast no spells of the cold type.

Special: Must have been reduced to negative hit points entirely through damage by fire, or killed by a fire attack.

Special: May use no spell or item that provides protection against fire (doing so prevents the use of embermage abilities until the protection ends).

CLASS SKILLS

The embermage's class skills (and the key ability for each skill) are: Concentration (Con), Craft (any) (Int), Knowledge (any) (Int), Profession (Wis), and Spellcraft (Int). See the *Player's Handbook*, Chapter Four, for skill descriptions.

Skill Points at Each Level: 2 + Intelligence modifier

EMBERMAGE

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Burning touch	+1 level of existing class
2	+1	+3	+0	+3	Burning blood	—
3	+1	+3	+1	+3	—	+1 level of existing class
4	+2	+4	+1	+4	Fingers of fire	—
5	+2	+4	+1	+4	—	+1 level of existing class
6	+3	+5	+2	+5	Burning blood backlash	—
7	+3	+5	+2	+5	—	+1 level of existing class
8	+4	+6	+2	+6	Tongue of fire	—
9	+4	+6	+3	+6	Eyes of fire	+1 level of existing class
10	+5	+7	+3	+7	Internal explosion	—

CLASS FEATURES

All of the following are class features of the embermage:

Weapon and Armor Proficiency. Embermages gain no weapon, armor, or shield proficiencies.

Spells. When a character reaches an odd-numbered embermage level, he gains new spells per day as if he had also gained a level in his previous spellcasting class. He does not, however, receive 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 he adds the level of embermage to the level of his other spellcasting class, then determines spells per day (and caster level) accordingly.

For example, if Serai, a 9th-level sorcerer, gains a level in embermage, he gains new spells as if he had risen to 10th level in sorcerer, and he casts them at 10th level. However, he uses the other embermage aspects of level progression, such as base attack bonus and save bonus. If he next takes a level of sorcerer, making him an 10th-level sorcerer/1st-level embermage, he gains spells as if he had risen to 11th-level sorcerer.

If a character had more than one spellcasting class before becoming an embermage, he must decide which class receives each level of embermage, for the purposes of determining spells per day.

Burning Touch (Sp). The embermage can call flames to the tips of his fingers as a free action, inflicting 1d4 + 1 points of fire damage per class level (maximum +5) if touched to a foe. (The touch attack is handled normally.) The flames can set flammable objects like paper alight. The flames last 1 round. These flames come from within the character, inflicting 1 point of fire damage upon him each time he uses this ability.

Burning Blood (Sp). The 2nd-level and higher embermage can cut himself (a standard action), inflicting 1 to 5 points of fire damage upon himself (his choice). His flaming blood gushes from the wound, causing everyone within 5

feet to suffer 1d6 points of fire damage for each point the embermage suffered.

Fingers of Fire (Sp). Calling fire to the tips of his fingers, the embermage—starting at 4th level—can launch one to five spurts of flame in a single round up to 30 feet away. If firing multiple spurts, the embermage can target different foes, but no two can be more than 10 feet apart. Each spurt requires a ranged touch attack and inflicts 2d6 points of fire damage. Each spurt inflicts 2 points of fire damage on the embermage as well.

Burning Blood Backlash (Su). Whenever the 6th-level or higher embermage suffers damage from a slashing or piercing attack, the resulting spurt of inner fire and burning blood inflicts 1d6 points of fire damage upon the attacker, if he is within 5 feet.

Tongue of Fire (Sp). Once per day starting at 8th level, the embermage can spit two gouts of flame as a standard action. One forms a flaming shield with no check penalty or spell failure chance; it provides a +3 armor bonus. The other forms a *flame blade*, as the spell. This weapon and shield last for 10 minutes.

Eyes of Fire (Sp). Once per day beginning at 9th level, the embermage can shoot from his eyes a blast of fire 5 feet wide and 100 feet + 10 feet long per class level. All within this area must make Reflex saving throws (DC 10 + embermage's Intelligence modifier + embermage's class level) or suffer 1d6 points of fire damage per embermage class level (maximum 10d6). This fire is so hot that even creatures immune to fire suffer half damage, and characters with fire resistance get only half their normal resistance (so a character with 12 points of fire resistance from *resist energy [fire]* gets only 6 points of resistance).

Internal Explosion (Sp). Once per day starting at 10th level, an embermage can call upon his most dreaded power. He can temporarily transfer the ultra-hot flame within himself to some other victim(s). This works exactly like the spell *implosion*, except that the target explodes in flame. The save



Difficulty Class is equal to 10 + the embermage's Intelligence modifier + the embermage's class level. Creatures immune to fire suffer no damage, but characters with fire resistance have no special protection.

GRAVEN ONE

Tales tell of sorcerers with skin like leather—or maybe even like stone. Every inch of these sorcerers' skin is covered in tattoos, sigils, runes, and other markings. They have, quite literally, transformed themselves into living magic items. To do so, however, they undergo painful rituals that strengthen their flesh and make them hardier individuals.

Wizards and sorcerers become graven ones most frequently, but the occasional bard does as well.

NPC graven ones wander alone, though sometimes their abilities are seen as such a boon, they become military leaders or enforcers for powerful masters.

Hit Die: d6

REQUIREMENTS

To qualify to become a graven one, a character must fulfill all the following criteria:

Knowledge (Arcana): 5 ranks

Spellcraft: 7 ranks

Feats: Etch Object Rune†, Item Image†, Scribe Scroll, Toughness

Spellcasting: Must be able to cast 4th-level arcane spells, including at least three with the word “mark” in the title, *erase*, *explosive runes*, and *sepia snake sigil*

Languages: Must be fluent in Celestial, Draconic, and Infernal

Special: Must find a third party who can cast *permanency* and will partake in a ritual that lasts an entire day. The character loses 4 hp permanently, but when it is over, he bears a tough, almost stonelike skin with an inherent +1 natural armor bonus.

CLASS SKILLS

The graven one's class skills (and the key ability for each skill) are: Concentration (Con), Craft (any) (Int), Knowledge (arcana) (Int), Profession (Wis), Search (Wis), and Spellcraft (Int). See the *Player's Handbook*, Chapter Four, for skill descriptions.

Skill Points at Each Level: 2 + Intelligence modifier

CLASS FEATURES

All the following are class features of the graven one:

Weapon and Armor Proficiency. Graven ones are proficient with no weapons, armor, or shields.

Spells. When a character reaches an odd-numbered graven one level, he gains new spells per day as if he had also gained a level in his previous spellcasting class. He does not, however, receive 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 he adds the level of graven one to the level of his other spellcasting class, then determines spells per day (and caster level) accordingly.

For example, if Canabulum, a 9th-level wizard, gains a level in graven one, he receives new spells as if he had risen to 10th level in wizard, and he casts them at 10th level. However, he uses the other graven one aspects of level progression, such as base attack bonus and save bonus. If he next takes a level of wizard, making him an 10th-level wizard/1st-level graven one, he gains spells as if he had risen to 11th-level wizard.

If a character had more than one spellcasting class before he became a graven one, he must decide which class receives each level of graven one, for the purposes of determining spells per day.

Flesh Rune (Sp). The graven one gains the ability to etch runes into his own flesh using the Etch Object Rune† feat. The graven one's body can bear as many as four runes at once, no matter what his size.

Tattoo of Power (Su). A graven one can inscribe a tattoo on his body that lasts for 24 hours. It requires 10 minutes to inscribe it, and he can bear only one tattoo of power at a time (this in no way interacts with any flesh runes that he might have). When he gains this ability at 2nd level, he

chooses a tattoo of power inscription that he knows from the table on the next page. The graven one's level + his Intelligence modifier determine which of the tattoos he can learn. When he gains this ability again, at 3rd level and at alternating levels after that, he can choose another tattoo.

See the "Random Rune Generator" section of the Appendix for tattoo ideas.

Graven Image (Su). Starting at 4th level, the graven one can inscribe one image of an animal or magical beast onto his flesh (this in no way interacts

with any flesh runes or tattoos of power that he might have). Inscribing this image takes 10 minutes, and it can be activated at any time afterward as a free action. When activated, the image leaps from the graven one's body and becomes a real version of that creature. It remains for one minute per level or until slain, obeying the graven one's mental commands (issued as free actions).

As the graven one goes up in level, the number of Hit Dice of the creatures he can make into graven images increases.

See the "Random Rune Generator" section of the Appendix for graven image ideas.

Rune Circumstances

In cultures where skin markings are strange, or among those who fear or distrust magic, the obvious flesh runes, tattoos of power, and graven images give the graven one a -2 circumstance penalty to Diplomacy, Bluff, and other Charisma-related skill checks. One possible exception is Intimidate, which the DM may rule gets a +2 circumstance bonus in some situations.



GRAVEN ONE

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+0	Flesh rune	+1 level of existing class
2	+1	+3	+0	+0	Tattoo of power	—
3	+2	+3	+1	+1	Tattoo of power	+1 level of existing class
4	+3	+4	+1	+1	Graven image (5 HD)	—
5	+3	+4	+1	+1	Tattoo of power	+1 level of existing class
6	+4	+5	+2	+2	Graven image (10 HD)	—
7	+5	+5	+2	+2	Tattoo of power	+1 level of existing class
8	+6	+6	+2	+2	Graven image (15 HD)	—
9	+6	+6	+3	+3	Tattoo of power	+1 level of existing class
10	+7	+7	+3	+3	Graven image (20 HD)	—

TATTOOS OF POWER

Class Level + Int Modifier	Tattoo	Effect
1	Endurance	+2 enhancement bonus to Constitution
2	Strength	+2 enhancement bonus to Strength
3	Dexterity	+2 enhancement bonus to Dexterity
4	Defense	+3 natural armor bonus to Armor Class
5	Silent shadow	+10 enhancement bonus to Move Silently and Hide checks
6	Fortification	25 percent chance to negate all critical hits inflicted upon graven one
7	Disguise self	As the spell <i>disguise self</i>
8	Wounding	All attacks dealing damage (even spells) made by the graven one inflict 1 point of Constitution damage as a weapon with the same ability (see the DMG, Chapter Seven)
9	Holy or unholy	All attacks dealing damage (even spells) made by the graven one inflict an additional +2d6 points of damage to all creatures of evil alignment (if holy is chosen) or good alignment (if unholy is chosen)
10	Lawful or chaotic	All attacks dealing damage (even spells) made by the graven one inflict an additional +2d6 points of damage to all creatures of chaotic alignment (if lawful is chosen) or lawful alignment (if chaotic is chosen)
11	Spell resistance	The graven one has spell resistance 11 + his class level
12	Damage reduction	The graven one has damage reduction 10/magic

KNIGHT OF THE CHORD

The sound and the fury, the music of battle, and the songs of war—these elements make up the life of a knight of the chord. The knights of the chord are a group that uses the magic of music to aid their fighting skills. It is a loosely organized order of knighthood, as each member remains a free spirit and highly individualistic.

The code of the order is simple: Defend the downtrodden, and preserve freedom above all else. The knights sing and focus on music, but they are not performers. They do not sing to entertain, but to call upon music's hidden power. Nevertheless, their practiced voices make them more than a match for any professional minstrel, and fortunate is anyone blessed to hear a knight's daily song-meditations.

Normally, knights of the chord are bards, or at least have some bard levels. Multiclass fighter/bards are common among the order's ranks. A few are clerics with the Music domain (see the variant bard section in Chapter One: Alternate Classes).

Knights of the chord travel alone or in small groups, only occasionally returning to one of the order's strongholds—called Jodan Templehalls, as each is dedicated to Jode, the Guardian of Song (see section in Chapter One: Alternate Classes). As they rarely recognize local authorities, magistrates and law enforcers do not exactly welcome their presence. However, the common folk look upon them as champions and defenders.

Hit Die: d10

REQUIREMENTS

To qualify to become a knight of the chord, a character must fulfill all the following criteria.

Alignment: Any chaotic
Knowledge (Arcana): 3 ranks
Perform (Sing): 9 ranks
Feats: Toughness, Weapon Focus (any)
Special: Must be able to cast spellchords or the spell <i>sculpt sound</i>
Special: Must be invited into the order by an existing knight

CLASS SKILLS

The knight of the chord's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Perform (any) (Cha), Ride (Dex), Sense Motive (Wis), Speak Language (none), Spellcraft (Int), and Use Magic Device (Cha). See the *Player's Handbook*, Chapter Four, for skill descriptions.

Skill Points at Each Level: 4 + Intelligence modifier

Note: If you are using the standard bard class, replace "spellsongs" with "bardic spells" below, but reduce the class' Hit Die to d8.

CLASS FEATURES

All of the following are class features of a knight of the chord.

Weapon and Armor Proficiency. Knights of the chord are proficient with all simple and martial weapons, with all types of armor, and with shields.

Armor Song (Su). At 1st level, a knight of the chord can cast spellsongs with no chance of spell failure while wearing armor or using a shield if the total armor check penalty affecting him is -5 or better. Otherwise, he suffers arcane spell failure as normal. At 5th level, he can cast spellsongs with no chance of spell failure while wearing armor or using a shield if his total armor check penalty is -7 or better.

Spells. When a knight of the chord gains his second level, and on alternating levels after that, the character gains new spells per day as if he had also gained a level in his previous spellcasting class. He does not, however, earn 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 essen-

tially means he adds the new knight of the chord level to the level of his previous spellcasting class, then determines the spells per day, spells known, and caster level accordingly.

For example, if Pheran, an 8th-level wizard/1st level knight of the chord, gains his second level in knight of the chord, he gains new spells as if he had risen to 9th level in wizard, but he uses the other knight of the chord aspects of level progression, such as base attack bonus and save bonus. If he next gains a level of wizard, making him a 9th-level wizard/2nd-level knight of the chord, he gains spells as if he had risen to 10th-level wizard. If a character had more than one spellcasting class before he became a knight of the chord, he must decide which class receives each level of knight of the chord for the purposes of determining spells per day.



KNIGHT OF THE CHORD

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells per Day
1	+1	+2	+0	+0	Armor song (medium)	—
2	+2	+3	+0	+0	Imbue vibration	+1 level of existing class
3	+3	+3	+1	+1	Battle dance	—
4	+4	+4	+1	+1	Imbue vibration	+1 level of existing class
5	+5	+4	+1	+1	Armor song (heavy)	—
6	+6	+5	+2	+2	Imbue vibration	+1 level of existing class
7	+7	+5	+2	+2	Singblade	—
8	+8	+6	+2	+2	Imbue vibration	+1 level of existing class
9	+9	+6	+3	+3	Sonic protection	—
10	+10	+7	+3	+3	Song of smiting	+1 level of existing class

Imbue Vibration. At 2nd level, a knight of the chord can sing a special daylong song, placing its magical vibrations within a melee weapon. Henceforth, when the knight (and only the knight) uses the weapon, it displays the quality chosen at the time he sang the song. He can add new qualities to the same weapon (or a different weapon) at 4th, 6th, and 8th level. Once imbued, they cannot be changed, although they can be dispelled. If dispelled, the same quality can be imbued in the weapon again, using another daylong song.

Qualities should come from the following list (those available to the knight are based on his level and Charisma; he may not choose an ability more than once):

Class Level + Cha Modifier	Ability
2	The weapon provides a +1 luck bonus to attack rolls involved in disarm and sunder attempts.
3–4	The weapon can be used to blind-fight, as if its wielder had the feat.
5–6	When the wielder fights defensively or uses all-out defense, the weapon provides an additional +2 luck bonus to Armor Class.
7	The weapon can be used to make multiple attacks of opportunity as if the wielder had Combat Reflexes.
8	The weapon can be used with Weapon Finesse, even if normally it could not.
9	When the weapon is used in the off hand, the penalty for doing so falls by 2 (so, a penalty of –4 becomes –2 with this ability).
10	Foes struck by the weapon must make a Fortitude save or find themselves dazed for 1 round (usable once per day per class level).
11	The weapon strikes incorporeal creatures all the time (instead of just 50 percent of the time).
12	The weapon provides a +1 luck bonus to damage.

Battle Dance (Su). Starting at 3rd level, a knight of the chord can take a free additional move action during a round. Thus, in a given round, a knight of the chord can:

- Move up to his speed and then make a full attack or cast a spellmelody (or full-round spell)
- Move double his speed and make a single attack (or cast a spellnote, spellchord, or standard-action spell)
- Move his speed, make a single attack or cast a spellnote or spellchord, and then take a move action
- Move his speed and cast a spellnote or spellchord, or
- Move his speed and cast two spellnotes.

This ability can be used once per day per class level.

Singblade. A 7th-level and higher knight of the chord can use a standard action once per day to sing a special song that lasts for 1 round per class level. During this time, the knight gains a luck bonus to attack rolls and Armor Class equal to his Charisma modifier.

Sonic Protection (Su). A 9th-level and higher knight of the chord grows resistant to the rigors of harsh sounds. He gains resistance to energy 10 + Charisma modifier against sonic attacks.

Song of Smiting (Sp). A 10th-level and higher knight of the chord can unleash a powerful song that affects all within 50 feet. Those in the area must make Fortitude saving throws (DC 20 + knight of the chord's Charisma modifier) or they become stunned for 1d4 rounds. Whether or not the save succeeds, all in the area suffer 3d6 points of sonic damage. The knight of the chord can use this ability once per day.

MIRROR MASTER

Mirror masters are usually born with a gift that allows them to see things in mirrors that others do not see. Occasionally, this gift is bestowed through ritual as well. Mirror masters are quiet, mysterious folk whose gazes seem transfixed elsewhere.

Wizards and sorcerers become mirror masters most frequently, but the occasional bard does as well.

NPC mirror masters rarely work together. Sometimes one will operate within a guild of other mages, but most often these spellcasters work alone.

Hit Die: d4

REQUIREMENTS

To qualify to become a mirror master, a character must fulfill all the following criteria:

Knowledge (Arcana): 5 ranks
Craft (Glassmaking): 5 ranks
Feats: Craft Wondrous Item, Mirror Sight†
Spellcasting: Must be able to cast 3rd-level arcane spells
Special: Must be an outsider, have an outsider ancestor, or undergo a powerful ritual performed by at least three other mirror masters.

CLASS SKILLS

The mirror master's class skills (and the key ability for each skill) are: Concentration (Con), Craft (any) (Int), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Profession (Wis), Search (Wis), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), and Survival (Wis).

See the *Player's Handbook*, Chapter Four, for skill descriptions.

Skill Points at Each Level: 2 + Intelligence modifier

CLASS FEATURES

All of the following are the class features of the mirror master prestige class:

Weapon and Armor Proficiency. Mirror masters are proficient with no weapons, armor, or shields.

Spells. When a character reaches an odd-numbered mirror master level, she gains new spells per day as if she had also gained a level in her previous spellcasting class. She does not, however, receive 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 mirror master to the level of her other spellcasting class, then determines spells per day (and caster level) accordingly.

For example, if Unartha, a 7th-level sorcerer, gains a level in mirror master, she gains new spells as if she had risen to 8th level in sorcerer, and she casts them at 8th level.

However, she uses the other mirror master aspects of level progression, such as base attack bonus and save bonus. If she next takes a level of sorcerer, making her an 8th-level sorcerer/1st-level mirror master, she gains spells as if she had risen to 9th-level sorcerer.

If a character had more than one spellcasting class before becoming a mirror master, she must decide which class receives each level of mirror master, for the purposes of determining spells per day.

MIRROR MASTER

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Mirror thoughts	+1 level of existing class
2	+1	+0	+0	+3	Mirrored eyes, bonus spells (1st and 2nd)	—
3	+1	+1	+1	+3	—	+1 level of existing class
4	+2	+1	+1	+4	Piercing gaze, bonus spells (3rd and 4th)	—
5	+2	+1	+1	+4	—	+1 level of existing class
6	+3	+2	+2	+5	Mirror step (<i>dimension door</i>), bonus spells (5th)	—
7	+3	+2	+2	+5	—	+1 level of existing class
8	+4	+2	+2	+6	Mirror step (<i>teleport</i>), bonus spells (6th)	—
9	+4	+3	+3	+6	—	+1 level of existing class
10	+5	+3	+3	+7	Mirror step (<i>plane shift</i>), bonus spells (7th)	—



Mirror Thoughts (Sp). Once per day, the mirror master can use a mirror to detect and learn the thoughts of anyone reflected in its surface. In all other ways, this ability works like the spell *detect thoughts*.

Mirrored Eyes (Su). Starting at 2nd level, the mirror master gains an additional saving throw against all gaze attacks. If either save succeeds, treat the situation as if she made the save.

Bonus Spells (Ex). The mirror master gains bonus spells as she studies mirrors and mirror lore. These spells are either added automatically to her spellbook (if she is a wizard or a wizardlike spellcaster) or one of each level is added to the spells the caster knows (if she is a sorcerer or a sorcererlike spellcaster).

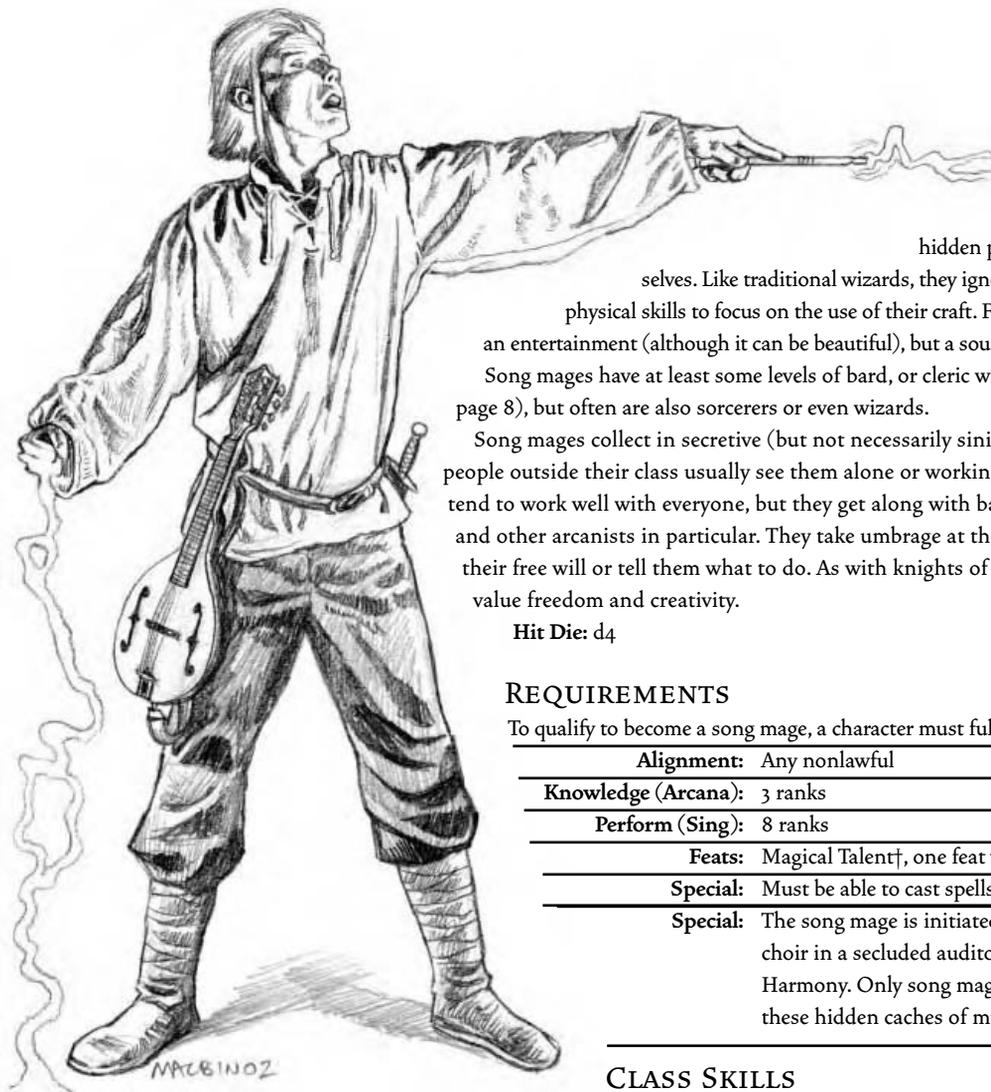
For example, if Unartha becomes a 2nd-level mirror master, she can choose one 1st-level spell and one 2nd-level spell from the mirror master bonus spells list (below) and immediately add them to her spells known list. She also can choose from the mirror master bonus spells list when she gains spells known normally, as well as from the sorcerer spell list, if she desires.

Mirror Master Bonus Spells List—1st level: *command**, *hypnotism**, *message*; 2nd level: *mirror image*, *see invisibility**, *shatter*†; 3rd level: *daylight*, *mirror shield*†, *searing light**; 4th level: *lesser mirror calling*†, *rainbow pattern*, *scrying*; 5th level: *mirror blast*†, *mirror theft*†, *true seeing*; 6th level: *eyebite*, *mirror calling*†, *mirror truth*†; 7th level: *mirror portal*†, *simulacrum*, *spell turning*.

*As the normal spell in the Player's Handbook, except the target, area, or effect must be viewed in a mirror—either normally or through the *Mirror Sight*† feat.

Piercing Gaze (Ex). The mirror master gains a +2 competence bonus to Spot, Search, Intimidate, and Sense Motive skill checks starting at 4th level.

Mirror Step (Sp). Once per day, the mirror master can step into one mirror and out another. At 6th level, treat this ability in all other ways (determining range, etc.) as *dimension door*. At 8th level, treat this ability in all other respects as *teleport*; at 10th level, *plane shift*. Each time a new version of the ability is gained, it brings with it a new use per day. So, for example, an 8th-level mirror master can mirror step a short distance (*dimension door*) and a long distance (*teleport*) each once per day. This ability works well in conjunction with the *Mirror Sight*† feat.



SONG MAGE

Creation, some say, began with a single, perfect note. The gods sang the world into being. Song mages attempt to draw upon that

hidden power and use it for themselves. Like traditional wizards, they ignore the study of weapons and physical skills to focus on the use of their craft. For song mages, music is not an entertainment (although it can be beautiful), but a source of true eldritch might.

Song mages have at least some levels of bard, or cleric with the Music domain (see page 8), but often are also sorcerers or even wizards.

Song mages collect in secretive (but not necessarily sinister) cabals. However, most people outside their class usually see them alone or working with other classes. They tend to work well with everyone, but they get along with bards, knights of the chord, and other arcanists in particular. They take umbrage at those who attempt to stifle their free will or tell them what to do. As with knights of the chord, song mages value freedom and creativity.

Hit Die: d4

REQUIREMENTS

To qualify to become a song mage, a character must fulfill all the following criteria.

Alignment:	Any nonlawful
Knowledge (Arcana):	3 ranks
Perform (Sing):	8 ranks
Feats:	Magical Talent†, one feat with “song” in the name
Special:	Must be able to cast spellsongs or the spell <i>sculpt sound</i>
Special:	The song mage is initiated in a ritual involving a huge choir in a secluded auditorium called a Hall of Harmony. Only song mages may know the location of these hidden caches of musical lore.

CLASS SKILLS

The song mage's class skills (and the key ability for each skill) are Appraise (Cha), Bluff (Cha), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (any) (Int), Listen (Wis), Perform (any) (Cha), Speak Language (none), Spellcraft (Int), Spot (Wis), and Use Magic Device (Cha). See the *Player's Handbook*, Chapter Four, for skill descriptions.

Skill Points at Each Level: 4 + Intelligence modifier

CLASS FEATURES

All of the following are class features of the song mage prestige class.

Weapon and Armor Proficiency. Song mages gain no proficiency in any weapon, armor, or shield.

Spells. When a song mage gains his first level, and every level after that, he gains new spells or spellsongs per day as if he had also gained a level in his previous spellcasting class. He does not, however, gain any other benefit a character of the original class would have earned (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means he adds the new level of song mage to the level of his previous spellcasting class, then determines spells or spellsongs per day, spells or spellsongs known, and caster level accordingly.

For example, if Vasteran, a 9th-level bard, gains a level in song mage, he earns new spellsongs as if he had risen to 10th level in bard, but he uses the other song mage aspects of level progression, such as attack bonus and save bonus. If he next adds a level of bard, making him a 10th-level bard/1st-level song mage, he gains spellsongs as if he had risen to 11th-level bard.

If a character had more than one spellcasting class before becoming a song mage, he must decide which class receives each level of song mage for the purpose of determining spells per day.

SONG MAGE

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Song magic 1/day	+1 spellcasting level
2	+1	+0	+0	+3	Song as sustenance	+1 spellcasting level
3	+1	+1	+1	+3	Songshield	+1 spellcasting level
4	+2	+1	+1	+4	Divine music	+1 spellcasting level
5	+2	+1	+1	+4	Songburst	+1 spellcasting level
6	+3	+2	+2	+5	Noble music, song magic 2/day	+1 spellcasting level
7	+3	+2	+2	+5	Sonic protection	+1 spellcasting level
8	+4	+2	+2	+6	Forbid the silence	+1 spellcasting level
9	+4	+3	+3	+6	Wings of song, song magic 3/day	+1 spellcasting level
10	+5	+3	+3	+7	Clarity of music	+1 spellcasting level

Song Magic. The song mage can choose to imbue particular power into any spell with verbal components once per day plus one additional time for every three class levels. This spell gains the following change, depending on school:

- *Abjuration:* The duration of the spell doubles thanks to this ability.
- *Conjuration:* The conjured energy, creature, or object is not visible, but it emits a continual musical sound. This ability is suppressed if used in an area of magical silence.
- *Divination:* There is a 25 percent chance the spell won't be "used up" when cast (it remains prepared or the spell slot goes unused).
- *Enchantment:* The saving throw Difficulty Class of the spell increases by +1.
- *Evocation:* The energy or power evoked is not visible, but it emits a continual musical sound. This ability is suppressed if used in an area of magical silence.
- *Illusion:* The spell's saving throw Difficulty Class goes up by +1.
- *Necromancy:* The duration of the spell doubles.
- *Transmutation:* The range of the spell doubles.

Not every spell will benefit from these changes. An instantaneous necromancy spell or a nonvisible evocation, for example, remain unchanged.

Song as Sustenance (Su). Beginning at 2nd level, a song mage no longer needs to eat or drink; the power of song alone sustains him all day. What's more, he can sing to sustain one other Medium or smaller creature per class level, or one larger creature per two class levels (or any combination thereof).

Songshield (Sp). At 3rd level, a song mage gains the ability to create a shield of sonic energy, similar to the *shield* spell, once per day, cast at his class level. This ability is suppressed

if activated in an area of magical silence, or if the shield is carried into magical silence.

Divine Music (Sp). At 4th level, the song mage learns to tap into the "music of the spheres" and access at least a little divine magic. The song mage can choose one cleric spell of 3rd level or lower to use as a spell-like ability once per day, cast at his song mage level. Once chosen, the spell cannot be changed.

Songburst (Su). Beginning at 5th level, the song mage can infuse a damage-inflicting spell with extra power once per day, allowing it to render an additional 1d6 points of sonic damage.

Noble Music. Starting at 6th level, the inherent power of the song mage, coupled with the elegance of his talent, causes people to see him as a being of nobility and purpose, worthy of respect. He gains a +2 competence bonus to Bluff, Diplomacy, and Gather Information checks.

Sonic Protection (Su). At 7th level a song mage grows resistant to the rigors of harsh sounds, gaining resistance to energy 10 against sonic attacks.

Forbid the Silence (Sp). At 8th level a song mage can automatically dispel areas of magical silence, up to a 10-foot radius per level, as a standard action.

Wings of Song (Sp). Once per day beginning at 9th level, a song mage can create wings for himself made of song. This functions exactly as a *fly* spell, cast at his song mage level. This ability is suppressed in an area of magical silence.

Clarity of Music (Sp). A 10th-level song mage, having achieved the highest level of devotion to the power of music, can call upon a creature known as a clarity. These beings are identical to elder air elementals. This ability allows a song mage to either summon one (as *summon monster IX*) or call one (as in *greater planar ally*) once per week.

STARLIGHT MAGE

The fact that elves are fascinated by starlight has long been established. Their affinity with starlight and moonlight is the stuff of legends. It should come as no surprise, then, that long ago the elven race developed the tradition of starlight magic. Starlight magic, as wielded by a starlight mage, gives one the power to summon forth starlight and weave it into other materials, or create objects. Such mages can even call upon the ageless quality of the stars to manipulate time, or at least resist its passage.

Arcane spellcasters become starlight mages, but only rarely. The art is all but lost today, its secrets found only in ancient elven scrolls and in those individuals recently emerged from the starlight wells. (See “The Vale of Stars” section in Chapter Five.) Starlight mages are so rare, in fact, that no organized group of them exists any longer. One encounters them almost exclusively alone.

One starlight mage NPC is presented on pages 74 to 75.

Hit Die: d4

REQUIREMENTS

To qualify to become a starlight mage, a character must fulfill all the following criteria.

Race: Elf
Knowledge (Arcana): 8 ranks
Knowledge (Astronomy): 8 ranks
Feats: Alertness, Spell Focus (any)
Special: Must be able to cast <i>dancing lights</i> , <i>glitterdust</i> , and <i>temporal venom</i>
Special: Must have had access to liquid or solid starlight in the past (see “The Vale of Stars” in Chapter Five)

CLASS SKILLS

The starlight mage class skills (and the key ability for each skill) are: Bluff (Charisma), Concentration (Constitution),

Decipher Script (Intelligence), Diplomacy (Charisma), Gather Information (Charisma), Knowledge (any) (Intelligence), Search (Intelligence), Spellcraft (Intelligence), and Spot (Wisdom). See the *Player’s Handbook*, Chapter Four, for skill descriptions.

Skill Points at Each Level: 2 + Intelligence modifier

CLASS FEATURES

Weapon and Armor Proficiency: Starlight mages gain no proficiency in any weapon, armor, or shield.

Spells. When a starlight mage gains her first level, and at alternating levels after that (plus 10th level), the character gains new spells per day as if she had also gained a level in her previous spellcasting class. She does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, and so on). This essentially means that she adds the new level of starlight mage to the level of her other spellcasting class, then determines spells per day, spells known, and caster level accordingly.

For example, if Phasseran, an 8th-level wizard, gains a level in starlight mage, she gains new spells as if she had risen to 9th level in wizard, but uses the other starlight mage aspects of level progression such as base attack bonus and save bonuses. If she next gains a level of wizard, making her a 9th-level wizard/1st-level starlight mage, she gains spells as if she had risen to 10th-level wizard.

If a character had more than one spellcasting class before she became a starlight mage, she must decide which class receives each level of starlight mage for the purpose of determining spells per day.

Spell Appearance Change. From 1st level on, the appearance of all of the starlight mage’s spells changes somewhat. Magical energy wielded takes on a soft, white glow. Area effects become dark, star-filled fields. Or, for example, *magic missiles* become sparkling, twinkling, white bursts of light. A *fireball* looks like a seething black orb filled with stars. A

STARLIGHT MAGE

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Spell appearance change, handle starlight, radiance	+1 spellcasting level
2	+1	+0	+0	+3	Summon starlight	—
3	+1	+1	+1	+3	Nightscreying, starlight shield	+1 spellcasting level
4	+2	+1	+1	+4	Starlight weapon	—
5	+2	+1	+1	+4	Starlight weaving	+1 spellcasting level
6	+3	+2	+2	+5	Starlight beam	—
7	+3	+2	+2	+5	Age of the stars	+1 spellcasting level
8	+4	+2	+2	+6	Stardust, starskin	—
9	+4	+3	+3	+6	Starlight elixir	+1 spellcasting level
10	+5	+3	+3	+7	Temporal womb	+1 spellcasting level



lesser globe of invulnerability shimmers with sparkling, starlike motes forming the actual globe. This in no way affects any of the mechanics involved, and spells without visible effects remain unchanged.

Handle Starlight (Ex). A starlight mage can handle starlight, whether liquid or solid, safely and efficiently. No checks need be made to properly apply it, and the mage never suffers any damage from it, no matter how long the exposure. For more on starlight, see “The Vale of Stars” section in Chapter Five.

Radiance (Su). Starlight mages radiate soft, sparkling light at all times, unless they use a standard action to douse the light (it remains doused for only an hour, or until the mage goes unconscious, at which time it begins again). The radius of the light measures 10 feet.

Summon Starlight (Sp). The 2nd-level and higher starlight mage can summon a handful of starlight once per day per starlight mage level. This is a standard action. The mage can use the starlight to do anything that liquid starlight can do (see page 75), with a handful of summoned starlight equal to a gallon of liquid starlight. Likewise, a starlight mage can take a gallon of liquid starlight and use it as she would a handful of summoned starlight. Summoned starlight, once summoned, lasts for $1d4+4$ rounds, or until used. This ability powers many other abilities of the starlight mage.

Nightscreying (Su). Beginning at 3rd level, a starlight mage does not need to use a focus when casting *scrying*. Instead, she can just look up into the clear night sky and see whatever images the spell produces among the stars. Daytime or cloudy night conditions make this ability impossible and normal *scrying* rules apply.

Starlight Shield (Sp). At 3rd level and beyond, a starlight mage can use summoned starlight to create a shield around herself or another creature that she touches. This shield, the size of a heavy shield, seems made of the dark night sky, filled with stars. It floats of its own accord and provides a +4 shield bonus to Armor Class. It lasts for 10 minutes per starlight mage level plus any other arcanist levels.

Starlight Weapon (Sp). Starting at 4th level, a starlight mage can use summoned starlight to create a melee weapon of any type she is proficient with. This is a standard action. This weapon, no matter the size or type, inflicts $2d6$ points of force damage and enjoys a critical hit range of $19-20/\times 2$. Further, its enhancement bonus equals one-half the starlight mage’s level. It seems made of the dark night sky, filled with stars. Anyone can wield it as a normal weapon. It lasts for 10 minutes per starlight mage level plus any other arcanist levels.

Starlight Weaving (Sp). The 5th-level and higher starlight mage can weave summoned starlight into another nonliving material, improving its hardness, its overall quality, and its resistance to wear. The material gains a +4 bonus to its hardness and it becomes lighter, weighing only half as much as normal. If woven into an already fabricated item where quality makes a difference, the object becomes a masterwork object. The material also becomes immune to the natural effects of time and normal wear. Even a substance like wood or paper becomes virtually timeless if woven with starlight and left alone. Material woven with starlight becomes darker in color, with a faint, twinkling glow. Starlight weaving is similar but superior to coating an object with liquid starlight, which anyone can do. The process takes four hours.

Starlight Beam (Sp). Beginning at 6th level, a starlight mage can use summoned starlight to launch a beam of energy from her palm that seems made of the dark night sky, filled with stars. It extends for 100 feet, plus 10 feet per starlight mage level, and measures 5 feet wide. It inflicts $1d6$ points of force damage per starlight mage level plus any other arcanist levels (maximum $20d6$) to anyone in the path (Reflex save for half damage, DC $10 + \text{starlight mage’s level} + \text{starlight mage’s Charisma bonus}$).

Those who fail their saving throws are also dazzled (–1 penalty to all attack rolls) for 1 round per starlight mage level. Using this ability requires a standard action.

Age of the Stars (Su). The stars are timeless, and so is the 7th-level and higher starlight mage—to an extent. The mage and her equipment remain immune to all time-related magical effects, including those that age, rot, wither, corrode, rust, or bestow temporal stasis. She becomes immune to disease. No one can cast the spell *timestop* successfully within 100 feet of her.

Stardust (Sp). Starting at 8th level, a starlight mage can, once per day, create sparkling dust meant to be sprinkled upon a creature (if the creature is unwilling, the mage must make a ranged touch attack). Because of the timeless quality of the stars, stardust allows time to briefly speed up or slow down for the creature, as the starlight mage desires. A creature with stardust upon it is either *hasted* for 1 round per starlight mage level or *slowed* for the same amount of time, as the mage decides. Using this ability requires a standard action.

Starskin (Sp). The 8th-level and higher starlight mage can use summoned starlight to give herself a skinlike coating of liquid starlight, which melds with her. She takes on a shadowy appearance, with twinkling stars swirling throughout her skin. This skin grants the mage damage reduction 15/magic and adds a +4 enhancement bonus to Strength and Dexterity. The skin lasts until the mage suffers 30 points of

damage. Gaining starskin is similar but superior to bathing in liquid starlight, which anyone can do. Using this ability requires a standard action.

Starlight Elixir (Sp). Beginning at 9th level, a starlight mage can use two handfuls of summoned starlight to create a black, frothy drink that makes the drinker ethereal for one minute or removes the drinker's need for air, food, or water for one week (imbiber's choice). If kept in a crystal flask worth at least 100 gp, a draught of the starlight elixir lasts for one month before dissipating. Using this ability requires a standard action.

Temporal Womb (Sp). Utilizing the near timeless qualities of the stars themselves, a 10th-level and higher starlight mage can use summoned starlight to weave a special cocoonlike structure around herself. Within this *temporal womb*, time does not pass. The starlight mage and her equipment do not age and they cannot be harmed. When creating a *temporal womb*, the starlight mage determines the condition that ends it—it could be a specific time (as measured by its passage outside of the womb), the presence of a selected type of creature, an atmospheric condition, etc. Until the condition is met, the mage remains within the temporal womb and cannot be disturbed. The womb cannot be dispelled, suppressed, or negated. Using this ability requires one minute.

Soul Magic

The power of eldritch might stirs in the heart of the multiverse with an intelligence and a soul all its own. The most powerful arcanists know this and grow familiar with magic's own mind and spirit. Some call it the Serpent, and others call it the Godmind or the Soulspark. Whatever they term it, they know it exists—even if they never speak that knowledge aloud.

The key to the power of this magical soul lies in words. Whether spoken, written, or communicated in thought alone, it was words of power that brought the planes into being, and it will be words of power that one day cause it all to collapse in upon itself. That is why verbal components, written scrolls, spellbooks, runes, symbols, glyphs, power words, and similar communicative forms lie at the heart of magic. If the soul of magic is all the words of power that wrought creation itself, then spells are but barely uttered syllables: crude grunts, really.

A middle ground, however, is available to those in the know. Some arcanists stumble upon a way to tap into the heart of eldritch might and fashion single words, albeit whispered words. This method, called *soul magic*, relies on the belief that there is indeed a sentience behind magic itself.

Soul magic is a term describing a specific sort of spell and the effects it creates. Soul magic spells are sentient, intelligent spells that *want* to be cast. They are always found encoded in symbols or other writing, somewhat similar to scrolls. Because of their need to be cast, one cannot learn them, prepare them, or copy them into spellbooks. Once a soul magic spell gets inside you, you simply must cast it.

Soul magic spells are found as strange symbols in a circle, inscribed on a wall, hidden within the pages of a book, or even as a single rune etched into an old tooth. Any sort of writing or symbols can be encoded with a soul magic spell. The writing can persist upon a transportable surface or a permanent one.

As with any spell, the power of soul magic spells varies. The important thing to remember, however, is that any arcane spellcaster, of any level, can use one. Thus, these spells are usually considered tools of impressive might. Soul magic spells rarely communicate other than to relate their powers (and then only if they feel like it—soul magic spells vary in personality, and some seem quite capricious). Their only goal is to be cast, which allows them to join once again with the universal power of magic itself. They revel in arcane strength and rejoice in all its forms. Unless the effects of the spell are aligned, all soul magic spells are true neutral in alignment.

CREATING SOUL MAGIC SPELLS

The key to creating a soul magic spell lies in encoding it into symbols. To do so requires time and a vast amount of power (in the form of experience points), as well as the proper feat (Create Soul Magic Spell†, see

Chapter Two: Feats). So great is the cost, in fact, that most truly magnificent soul magic spells are created by beings with a lot of personal power—deities and similar entities. What's more, it's a cost you pay for someone else—you cannot use the soul magic spells you create. You devote a small part of your own soul when you create one of these spells, but casting it requires part of yet another soul. The fusion of these powers fuels the soul magic.

The experience-point cost for creating a soul magic spell is the level of the spell squared times 50 XP ($\text{level}^2 \times 50 \text{ XP}$). Therefore, a 1st-level soul magic spell costs only 50 XP, but a 2nd-level spell requires 200 XP, a 3rd-level spell requires 450 XP, and so on. A 9th-level spell has a cost of 4,050 XP. An imperative soul magic spell (see next section) costs double this amount.

The time required to create the spell depends on the materials at hand. If the creator can spend a gold-piece amount equal to the experience-point cost, the process requires one day per spell level. (The gold buys special conducive materials that, while not essential to the creation process, make soul magic spells easier to encode.) If those materials are not available, an arcanist can still create a soul

Buying Ability Scores

A soul magic spell has 8 points per spell level to spend on ability scores—Intelligence, Wisdom, and Charisma—as shown below.

Ability Score	Cost in Points
10	0
11	1
12	2
13	3
14	4
15	5
16	6
17	8
18	10
19	13
20	16
21	19
22	23
23	27
24	31
25	35
26	40

magic spell, but it takes one week per spell level. Even a confined or restrained character can create a soul magic spell within 10 feet of himself, but it requires one year per spell level. Thus, desperate casters trapped or stranded beyond reach can still produce soul magic spells (a few even call them “prison spells”), but they have to find someone else to cast them.

Soul magic spells have Intelligence, Wisdom, and Charisma scores, all of which are always at least 10. Each spell has 8 points per spell level to “buy” scores for these three abilities, using the table on the previous page.

The creator can artificially boost the ability scores by spending 5 experience points for each additional point of ability score cost (the “Cost in Points” column in the table). So a character could create a 5th-level soul magic spell and spend its automatic 40 points (8 points \times the spell’s level of 5) on a spell with Intelligence 21, Wisdom 15, Charisma 20. He could then spend experience points to boost the spell’s Intelligence further. Spending 20 XP yields 4 points of available ability score cost (20 \div 5 = 4). Checking the table, we see that the spell, with its Intelligence 21, is right now at a cost of 19 for that ability. Paying the 4 additional cost points brings the spell up to an Intelligence cost of 23, which buys a 22 Intelligence. If the character had instead spent 25 XP to buy 5 points, he would have achieved the same end result; it costs only 4 points to raise a spell’s Intelligence from 21 to 22, and the 1 leftover point would have been wasted.

An ability score of 26 is the highest a soul magic spell can possess. A spell’s lowest ability score must still be at least twice its level. So an 8th-level spell cannot have any ability score lower than 16.

USING SOUL MAGIC

Most casters are far more likely to use soul magic than to create it. Casting a soul magic spell is a standard action. Caster level and ability scores do not affect the spell in any way—only the spell’s level and ability scores matter. For example, a 4th-level spell with a Wisdom bonus of +4 has a saving throw Difficulty Class of 18, no matter who casts it. When a caster level is needed, the spell uses its lowest ability score instead of its level (so the minimum is 10). Since it is the spell that determines its parameters (range, duration, etc.), there is no level requirement for casters to cast soul magic spells—only that they have the ability to cast arcane spells. (Thus, each and every gnome has the ability to cast one, just by virtue of the cantrips they all know.) Soul magic spells have somatic and verbal components, but never material components.

There are three distinct types of soul magic: imperative, declamatory, and extemporaneous.

IMPERATIVE SOUL MAGIC

Imperative soul magic preys upon the intelligence of others to entice them to cast the spell. An arcane caster in the vicinity (10 feet) of an encoded soul magic spell must make a Will saving throw (DC 10 + soul magic spell’s level + spell’s Charisma bonus). On a failure, the symbols and runes that make up the spell swirl up and around the caster, compelling her to cast it immediately. There is no cost to the caster to do so—simply a full-round action.

Imperative soul magic effectively becomes a trap. For example, say a powerful elemental creature of great arcane might has been sealed in a pit, imprisoned forever. The creature labors over the centuries and encodes an imperative soul magic spell to free it. Then it waits for some arcane caster to come along, feel the compulsion of the spell’s will, and cast the spell.

Once an arcane spellcaster makes a successful saving throw to resist the compulsion of the imperative spell, she need not make the saving throw again—she remains immune to the compulsion. She can still willingly choose to cast the spell, but she does so as if it were a declamatory soul magic spell (see below).

DECLAMATORY SOUL MAGIC

Declamatory soul magic is more akin to a normal spell. It draws a little of its power from the caster’s own soul, however. Each declamatory soul magic spell temporarily damages the caster’s Intelligence, Wisdom, or Charisma score, drawing power from the caster where the spell is most deficient. If there is a tie for the spell’s lowest ability score, the creator simply chooses. The damage to the caster is 1d6 plus the spell’s level, minus the bonus of the lowest of the spell’s three ability scores. Thus, a 4th-level spell with Int 11, Wis 14, and Cha 19 has as its lowest bonus a +0 Intelligence modifier. On a roll of 5, the spell inflicts 9 points of temporary Intelligence damage upon the caster, because Intelligence is what it lacks most to power its own effect.

EXTEMPORANEOUS SOUL MAGIC

Extemporaneous soul magic is stored magical power that is not encoded for a specific effect. Each is almost like a *wish*—although at varying levels. A 5th-level extemporaneous soul magic spell allows a caster to produce an effect equivalent to that of a 5th-level spell or lower. This casting draws power from the caster in the same way as declamatory soul magic, except that the damage is equal to 2d6 plus the spell’s level, minus the bonus of the lowest of the spell’s three ability scores. For many casters, this type of soul magic is extremely dangerous to use: One spell could wipe an arcanist’s mind.



SOUL MAGIC SPELL EFFECTS

When creating unique soul magic effects, the DM should always make them at least a little different from standard spells—soul magic should feel strange, and the differences give the DM an opportunity to slightly increase the spell effects. Although soul magic spells ought to match up generally with other spells of their level, they should prove slightly more powerful. Use the following examples as guidelines. Some are very specific, but they show you how to tailor soul magic to fit the circumstances of a particular setting or adventure.

IMPERATIVE SAMPLES

Traditionally, imperative soul magic spell names incorporate the creator's own name. However, it's hard for characters to grasp the exact meaning of these names, as the spells normally are extremely old when discovered, their names given in ancient tongues or dead languages. It's not possible to read a spell's name in its runes, but a spell communicates its name to potential casters.

Knoshka Fam: Level 3 (cast at 10th level); Int 10, Wis 11, Cha 22. This spell summons a howler as if a *summon monster* spell had been cast.

Ungen Fam: Level 7 (cast at 19th level); Int 20, Wis 23, Cha 19. This spell calls an arcane angel (see Chapter Nine: Creatures) that appears before the caster as in the spell *greater planar binding*.

Ynal: Level 9 (cast at 20th level); Int 20, Wis 20, Cha 26. This spell destroys the magical chains of force that hold the nearby balor demon that created it.

DECLAMATORY SAMPLES

As with imperative soul magic spells, the names of declamatory spells are often cryptic and spoken in long-dead tongues.

Therrad Tonash-Ka: Level 5 (cast at 18th level); Int 18, Wis 19, Cha 20; damage 1d6+1 points of Intelligence. This spell is identical to a *wall of force*, except the duration is 180 minutes, and any creature touching the wall suffers 1d6 points of electricity damage.

Naram al Yalanarak: Level 7 (cast at 14th level); Int 14, Wis 20, Cha 25; damage 1d6+5 points of Intelligence. This spell breaks the seal of the *Gates of Resiliency*, which are otherwise immune to magic. The gates lead to the lost city of Yalanarak, ancient home of King Naram, who ruled over all the lands until cursed by the sorcerer Sassilas.

EXTEMPORANEOUS SAMPLES

Because extemporaneous soul magic spells are not encoded for a specific effect, but for one the caster chooses, spells of a given level all have the same name, regardless of effect.

- Nul-Ar:** Level 1 (cast at 12th level, DC 13). Int 14, Wis 12, Cha 12; damage 2d6 points of Charisma. This spell roughly replicates any 1st-level spell effect desired.
- Nul-On:** Level 2 (cast at 15th level, DC 15). Int 15, Wis 15, Cha 16; damage 2d6 points of Wisdom. This spell roughly replicates any 2nd-level spell effect desired.
- Nul-Set:** Level 3 (cast at 18th level, DC 17). Int 18, Wis 18, Cha 18; damage 2d6–1 points of Intelligence. This spell roughly replicates any 3rd-level spell effect desired.
- Nul-Gir:** Level 4 (cast at 16th level, DC 19). Int 18, Wis 16, Cha 20; damage 2d6+1 points of Wisdom. This spell roughly replicates any 4th-level spell effect desired.
- Nul-Yid:** Level 5 (cast at 16th level, DC 21). Int 16, Wis 22, Cha 18; damage 2d6+2 points of Intelligence. This spell roughly replicates any 5th-level spell effect desired.
- Nul-Fir:** Level 6 (cast at 20th level, DC 21). Int 20, Wis 20, Cha 20; damage 2d6+1 points of Charisma. This spell roughly replicates any 6th-level spell effect desired.
- Nul-Tosh:** Level 7 (cast at 17th level, DC 25). Int 17, Wis 17, Cha 26; damage 2d6+4 points of Wisdom. This spell roughly replicates any 7th-level spell effect desired.
- Nul-Waan:** Level 8 (cast at 20th level, DC 25). Int 20, Wis 24, Cha 20; damage 2d6+3 points of Charisma. This spell roughly replicates any 8th-level spell effect desired.
- Nul-Urad:** Level 9 (cast at 22nd level, DC 25). Int 22, Wis 22, Cha 22; damage 2d6+3 points of Intelligence. This spell roughly replicates any 9th-level spell effect desired.

SOUL MAGIC IN THE CAMPAIGN

DMs will want to use soul magic in their campaigns as a very rare, special sort of magic. Since it is so very costly to create, and it can only be used by others, the genesis of

soul magic spells usually comes from non-mortal sources—divine or semi-divine beings for whom the devotion of soul energy (experience points) is a small matter. Presented as lost lore, a divine gift, or simply a special form of “magic beyond magic,” soul magic can add a lot of flavor to the game. Or, a powerful sorcerous overlord could equip his apprentices and followers with soul magic spells tattooed onto their flesh to activate extemporaneous spells far beyond their normal ability (as long as they can handle the damage). Soul magic in the hands of NPCs or monsters can change the tenor of an encounter or an adventure quite easily.

Soul magic also provides an interesting means of inserting into your game a spell that you don’t want to allow as a regular part of the campaign. A single-use spell that is cast and then gone—usually at some cost to the arcanist—could become an interesting key to an entire adventure. For example, the previously mentioned spell *Naram al Yalanarak* might be the object of a quest if the PCs need to get within the walls of the city of Yalanarak. On the other hand, the group may come upon the imperative spell *Ynal* by accident and find themselves compelled to free the demon (who labored long years to create the spell as a means of escape).

Introduce soul magic into your game slowly, first through foreshadowed hints or references and finally through example. Have a PC communicate with one of these sentient spells for a bit to allow the characters to fully realize what they are dealing with. While the spells’ personalities vary, most will mentally tell potential casters their name and powers. When you’re roleplaying a soul magic spell as DM, treat it as any regular creature with the given mental ability scores, but remember that all soul magic spells have only one goal: to be cast. A spell will lie or trick a character into casting it.

Even if the PCs decide that creating soul magic spells is too taxing or terrible for them to do, they will know the magic exists, adding a new sense of wonder to the game. Soul magic is a tool for defining the mysteries of the arcane.

Magic Locales

"Then I came to a new chapter in The Book of Eldritch Might. Page after page, it told of various places of power—locations here and on other planes where one could find new facets of the art of arcane spellcasting. 'Facets' was certainly the right word, for what I read conjured forth visions of a many-sided gem of magical knowledge, with each facet of the gem being a secluded locale that held some unique secret. I knew I had to go to each of these places and learn what I could. Take what I could. I searched The Book for how to accomplish this, and finally I saw the truth between the lines. While each facet was a place of power, the gem itself was a place as well. A place that bound them all together. A place from which one could reach all these locations and more. A place called the Nexus."

—Malhavoc

Hidden deep within the pages of *The Book of Eldritch Might* is a compendium of lore long thought lost regarding a magical place called the Nexus. This hub leads to many other locales, each with its own magical secrets. Malhavoc used the Nexus (and other means) to explore these places and learn their secrets. Now your characters can, too.

In this chapter you will find seven new locations that can be placed within any campaign. Most are very small and serve perfectly as secluded adventuring spots about which few people know or speak. Each location is described just enough for you to fit it easily into your existing setting. Special notes refer you to new creatures, spells, feats, and magic items in this book that are designed to work with each locale.

The locations allow you to introduce the new material in its own context. They provide a story regarding where a new spell or item came from, who created it, and why. Thus, when the player characters travel to the Bastion of the D'Stradi, they can learn the new feats and spells found there, or gain a magic item as treasure from someone who lives there. Or, they can learn the new bit of arcane knowledge from someone else who has been to D'Stradi and told them wild tales of the place. Either way, the context provides a great deal of flavor for your game.

This chapter presents each of the seven locations as its own section. The sections detail the locales in roughly the same format, with sections on each place's background, layout, and using the locale in your game. Sidebars offer adventure seeds and present helpful suggestions for where to place a portal from the Nexus in each spot.

THE NEXUS

A magical spot and difficult to find, the Nexus contains arcane gateways that lead to all sorts of places. The Nexus provides DMs with an excellent way to get PCs from one interesting, far-flung locale to another quickly—assuming they can deal with the enigmatic custodians of the place. The Nexus is a center not only of magical transportation, but of scrying as well. The magical secrets found here deal primarily with those two topics, particularly the latter.

Secreted away, like a forgotten wish or a discarded idea, the Nexus lies nowhere that can be understood by the mortal mind. Some claim it can be found on a distant plane, or deep within the earth. Others say it hides within the center of the moon, under the World Tree, or in the mind of a single sleeping angel. None of these, however, is exactly right.

BACKGROUND

The minor god Nival, Lord of Secrets and Master of the Five Lost Lores, and the creature known as Sisansca, Sister to Serpents, hated each other. Eons ago, these divine beings engaged in a bitter struggle. While it was not an outright war, Sisansca's spies sought Nival's secrets, and he wanted her dead for the affront. Most paid little heed to the feud, which continued for centuries. Finally, the two agreed to meet face to face to either settle their differences or slay each other once and for all. To create a place suitable for their meeting, they jointly commissioned a being known only as the Wandering Architect to create a neutral ground where neither would be cut off from their sources of divinity or places of power, but which was hidden from the eyes of others.

They got so much more than they asked for.

The Wandering Architect created a vast complex filled with chambers of gothic archways. Each archway led to a different locale. Each locale held great secrets of arcane power. He called this complex the Nexus, for it was the place through which all streams of magical power flowed.

When Nival and Sisansca met there, in their newly fashioned neutral ground, they found themselves enthralled by the wonder of the place. Together, they explored its vast reaches. As they did, they discovered they had much in common. Their animosity faded, and a friendship began. They remained within the Nexus together for over a year. Friendship led to romance. Soon, to the surprise of beings throughout the universe, Nival and Sisansca had a child together. Knowing they had to return to their respective realms and duties, the two gods left their offspring, Nival-Sca, in charge of the Nexus. Born in a mortal-created realm, even one as wondrous as the Nexus, makes Nival-Sca only partially divine. Nevertheless, she carries obvious traits of both her parents.

Nival-Sca calls herself the Mistress of Eternity, and calls the Nexus the Gateway to Eternity. She is very tall and lithe with graceful elven features, although her skin glistens like jeweled, serpentine scales. Her pupil-less eyes are long and narrow and shine with a golden light. Her small feet do not actually touch the ground when she walks—a visible sign of her semidivine nature. She seems supremely confident and coolly composed at all times, yet she does not act imperious or overtly arrogant. If given the choice between speaking and simply giving a meaningful look, she will choose nonverbal communication,

Adventure Seed (Levels 12+)

Nival-Sca uses paid agents to contact the player characters and ask them to come to the Nexus to speak with her. She shows them around the otherworldly locale and tells them of its history. Then, she asks them to travel through a portal to D'Stradi (see page 52) and sneak into the throne room of Alikaba, where they are to plant a scry beacon. In exchange, when they are finished the PCs can use the Nexus to travel anywhere they wish. She also gives them a few scrolls containing some of the new spells listed in the "Cross-Reference" section on page 52. In this adventure, the PCs will face a great number of demons and other monsters. Stealth and subterfuge are the order of the day, for fighting one's way into the Bastion of the D'Stradi proves a challenge for a character of almost any level.

a mystery—it is possible that he is a magical creation with no actual sire at all. Like his mother, Revensfall is quiet and reserved. He prefers to act rather than talk.

The Nexus is guarded by hulking insectoids known as the kallendine (see Chapter Nine: Creatures). Nival-Sca fashioned the kallendine by studying and collecting various creatures from throughout the Nexus and magically interbreeding them in isolated locations. When she developed the guardians she sought, she brought them to the Nexus and destroyed all her notes and records so no one could ever replicate them. She even fashioned armor for them, fastening it permanently to their natural shells. Currently only 44 of the creatures exist, but Nival-Sca keeps hundreds of fertilized eggs in stasis in the event that she ever needs more.

LAYOUT

No one, perhaps not even Nival-Sca or Revensfall, knows truly how big the Nexus is. It is a vast maze of round chambers, each with multiple levels—a ground floor and one to four levels of balconies that run the circumference of the room, joined by circular stairs. Each chamber has anywhere from two to a dozen archways that serve as magical gateways to other locales, as well as one to four exits that lead into other similar chambers.

giving rise to her reputation as a highly mysterious individual.

Revensfall is the only son of Nival-Sca. Although he shows no signs of carrying on the traits of her serpentine or partially divine nature, he remains a very powerful and skilled individual who excels in almost every area. Like his mother, he stands tall and has a graceful yet powerful build. His hair is bright red and his eyes sparkling blue. The identity of his father remains

Only three chambers do not fit this profile. The first is a grand hall, 800 feet long and 80 feet wide, with a vaulted ceiling almost 100 feet high. At the end of the hall lies the first of the archway-filled chambers. The other end of the hall gives access to two additional unique chambers, which serve as private quarters for Nival-Sca and Revensfall.

No maps of the place exist, although Revensfall keeps extensive notes in his chamber. Nival-Sca does not know the layout of the entire Nexus, but she possesses the ability to instantly know the location of any portal she needs at the moment.

USING THIS LOCATION

Those who discover the Nexus and gain access to its powers find that it has two major uses: transport from one place to another and scrying. This dual function can make the Nexus a focal point of many adventures, as PCs can use it as a means to both gather information and travel.

The trick to using the Nexus lies in dealing with its caretakers. Simply entering the Nexus may not alert them immediately, but eventually characters exploring the vast reaches of the place run into either Nival-Sca or Revensfall (or both). Those who find their way into the grand hall certainly run across them. It is more likely, however, that explorers run afoul of the kallendine first. The insectlike guardians do not react well to strangers, and Nival-Sca and Revensfall do not react well to those who harm their servants. It is easy to get off on the wrong foot in the Nexus.

Generally, the Mistress of Eternity grants PCs who are diplomatic (or just charismatic) and who have either a powerful presence, a powerful reputation, or a worthy cause, permission to use the Nexus. Of course, these requirements are subjective from Nival-Sca's point of view, and thus are subject to change. Those refused access are asked to leave. Those who do not treat Nival-Sca with respect are killed or ejected.

Nival-Sca loves the fact that she has a virtual monopoly on easy travel to often isolated or unknown locations of power and importance, and jealously guards that power.

The archways of the Nexus are made of stone and have a hardness of 8. Inflicting 100 points of damage upon an archway destroys it.

Because of the nature of the Nexus, eventually it may become well-trod territory for the PCs, and the NPCs here may become frequent encounters.

TRANSPORT

The primary use of the Nexus today is as a magical crossroads. One can find gateways here to all manner of strange and interesting places, many of which most people do not even realize exist. The Nexus sits at a metaphysical crossroads through which all streams of magic flow. The archways in the Nexus are all magical portals. Each of these portals allows for two-way transport, but the portal is invisible at the destination



point (as opposed to the visible archways in the Nexus). The portal back to the Nexus can only be found using a *see invisibility*, *true seeing*, or a similar spell, or by accident. Those traveling from the Nexus can attempt to remember the “door’s” location when they pass through the archway by making an Intelligence check (DC 15). Crafty characters might also try to mark the spot where the invisible gate lies, but that may lead the locale’s inhabitants into the Nexus.

The Nexus contains magical gateways to all of the locations in this chapter—and, obviously, a vast number of other places as well.

Nival-Sca possesses the power to shut down any of the archways in the Nexus. If the existence of a magical portal

leading into the Nexus becomes too-common knowledge, she does just that—she does not want a lot of unworthy people traipsing through her domain. She can also reactivate archways when desired. She cannot alter an archway to lead to a different locale.

SCRYING

All the archways look out into the places to which they lead. Thus, characters within the Nexus can look through various archways until they find a place to which they wish to travel.

Creatures in the destination locale cannot look back into the Nexus through the portal.

Any archway in the Nexus also can be used in attempts to scry upon any being within about a 100-mile radius of the location, assuming that the character making the

attempt is able to cast any divination spell. (Characters don’t actually have to cast the spell to scry through the archway.)

Thus, each archway acts like a *crystal ball* keyed to the area beyond it. Nival-Sca likes to watch through the

archway until she sees a creature, then use the archway’s scry function to follow that creature as it moves away, thus giving her a good idea of the surrounding area and other inhabitants.

ALTERNATE USE

With a minor tweak, Nival-Sca and her son might become opponents of the player characters, rather than mostly self-interested neutral figures. Perhaps established foes of the PCs reach the Nexus first and convince the wardens of the place that the player characters are foes to resist—they might pose a threat to the Nexus itself, even. Now, not only are the PCs forbidden to enter and use the Nexus (probably not without a lot of sneaking about, or a fight), but their foes have a powerful resource to bring against them.

In this case, it might be interesting to have the PCs get hold of *Paraden, Blade of the Nexus* (see page 188), so they have a means to do most of what their enemies can, but differently. While their foes can travel about and scry using the Nexus, the PCs can do so using the sword (or, if you prefer, vice versa).

CHARACTERS

In the Nexus proper, player characters may meet the place’s two caretakers and its resident guardians.

NIVAL-SCA, MISTRESS OF ETERNITY

Nival-Sca spends the vast amount of her time in deep meditation in her chambers or perusing the archways, gazing at the different locales.

Nival-Sca, female divinely infused* serpentine humanoid

Wiz14: CR 20; Medium monstrous humanoid; HD 6d8+14d4+120, hp 182; Init +8; Speed 30 feet; AC 27, touch 18, flat-footed 23; Base Atk +13; Grp +17; Atk +17 melee or +17 ranged; Full Atk +17/+12/+7 melee or +17/+12/+7 ranged; Space/Reach 5 feet/5 feet; SA Spell-like abilities, spells; SQ Darkvision 60 feet, resistance to acid 10, cold 10, fire 10, electricity 10, and sonic 10, damage reduction 10/magic, spell resistance 25; AL N; SV Fort +14, Ref +15, Will +26; Str 19, Dex 18, Con 22, Int 25, Wis 30, Cha 24

Skills and Feats: Concentration +31, Craft (alchemy) +23, Craft (weaving) +19, Diplomacy +16, Disguise +13, Hide +10**, Intimidate +13, Knowledge (arcana) +23, Knowledge (nature) +15, Knowledge (the Nexus) +24, Knowledge (religion) +11, Listen +21, Move Silently +6, Sense Motive +15, Search +22, Spellcraft +23, Spot +36, Swim +7; Alertness, Blind-Fight, Craft Wondrous Item, Dodge, Expertise, Heighten Spell, Improved Initiative, Martial Weapon Proficiency (greatsword), Quicken Spell, Scribe Scroll, Spell Focus (evocation), Spell Mastery (*blur, charm person, dispel magic, gaseous form, magic missile, mirror image, shocking grasp*), Subtle Scrying†

* The divinely infused template appears in *Requiem for a God*. However, all the information needed to use Nival-Sca appears here.

Scrying

There are a few tricks to hide from a scrying foe, if you know what you are doing. The following circumstances modify the saving throw of a target being scried. Obviously, the best way to beat scrying is a spell like nondetection.

Saving

Throw Mod.

Circumstance of Subject

+8	Standing within 20 feet of a large energy or heat source, such as a pool of lava, the heart of an energy well (see <i>Requiem for a God</i>), or an intraplanar gateway
+8	Standing within 100 feet of a scry disruptort (see Chapter Eight)
+5	Holding a source of magical power of at least lesser artifact strength
+5	Polymorph or shape change in effect
+2	Standing within 20 feet of a large amount (at least 100 lbs.) of lead, mithral, or adamantite
+2	Change self or alter self in effect
+1/2 points	Using the <i>Disguise</i> skill over a DC 25 check

Saving

Throw Mod.

Circumstance of Subject

+5	Standing within 20 feet of a large energy or heat source (see above)
+2/try	Previous attempt at same subject failed



Spell-Like Abilities: 1/day—*animal trance*, *baleful polymorph*, *cause fear*, *deeper darkness*, *entangle*, *neutralize poison*, and *suggestion*. These abilities are as the spells cast by an 8th-level sorcerer (save DC 17 + spell level)

Link to Revensfall: Her semidivine nature gives Nivaler-Sca a continual telepathic link to her son, no matter where he is.

Psionics (Sp): Nivaler-Sca can produce the following effects at will:

Detect Poison: As the spell cast by a 6th-level sorcerer

Alternate Form: Nivaler-Sca can assume the form of a Tiny to Large viper. This ability is similar to a *shapechange* spell cast by a 19th-level sorcerer but allows only viper forms.

Chameleon Power: Nivaler-Sca can change her coloration and that of her equipment to match her surroundings.

Produce Acid: Nivaler-Sca can exude acid from her body, dealing 1d6 points of damage to anything she touches. The acid becomes inert when it leaves her body.

Aversion: Nivaler-Sca creates a compulsion effect targeting one creature within 30 feet. The subject must succeed at a Will save (DC 21) or gain an aversion to snakes for 10 minutes. Affected subjects must stay at least 20 feet from any snake or from Nivaler-Sca, alive or dead; if already within 20 feet, they move away. A subject can overcome the compulsion by succeeding at another Will save (DC 21), but still suffers deep anxiety. This anxiety causes a –4 reduction to Dexterity until the effect wears off or the subject is no longer within 20 feet of a snake or Nivaler-Sca. This ability is otherwise similar to *antipathy* as cast by a 16th-level sorcerer.

Skills: ** Using *chameleon power*, Nivaler-Sca receives a +8 circumstance bonus to Hide checks.

Possessions: *Robe of eyes*, *bracers of armor* +8, *ring of protection* +4, *cloak of resistance* +2, *ring of identify scribe*† (as spell, constant effect), *gem of seeing*, *scroll of chain lightning*, *scroll of scry retaliation*†, *scrytalk*† and *item from beyond*†, silver and diamond necklace worth 10,000 gp

Spells (4/6/6/6/5/4/4/3; save DC 17 + spell level): 0—*detect magic*, *flare*, *mage hand*, *prestidigitation*; 1st—*charm person*, *magic missile*, *shocking grasp*, *shield*, *silent image*, *sleep*; 2nd—*blur*, *cat's grace*, *invisibility*, *levitate*, *mirror image*, *protection from arrows*; 3rd—*dispel magic* (2), *fireball*, *gaseous form*, *slow*, *summon monster III*; 4th—*dimension door*, *heightened fireball*, *shout*, *summon monster IV*, *wall of ice*; 5th—*cloudkill*, *dominate person*, *magic jar*, *nightmare*; 6th—*analyze dweomer*, *eyebite*, *mass suggestion*, *scry blast*†; 7th—*greater teleport*, *limited wish*, *spell turning*

REVENSFALL, THE GATEMASTER

Revensfall often wanders off through one portal or another, but always returns, particularly if his mother calls to him via their telepathic link.

Revensfall, male elf Ftr6/Mnk5: CR 11; Medium humanoid (elf); HD 6d10+5d8+22, hp 92;

Init +9; Speed 40 feet; AC 22, touch 18, flat-footed 17; Base Atk +8; Grp +12; Atk +14 melee (1d8+8/1d8+6, double-bladed staff) or +13 melee (1d8+4, unarmed attack); Full Atk +14/+9 and +14 melee (1d8+8/1d8+6, double-bladed staff) or +13/+8 melee (1d8+4, unarmed attack) or +16/+11 ranged (1d8+5, composite longbow); Space/Reach 5 feet/5 feet; SA Flurry of blows (+2/+2), *ki strike* (magic); SQ Low-light vision, evasion, still mind, slow fall 20 feet, purity of body; AL LN; SV Fort +11, Ref +11, Will +8; Str 18, Dex 20, Con 15, Int 12, Wis 15, Cha 12

Skills and Feats: Climb +13, Craft (weaponsmithing) +8, Escape Artist +12, Hide +8, Knowledge (arcana) +8, Listen +5, Move Silently +8, Search +4, Spot +5, Swim +11, Use Rope +7; Cleave, Deflect Arrows, Dodge, Exotic Weapon Proficiency (double-bladed staff), Improved Initiative, Improved Unarmed Strike, Power Attack, Stunning Fist, Two-Weapon Fighting, Weapon Focus (double-bladed staff), Weapon Specialization (double-bladed staff)

Link to Nivaler-Sca: As part of her semidivine nature, Revensfall's mother maintains a continual telepathic link to her son no matter where he may go.



Possessions: +2 *ki channel*/+2 *double-bladed staff* (as quarter-staff, but 1d8/1d8 damage), *bracers of armor +4*, mighty masterwork composite longbow (+4), 24 +1 arrows, ever-burning torch, *potion of cure moderate wounds*

CROSS-REFERENCE

Find new rules to use with the Nexus in these chapters:

Chapter Two: Feats—*Subtle Scrying*

Chapter Seven: Spells—*Doorway to elsewhere*, *identify scrier*, *item from beyond*, *resist scrying*, *scry blast*, *scry retaliation*, *scry reverse*, *scrytalk*, and *window to elsewhere*

Chapter Eight: Magic Items—Weapon special ability: *ki channel*; wondrous items: *scry beacon* and *scry disruptor*; and major artifact: *Paraden: Blade of the Nexus*

Chapter Nine: Creatures—*Kallendine*

BASTION OF THE D'STRADI

In a remote world, a stalwart group of warriors and mages holds back the tides of a demonic invasion. Today, the fighting has ground to a standstill, and the defenders have gained a reputation for skill in battle magic. Can the people of Inshabiv hold back the demons from D'Stradi forever? Is true victory ever possible?

Smoke rises high into the air, heavy with the stink of death. Broken bits of bloody steel lie scattered amid jagged rocks and smashed skulls. When you arrive in Inshabiv, you find a place well acquainted with war.

Even amid the rubble, new soldiers train. Old soldiers plan. Smiths craft weapons and armor with astounding speed and skill. The people of Inshabiv have managed to do the unthinkable for the last 18 years: They have held off a demonic invasion.

BACKGROUND

Inshabiv is a hard land of warriors and barbarians. It lies in the foothills of a rugged mountain range that cuts it off from most other lands. Its people have lived on their own for centuries, and they prefer it that way. So when the demonic host of the archfiend Alikaba opened a portal into Inshabiv with thoughts of invasion, the people there neither fled to another land nor asked for help. They held firm to their rightful home and fought back.

Much to the surprise of Alikaba and her horde, the people of Inshabiv won.

D'Stradi was once a peaceful world of artisans and philosophers. When the demons of Alikaba arrived, the invasion was quick. The corpses piled high, and the devastation was complete. It didn't take the demons long to corrupt the world in its entirety, transforming it into a hellish place of fire, blood, and pain. They built a terrible fortress within the bone-filled ruins of the world's largest city. From there, they planned their next invasion and launched themselves through a permanent portal they constructed into Inshabiv.

In the past 18 years, Alikaba and her generals have bred new types of demon in festering pits of rotting flesh and rotting souls, hoping to create a new living weapon that the defenders of Inshabiv could not withstand. These new demons, named for the world in which they were created, are called D'Stradi abductors, D'Stradi dancers, and D'Stradi annihilators. (See Chapter Nine: Creatures.)

Today, the war continues. The demons strike from their fortress in D'Stradi, while the Inshabivans fight them, hoping not only to hold them back, but one day to push into D'Stradi and defeat their demonic foes once and for all.

LAYOUT

Inshabiv's two major fortresses stand near the D'Stradi portal, which lies in a blasted field forever scarred by hundreds of battles. The fortress of Ironheart, manned mostly by dwarves, includes a temple full of powerful clerics. These clerics, who serve a god of battle and steadfast loyalty, constitute the crux of the land's defense. They raise as many fallen defenders as they can and heal the wounded. They also deal with the hordes of undead the demons use in their armies. Ironheart carries *forbiddance* spells throughout to keep away invaders.

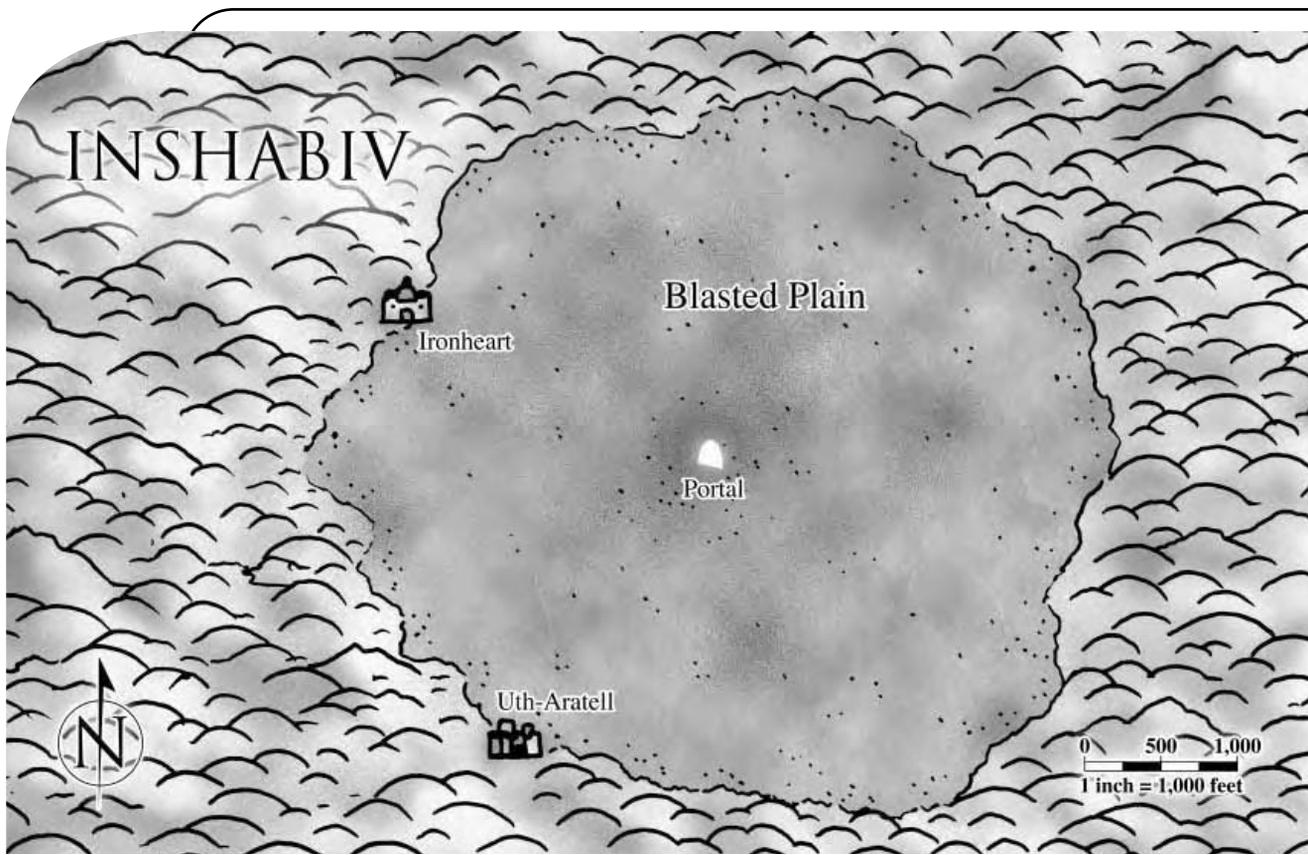
The other fortress, called Uth-Aratell, is the domain of Kalias, a powerful wizard who, along with the legendary Susar and Oroster, developed many of the spells unique to the setting. Kalias now spends much of her time training a cadre of young mages in the fine art of war. Uth-Aratell is warded with all manner of protective spells, including permanent *static veil* and *teleport block* spells.

D'Stradi is a barren place nearly devoid of life except for the foul demons and the monsters they use as a part of their army or to defend their own holdings. These include a great many undead (animated from the murdered people of D'Stradi), harpies, minotaurs, displacer beasts, and chimeras. The rest of the army consists of the new D'Stradi demons, vrocks, and an almost endless supply of dretches.

Alikaba dwells within a fortress built at the heart of a ruined city, near the portal to Inshabiv. This horrible place is built out of stone, steel, and bone. Near the bastion, hezrou demons

Placing the Portal

The portal from the Nexus lies in a blasted field near Ironheart. If you would rather send the characters straight to D'Stradi, however, you could place it in the wrecked city instead, some blocks from the prison.



watch over breeding pools full of new D'Stradi demons. Behind it, in a well-defended compound, lies the prison where captives from Inshabiv are kept. The demons like to take prisoners, both because it prevents the clerics in Ironheart from raising them and because they enjoy experimenting upon them.

USING THIS LOCATION

War changes every facet of a place. The landscape lies in shambles. The inhabitants grow hardened and cold. Inshabiv is such a place. However, it can be an interesting, if danger-

Adventure Seed (Levels 3 to 5)

Perhaps not yet experienced enough to make a huge difference in the course of the war, the player characters can still contribute. During an incursion from D'Stradi, revered dwarven cleric Thorgrin Rockhand is paralyzed and taken away by a force of ghouls and ghosts. While others continue to defend Ironheart, the PCs must recover the captive before the undead reach the portal and get back to D'Stradi. It will be tricky, because force alone cannot overcome the numerous ghouls and ghosts, but if the characters can just reach Thorgrin and give him a potion of remove paralysis, he can probably turn the tide to their favor.

ous, locale to visit. Many learned people go there to find the secrets to all types of battle magic. Other, darker forces know it to be a place to learn much of demonology. Although the crux of the setting is D'Stradi, the PCs are more likely to become familiar with Inshabiv. They will almost certainly come into Inshabiv first, although an alternate situation, in which they magically end up in D'Stradi and have to escape to Inshabiv, could prove very interesting and certainly challenging. They would not only have to fight the demonic hordes, they'd also have to convince the Inshabivans that they are not demons themselves.

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A PC could come seeking magical knowledge to help fight the invaders, or, alternatively, to make money—the defenders in Inshabiv will pay full price (rather than half) for magical weapons or armor. Merchants (profiteers) take advantage of this situation and send in shipments to earn larger profits. PCs might be guards hired to watch over one such shipment.

A lucky happenstance early in the war against the demons, in which some of Inshabiv's warriors captured a trove of gold and valuables the demons had gathered from conquered D'Stradi, has made the defenders very wealthy. They can afford to import weapons and mercenaries, and even to pay capable adventurers to undertake special missions for them.

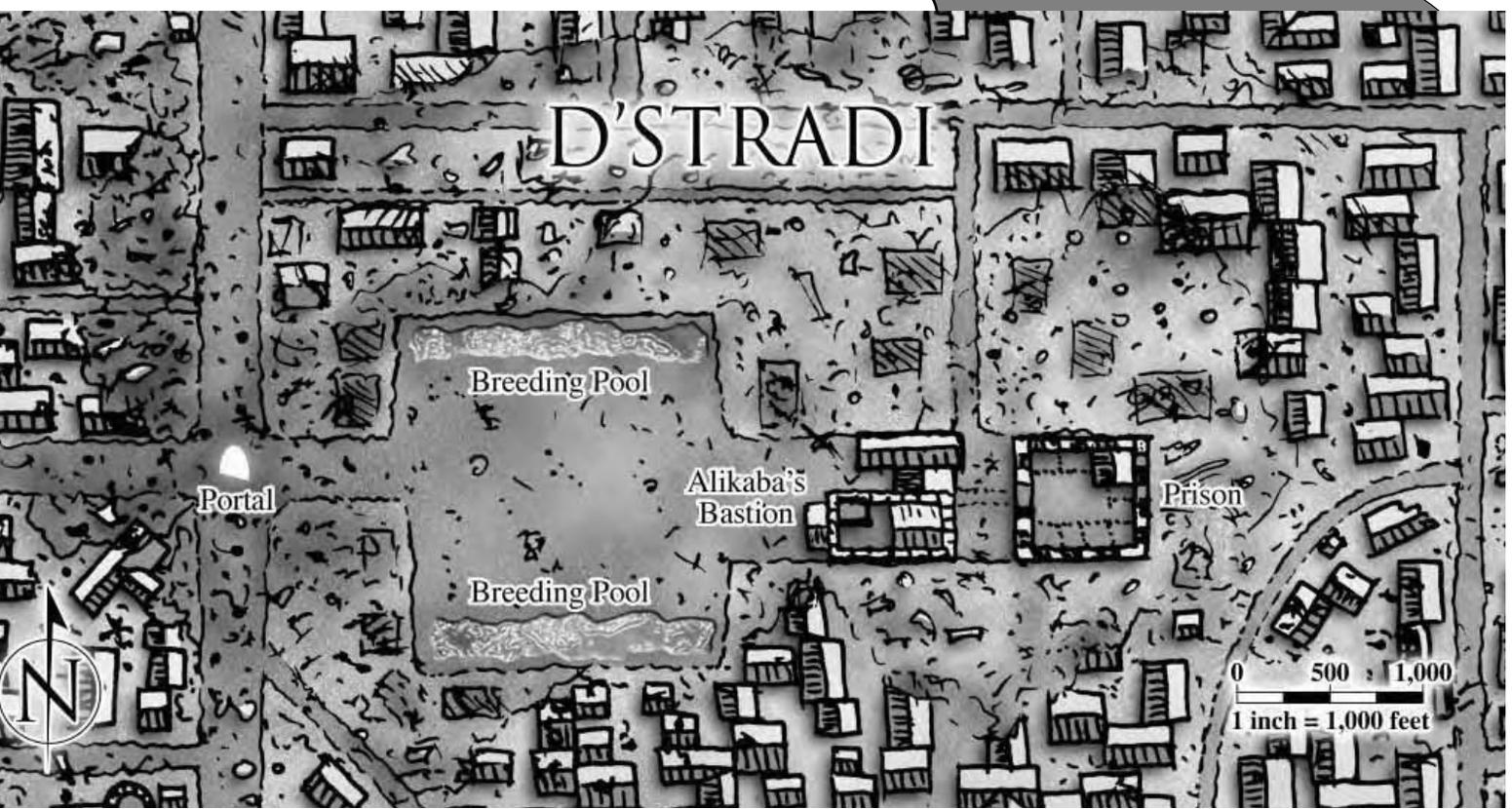
Characters wishing to help the defenders might be asked to go on a mission to rescue prisoners held in D'Stradi or to sabotage the breeding pools. Other missions might include ferreting out magically disguised infiltrators in the Inshabiv fortresses—a task which reveals the (understandable) paranoia rampant among the defenders.

ALTERNATE USE

Inshabiv could simply be a remote land in the normal campaign world rather than a world unto itself. This arrangement might motivate the characters even more to help the besieged defenders—now it is their own world they are helping to defend. Perhaps a local church or government sends the PCs to Inshabiv as reinforcements, or they might hear of the situation and go on their own.

CHARACTERS

This section describes a foe and an ally the characters might encounter in this locale.



ALIKABA THE MARILITH

Alikaba is a marilith demon, but she wields enough personal power to rise above the ranks of others of her kind. She is considered a minor demon princess in her own right and commands her own army. Though imperious and cruel, she is not a brilliant strategist. She defeats enemies by throwing hordes of demons at them until they fall. Luckily for her, she has enough demons in her army—and the ability to recruit more from the Lower Planes—to make this a viable tactic. Only on the recommendation of her hezrou advisors did she agree to create new demons to help in the war.

Alikaba, marilith Sor7: CR 25; Large outsider (chaotic, evil, extraplanar); HD 16d8+7d4+144, hp 233; Init +4; Speed 40 feet; AC 32, touch 14, flat-footed 28; Base Atk +19; Grp +32; Atk +29 melee (2d6+9/19-20, +1 longsword) or slam +27 melee (1d8+9) or tail slap +27 melee (4d6+9); Full Atk +29/+24/+19/+14 (2d6+9/19-20, primary +1 longsword) and +29 melee (2d6+4/19-20, 5 +1 longswords) and +25 melee (4d6+4, tail slap), or +27 melee (1d8+9, 6 slams) and +25 melee (4d6+4, tail slap); Space/Reach 10 feet/10 feet; SA Constrict 4d6+13, improved grab, spell-like abilities, *summon demon*, spells; SQ Damage reduction 10/good and cold iron, darkvision 60 feet, immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 25, telepathy 100 feet, outsider traits; AL CE; SV Fort +21, Ref +16, Will +19; Str 29, Dex 19, Con 29, Int 18, Wis 18, Cha 24

Skills and Feats: Bluff +26, Concentration +28, Craft (alchemy) +23, Diplomacy +30, Disguise +7 (+9 acting), Hide +19, Intimidate +28, Knowledge (arcana) +27, Listen +31, Move Silently +23, Search +23, Sense Motive +23, Spellcraft +25 (+27 scrolls), Spot +31, Survival +4 (+6 following tracks), Use Magic Device +26 (+28 scrolls); Combat Expertise, Combat Reflexes, Craft Wand, Deflection to Attraction†, Multiattack, Multiweapon Fighting, Power Attack, Weapon Focus (longsword)

Improved Grab (Ex): To use this ability, Alikaba must hit a Medium or smaller opponent with her tail slap attack. If she succeeds, she can constrict.

Constrict (Ex): Alikaba deals 4d6+13 points of damage with a successful grapple check against Medium or smaller creatures. The constricted creature must succeed at a Fortitude save (DC 19) or lose consciousness for as long as it remains in the coils and for 2d4 rounds thereafter. The save Difficulty Class is Strength based.

Spell-Like Abilities: At will—*align weapon*, *blade barrier* (DC 23), *magic weapon*, *project image* (DC 23), *polymorph*, *see invisibility*, *telekinesis* (DC 22), *greater teleport* (self plus 50 lbs. of objects only), *unholy aura* (DC 25). Caster level 16th. The save Difficulty Classes are Charisma based.

Summon Demon (Sp): Once per day Alikaba can attempt to summon 4d10 dretches, 1d4 hezrous, or one nalfeshnee

with a 50 percent chance of success, or one glabrezu or another marilith with a 20 percent chance of success.

Skills: +8 racial bonus on Listen and Spot checks

Spells Known (6/8/8/5; save DC 17 + spell level): 0—*dancing lights*, *detect magic*, *flare*, *ghost sound*, *mage hand*, *ray of frost*, *read magic*; 1st—*arrow deflection†*, *charm person*, *chill touch*, *mage armor*, *shield*; 2nd—*bear's endurance*, *bull's strength*, *energy lash†*; 3rd—*Alikaba's gift†*, *Alikaba's theft†*

Possessions: +1 unholy longsword, two +1 human bane longswords, three +1 longswords, *ring of protection +1*, *D'Stradi belt†*, *wand of fireball* (10th-level caster, 32 charges), *wand of shield* (20 charges), *wand of wall of ice* (18 charges)

KALIAS OF UTH-ARATELL

Kalias remains always in her tower, either teaching young mages to battle Alikaba's demons, or preparing some new strategy or defense. Driven and tireless, she commands the respect of all Inshabiv. Because she is so busy, she rarely has time for niceties or kindnesses. She values saving lives over sparing feelings, and victory against

demons over polite-

ness and politics. Kalias has short blond hair and a trim, fit figure. It is difficult to tell her age, but most would place her in her late thirties. A long scar runs down the right side of her face and neck.

Kalias, female human Wiz17: CR 17; Medium humanoid (human); HD 17d4+68, hp 108; Init +1; Speed 30 feet; AC 21, touch 15, flat-footed 20; Base Atk +8; Grp +9; Atk +10 melee (1d6+2 plus 1d6 sonic, quarterstaff); Full Atk +10/+5 melee (1d6+2 plus 1d6 sonic, quarterstaff); SA Spells; AL NG; SV Fort +11, Ref +6, Will +11; Str 12, Dex 12, Con 18, Int 22, Wis 12, Cha 13

Skills and Feats: Concentration +24, Craft (alchemy) +26, Diplomacy +6, Intuit Direction +5, Knowledge (arcana) +26, Knowledge (nature) +26, Knowledge (religion) +25, Profession (teacher) +20, Sense Motive +6, Spellcraft +26; Brew Potion, Craft Staff, Empower Spell, Forge Ring, Great Fortitude, Maximize Spell, Quicken Spell, Scribe Scroll, Spell Focus (evocation), Spell Penetration, Still Spell

Possessions: +6 bracers of armor, +4 ring of protection, *ring of minor energy resistance (fire)*, *staff of the secret sound†* (22 charges), *globes of Kalias†* (5), *vest of reflection†*, *scroll of protection from evil*, *binding*, and *iron body*, *potions of fly*, *haste*, and *cure moderate wounds*

Adventure Seed (Levels 8 to 12)

The player characters find their way to Inshabiv and earn the trust of its defenders. In short order, Kalias asks them to help watch over her fortress while she leaves on a mission that may gain her a powerful new weapon against the demons.

They are by no means the only defenders, or even the ones in charge, but their aid still proves valuable. As it turns out, during their watch in Uth-Aratell, some D'Stradi abductors in magical disguises attempt to sneak into the castle. The PCs need to discover these infiltrators and stop them from doing any harm.

Spells (4/6/6/5/5/5/5/3/2/1; **save DC 11 + spell level**): 0—*daze, detect magic, disrupt undead, mage hand*; 1st—*arrow deflection*†, *color spray, expeditious retreat, magic missile* (2), *shield*; 2nd—*blur, energy lash*†, *helm of warding*†, *see invisibility, shrapnel globe*†, *web*; 3rd—*clairaudience/clairvoyance, fireball, fly, haste, plunge deep to the core*†; 4th—*charm monster, dimension door, gird the warrior*†, *strength to strike*†, *stoneskin*; 5th—*cloudkill, empowered fireball, hold monster, mind fog, summon monster V*; 6th—*antimagic field, chain lightning, maximized lightning bolt, Oroster's revenge*†, *Susar's death*†; 7th—*banishment, quickened fireball, power word blind*; 8th—*incendiary cloud, protection from spells*; 9th—*meteor swarm*

CROSS-REFERENCE

Find new rules to use with the Bastion of the D'Stradi in these chapters:

Chapter Two: Feats—*Battle Touch, Deflection to Attraction, Magical Talent, and Precise Touch*

Chapter Seven: Spells—*Acidic globes, Alikaba's gift, Alikaba's theft, arrow deflection, arrow redirection, arrow reflection, change weapon, energy lash, gird the warrior, helm of warding, Oroster's revenge, plunge deep to the core, proficiency, quint-elemental blast, shrapnel globe, strength to strike, Susar's death, vicious summons, and wall of force (lesser)*

Chapter Eight: Magic Items—*Armor special abilities: demon repelling and dispelling; weapon special abilities: arcane blasting, armor piercing, armor shattering, eldritch blasting, eldritch manawall crushing, mage tuned, manawall crushing, shield piercing, shield shattering, and unruly; rings: Devlin's ring and golem-fist; staves: staff of corrosion and staff of the secret sound; wondrous items: D'Stradi belt, globe of Kalias (globe of negation), manawall robe, razor cloak, and vest of reflection*

Chapter Nine: Creatures—*D'Stradi demons*

POOL OF GLENMASIS

In a secluded sylvan woodland, protected from the outside world by subtle spells and glamours, the Pool of Glenmasis serves as a gathering place for fey creatures, elves, and simi-

lar beings. These creatures conduct various activities around the pool, but one of the most interesting is running a virtual marketplace for magic items.

The trade is brisk and complex, and for anyone new to interacting with fey creatures—let the buyer beware!

BACKGROUND

Glenmasis, a dryad queen, pronounced that upon her death she would bequeath her power to the earth itself. She wielded great power indeed, and when she finally did pass, a mag-

ical pool appeared at her burial site, swallowing up the queen's final remains.

The pool lies deep within a virtually untouched and unspoiled forest. The trees here look like majestic pillars holding up the roof of the sky. The undergrowth forms a lush, spongy carpet of leaves, moss, and grass. During the day, all is quiet—even the birds show their respect with silence.

At night, however, all manner of creatures—wood elves, dryads, satyrs, pixies, centaurs, unicorns, and even the occasional lammasu, hag, or dragon—arrive. Outsiders come as well. They gather to gossip, to trade, and to celebrate, depending on their own goals.

The pool's magic provides a perfect sanctuary. The pool itself is the size of a small pond, 10 yards across. However, the water's power radiates out 100 yards beyond the edge of the pool, preventing anyone in the area from sustaining permanent damage of any kind (though it does not prevent temporary ability score damage and nonlethal damage). This quality renders most types of conflict impossible. Water removed from the pool retains no power, except that it never goes stagnant. Those thinking of taking up residence in this safety zone soon discover the error of their ways, however. Remaining within the area of the pool for more than eight hours causes one to be teleported to a random location anywhere in the world; only a greater god can resist this effect. One cannot find the Pool of Glenmasis again for 101 days after such a banishment, regardless of the magic employed (even the portal from the Nexus cannot do it) or how well one knows the way.

Often, if a visitor here threatens real violence—which is bad for business—someone knocks the offender unconscious (pixie *sleep* arrows do the trick) for more than eight hours. When he wakes up, he finds himself somewhere else and can't get back.

USING THIS LOCATION

Of all the things of interest to visitors to the Pool of Glenmasis, the trade of magic items and spells probably intrigues them the most. All sorts of magic changes hands there, though the fey traders specialize in magic of a subtle nature. Low-powered spells and items, unknown to many nonfey, find new owners at the pool.

Trading with the fey can be dangerous, however. They seek to trick, disorient, or confuse those they deal with. They do this not because they are evil, out of spite, or to inflict any real harm. It is simply their way. They look upon commerce as a game, and they play to win. The fey consider themselves to have won if they:

1. Sell you something you can't use
2. Sell you something you don't really want
3. Sell you something for far more than it is worth
4. Buy something worth far more than what they pay

Placing the Portal

DMs may wish to locate the portal from the Nexus in the trees near the pool—within the 100-yard range of its peacekeeping power.

5. Force you to make a promise you can't keep
6. Force you to forfeit the deal, after wasting your time or looking foolish

The terms “buy” and “sell” apply here in a very general way. While most of the merchants at the Pool of Glenmasis accept gold, they prefer other payment—usually an item or a service. This makes the game more personal, and therefore more enjoyable.

For example, a PC might want to obtain a *wand of blissful sleep*. The pixie who owns the wand asks the character for an item of equivalent worth (implying that the wand was fully charged, but she doesn't actually say that), such as a *potion of fly*. If the character asks the pixie whether the wand is charged, she says “yes” (it has one charge). If asked whether it is *fully* charged, the pixie looks disappointed, but says “yes,” pulling out a different wand that is actually fully charged.

A satyr might have an *animated instrument* for sale—a set of reed pipes that play themselves. In exchange, he asks a character to come back the next day and count his sheep for him. What he doesn't tell him is that the owner of the pipes is struck blind in daylight (an effect that must be remedied with *remove curse*). When the blind character can't count the sheep, the satyr demands his pipes back. If the character removes the curse or manages to count the sheep anyway, the satyr admits defeat.

A dryad has a scroll with the spell *glamour* on it. She tells a cleric character she'll give him magic that will make him beautiful. After he buys the scroll, he sees that it is not divine magic—but when he confronts the dryad, she claims all he has to do is study wizardry to become beautiful!

Of course, the DM can simply allow this little “game” to come down to a single die roll if desired. In such a case, the

fey makes a Bluff check opposed by the character's Sense Motive check. If the character's check result is higher, he has seen through the fey's trick and gets the item he wants for a fair price. If the fey's check is higher, the character pays too much, ends up looking foolish, or winds up with nothing at all, as the DM decides. This method is more expedient, though not nearly as much fun.

It is important to remember that this means of tricking and trading is not viewed as evil or unlawful. The fey do not lie, and when their “opponent” gets the better of them or sees through their trick, they usually just admit defeat. An evil creature, either on its own or in disguise (perhaps as a fey), might have malicious intent or may actually lie. Such a creature might also seek revenge against a buyer that gets the better of it.

And, to complicate things further, some of the merchants and traders aren't interested in trickery at all. Either because they are not fey, or because they have a real need, they may simply want to make some money or get someone to help them with a service.

PCs might come to the Pool of Glenmasis for the trade in magic, or they might have another reason. For example, an individual that they are looking for, either a friend or a foe,

Fey Cursed Items

Fey items don't normally have terrible curses, but they often carry special requirements to activate, or minor—often annoying—curses, such as things that make the user look ugly or foolish. One item might force the user to make a Fortitude saving throw (DC 11) or be affected by an alter self-like spell that gives him or her the head of a donkey for an hour. Another item might require the user to get a goat to lick it each day in order to function.

You can refer to the cursed items section in the DMG, Chapter Eight, for ideas for such things.

And of course, not all fey items are cursed. In fact, most are not. It's just that you never know. . . .



might frequent the place. If a foe, the pool's unique, nonviolent qualities make for an interesting encounter that forces enemies to act peaceably, at least for a time. It is also a place where a character can find temporary sanctuary when on the run.

ALTERNATE USE

If you want to give the place a more sinister bent, the spectre of Glenmasis the dryad queen might take an active role in watching over the site. Those who wish to come to the pool

Adventure Seeds

Levels 1 to 3: *The PCs learn of the Pool of Glenmasis' existence from a wood elf wizard named Terrik Book-Eyed. He says his daughter Fallis went there three weeks ago and was tricked by the pixie Babiran into agreeing to work as his personal servant for three months in exchange for a worthless wand. Babiran doesn't mistreat her, but Terrik wants her back nonetheless. He went there two weeks ago, but when he got angry, someone put him to sleep. Because he lay sleeping for more than eight hours, the magic of the place sent him away, and now he can't return for 101 days. The player characters need to find the pool and somehow get Fallis back. For their trouble, Terrik will give them a fair payment—a vial of mist of divination protection and a pair of skid boots.*

Levels 1 to 5: *A rogue steals from the player characters and flees to the Pool of Glenmasis. The PCs follow her, but she has an accomplice who will meet her there in an hour and teleport her out. The characters have to deal with her quickly and without upsetting anyone around the pool.*

VAS THE CENTAUR

Vas is not actually a merchant, and she doesn't want to buy anything. She is looking for her friend, Saarash the nixie. Saarash has been missing for weeks, and Vas feels certain that, if she could, she would come to the Pool of Glenmasis. So each night Vas arrives to wait for her friend. If any character will help her find Saarash, she would be most grateful.

Vas, female centaur Rgr3: CR 6; Large monstrous humanoid;

HD 4d8+3d8+7, hp 52; Init +5; Speed 50 feet; AC 19, touch 14, flat-footed 14; Base Atk +7; Grp +15; Atk +11 melee (2d6+6/×3, +1 longsword); Full Atk +11/+6 (2d6+6/×3, +1 longsword) or +11/+6 ranged (1d8+4, composite longbow [+4 Str bonus]); Space/Reach 10 feet/5 feet; SA Favored enemy (orcs +2); SQ Darkvision 60 feet, Track, wild empathy, combat style (archery), endurance; AL CN; SV Fort +5, Ref +10, Will +7; Str 18, Dex 20, Con 12, Int 13, Wis 12, Cha 10

must pay her in blood, which they drip into the pool itself. Now, for the most part, only evil creatures come here, and the place becomes a hidden market of darkness.

Folks trade evil items and other sinister commodities, such as poisons or the occasional slave.

CHARACTERS

DMs should feel free to populate the Pool of Glenmasis with whomever and whatever they wish. Most likely the clientele constantly changes, as do the vendors. Here are just a few individuals who may become regulars at the pool:

Skills and Feats: Climb +9, Craft (leatherworking) +7, Handle Animal +2, Hide +7, Intimidate +2, Listen +4, Move Silently +7, Open Lock +6, Ride +10, Spot +4, Survival +5; Power Attack, Rapid Shot, Track, Weapon Focus (longspear)

Possessions: +1 *longspear*, masterwork studded leather, composite longbow (+4 Strength bonus), 20 arrows, 15 gp

NYCARAK THE GREEN HAG

Nycarak comes to the Pool of Glenmasis to sell the potions she makes. Being devious and sneaky, she'll cheat customers if she can, although never so flagrantly as to make people stop buying from her. Of course she looks hideous, and she hides her appearance in a hooded cloak—not to disguise *what* she is, but simply so people won't stare, which she despises.

Nycarak, female green hag Adp3: CR 7; Medium monstrous

humanoid; HD 9d8+3d6+12, hp 63; Init +1; Speed 30 feet, swim 30 feet; AC 23, touch 12, flat-footed 22; Base Atk +10; Grp +15; Atk +16 melee (1d4+5, claw); Full Atk +13 melee (1d4+5, 2 claws); SA Spell-like abilities, weakness, mimicry, spells; SQ Darkvision 90 feet, spell resistance 18; AL CE; SV Fort +7, Ref +8, Will +12; Str 21, Dex 13, Con 12, Int 19, Wis 16, Cha 12

Skills and Feats: Bluff +3, Concentration +13, Craft (alchemy) +12, Heal +5, Hide +9, Knowledge (arcana) +10, Knowledge (nature) +10, Listen +20, Profession +7, Spellcraft +12, Spot +20, Swim +12, Use Rope +3; Alertness, Blind-Fight, Brew Potion, Combat Casting, Great Fortitude

Spell-Like Abilities: At will—*dancing lights, disguise self, ghost sound* (DC 12), *invisibility, pass without trace, tongues, water breathing*. Caster level 9th. The save Difficulty Class is Constitution based

Weakness (Su): Nycarak can weaken a foe by making a special touch attack. The affected opponent must succeed at a Fortitude save (DC 16) or take 2d4 points of Strength damage. The save is Charisma based.

Mimicry (Ex): Nycarak can imitate the sounds of almost any animal found near the pool.

Possessions: *Ring of protection +1, scroll of protection from good and cure light wounds, potions of water breathing (2), cure light wounds (4), endure elements (2), and invisibility (2)*, 112 gp, 35 sp

Spells (3/3; save DC 13 + spell level): ○—*cure minor wounds, detect magic, read magic*; 1st—*bless, burning hands, cure light wounds*

BABIRAN THE PIXIE

Babiran is a classic fey merchant who frequents the pool. He always brings only one item (worth less than 2,000 gp, often from those listed in the "Cross-Reference" section on the next page) and tries to sell it to someone in exchange for some humiliating service. No one knows where he gets the items he sells. Some speculate that he knows the location of a magical treasure hoard deep in the wilderness.

Babiran, male pixie: CR 4; Small fey; HD 1d6, hp 4; Init +4; Speed 20 feet, fly 60 feet (good); AC 16, touch 15, flat-footed 12; Base Atk +0; Grp -6; Atk +6 melee (1d4/19-20, +1 short sword) or +5 ranged (1d6-2/×3, longbow); Full Atk +6 melee (1d4/19-20, +1 short sword) or +5 ranged (1d6-2/×3, longbow); SA Spell-like abilities, special arrows; SQ Damage reduction 10/cold iron, greater invisibility, low-light vision, spell resistance 15; AL NG; SV Fort +0, Ref +6, Will +4; Str 7, Dex 18, Con 11, Int 16, Wis 15, Cha 16

Skills and Feats: Bluff +7, Concentration +4, Escape Artist +8, Hide +8, Listen +8, Move Silently +8, Ride +8, Search +9, Sense Motive +6, Spot +8; Dodge, Weapon Finesse

Greater Invisibility (Su): Babiran remains invisible even when he attacks. This ability remains constant, but he can suppress or resume it as a free action.

Spell-Like Abilities: 1/day—*lesser confusion* (DC 14), *dancing lights*, *detect chaos*, *detect good*, *detect evil*, *detect law*, *detect thoughts* (DC 15), *dispel magic*, *entangle* (DC 14), *permanent image* (DC 19; visual and auditory elements only), *polymorph* (self only). Caster level 8th. The save Difficulty Classes are Charisma based.

Possessions: +1 short sword, longbow, arrows (10), *memory loss arrows* (2), *sleep arrows* (3)

Special Arrows: Pixies sometimes employ arrows that deal no damage but can erase memory or put a creature to sleep.

Memory Loss: An opponent struck by the arrow must succeed at a Fortitude save (DC 15) or lose all memory. The subject retains skills, languages, and class abilities but forgets everything else until receiving a *heal* spell or memory restoration with *limited wish*, *wish*, or *miracle*.

Sleep: Any opponent struck by the arrow, regardless of Hit Dice, must succeed at a Fortitude save (DC 15) or be affected as though by a *sleep* spell.

CROSS-REFERENCE

Find new rules to use with the Pool of Glenmasis in these chapters:

Chapter Seven: Spells—*Animated tattoo*, *Apolioth's condemnation*, *betray the years*, *blissful sleep*, *blue bolt*, *comrades' trail*, *detect disease*, *enhance familiar*, *fey storage*, *fey ward*, *glamour*, *guide craft*, *hygiene*, *iced fire*, *instill familiar*, *invisible familiar*, *keep dry*, *keep fresh*, *lethality denied*, *long flame*, *magical performance*, *minor lasting image*, *power craft*, *private conversation*, *protect familiar*, *recent occupant*, *rogue's stab*, *safe search*, *sample*, *transcribe*, *web splat*, and *web strand*

Chapter Eight: Magic Items—Armor special abilities: *bane*, *climbing*, *comfort*, *hiding*, *moving silently*, *poisonwarding*, *potion storing*, *spellwarding*, *trapwarding*, *tumbling*, and *uncanny protection*; weapon special abilities: *champion detecting*, *creature detecting*, *gripping*, *hardened*, *nonlethal*, and *roguefriend*; specific weapons: *arrow of spelltargeting* and *fireball arrow*; rods: *message rods* and *rod of depth measurement*; wondrous items: *animated instrument*, *belt of feyform*, *clasp of returning*,

clasp of shared protection, *Devir's bowl*, *Devir's cup*, *Devir's plate*, *everwarm blanket*, *fancy platter*, *flaming cloak*, *glass of clarity*, *image crystal*, *lenses of seeing the unseen*, *Marstle's mask*, *mist of divination protection*, *pillow of blissful rest*, *quill of dictation*, *quill of translation*, and *skid boots*

VABRIN'S FORGE

Vabrin, a surprisingly intelligent ettin, discovered a new way to create intelligent magic items. These items gain levels—with their own skills, feats, and abilities—just as characters do.

Those wishing to learn the secrets of intelligent magic items, or to obtain one for themselves, can come to Vabrin's underground forge. But do not expect to simply buy one of his creations—he looks upon that as slavery.

BACKGROUND

Vabrin was always an outcast. Rejected by his own kind because of his intelligence and lack of interest in traditional ettinish things (hunting, killing, exploiting the weak), he wandered about the countryside alone. When he fell victim to a particularly virulent plague that inflicted death upon many in the wilderness where he lived, Vabrin managed to survive, but not without cost. His left head withered and “died.” Now Vabrin was more alone than ever—in a way that no ettin is ever meant to be alone.

Insane with grief and loss, Vabrin invaded a wizard's tower and killed her. He taught himself to read and eventually learned the fundamen-

tals of magic from the dead mage's library. Much to his delight, while he did not understand everything he read, he found that he had a natural talent for spellcasting. He immediately turned to developing magic that would bring his left head back to life, not realizing that such effects normally fell under the purview of divine, rather than arcane, magic.

Vabrin failed. He failed so spectacularly that he severed his “dead” head and almost killed himself in the process. But in his research he discovered a means to give “life” to objects. Although he could not accomplish what he had set out to do, he now possessed the ability to create intelligent companions that looked upon him with favor and gratitude (usually). He left the wizard's tower (which was too small for him anyway) and found some caves where he set up a forge and a number of workshops. Vabrin has even developed relationships with other nearby mages, to whom he teaches the secret of his discovery in exchange for materials to create more items. He is also willing to trade—but never sell—his creations for like amounts of nonintelligent magic items or other valuables for his work—but he will only send them to a “good home.”

Placing the Portal

Ideally, the portal from the Nexus allows visitors to emerge in the entrance chamber to Vabrin's Forge (see the map on page 60).

Within the last year, a powerful cleric granted him a boon and regenerated his lost head. Much to the ettin's surprise and disappointment, however, the new head has the intelligence and predilections of a normal ettin. Thus, it only serves to help him fight (which he loathes to do anyway), and it eats a lot.

Recently, Vabrin has been having problems with a pack of destrachans that found their way to his caves (through underground tunnels they blasted out with their sonic powers) and are trying to destroy his creations.

USING THIS LOCATION

The clearest use of Vabrin's Forge is as a source of magical knowledge—specifically, the creation of intelligent items. Even if the PCs have no interest in gaining such knowledge, it's likely that other NPCs will and would reward those who figured out how to find Vabrin and his new lore.

In order to obtain an intelligent item, or to grant intelligence to an already existing item, characters must convince Vabrin that they will treat the item well. They can accomplish this through a combination of deeds and words. A character needs to make a Diplomacy check (DC 20) to even begin the negotiation. Then, the character must show that he or she is an even-tempered, fairly level-headed person who treats inanimate objects with care and maintains personal possessions. Showing up with a tattered cloak or a rusty shield does not help one's case.

Vabrin won't accept money for an item or for knowledge. He is, in fact, insulted by the proposition. If a PC wants to learn the item creation feats that Vabrin has developed, the ettin asks for at least 10,000 gp worth of valuable materials or magic items per feat. Likewise, the value of an item must be traded for, not paid in gold. Of course, interested characters could also perform a service for him. Appropriate services might include destroying the destrachans that threaten the forge or obtaining some special material for an item he wants to create. Vabrin can become the source of many adventures. As an ettin and a powerful arcanist, Vabrin possesses strange contacts throughout many lands and could prove a useful source of information.

ALTERNATE USE

Alternatively, Vabrin could be a normally evil ettin, or one under the control of a more powerful evil figure (perhaps someone using a hostage to threaten him). In this case, he might make nothing but evil intelligent items. The PCs could decide to stop Vabrin and take his secrets of creating intelligent items away to others, who would use them for good. Once they encounter Vabrin, they might determine that they could put everything right by simply defeating the evil being controlling him (and maybe earn themselves an intelligent item as a reward).

LAYOUT

Most of the caves of Vabrin's Forge are natural but worked to give them relatively flat floors and uniform, 15-foot-high ceilings. The doors are fashioned from stone 5 inches thick (hardness 8, 75 hp, break DC 28). *Everburning torches* light the caves.

The entrance into Vabrin's Forge is an innocuous natural cave in a cliffside. The entry passage is blocked with a special *wall of force* that allows Vabrin to pass through and alerts him when another intelligent creature touches it (similar to an *alarm* spell). The ettin can allow others through the wall if he is present and touching it; otherwise, characters can destroy the wall as they normally would a *wall of force*.

VABRIN'S FORGE

Entrance



1 square = 5 feet

Off the entry cave, a large storage room holds various supplies—mostly materials for crafting items. Across the entry cave is a wood shop filled with various tools for woodworking.

Farther into the complex one can find a smithy for working all types of metals, mostly iron, although there are separate forges for gold- and silversmithing. Beyond the smithy, one comes into the general workshop, where items are completed. This shop features all manner of workbenches, tables covered with tools, scraps of materials, and half-finished projects. The room is a mess.

A secret door near the general workshop (Search check, DC 25 to find) hides a large cave where Vabrin stores finished items. The door is *arcane locked* and trapped with a nonmagical trap that sprays alchemist's fire. Inside, Vabrin keeps the three sample items mentioned on page 70.

Alchemist's Fire Blast: CR 4; 10-foot fire burst (4d6); Reflex save (DC 15) halves damage; Search (DC 28); Disable Device (DC 28)

South of the workshop lies a cave that Vabrin uses as his personal quarters. The door is *arcane locked*. Inside is his huge bed, a table strewn with plates and cups, and another table covered with design plans for constructing all manner of things.

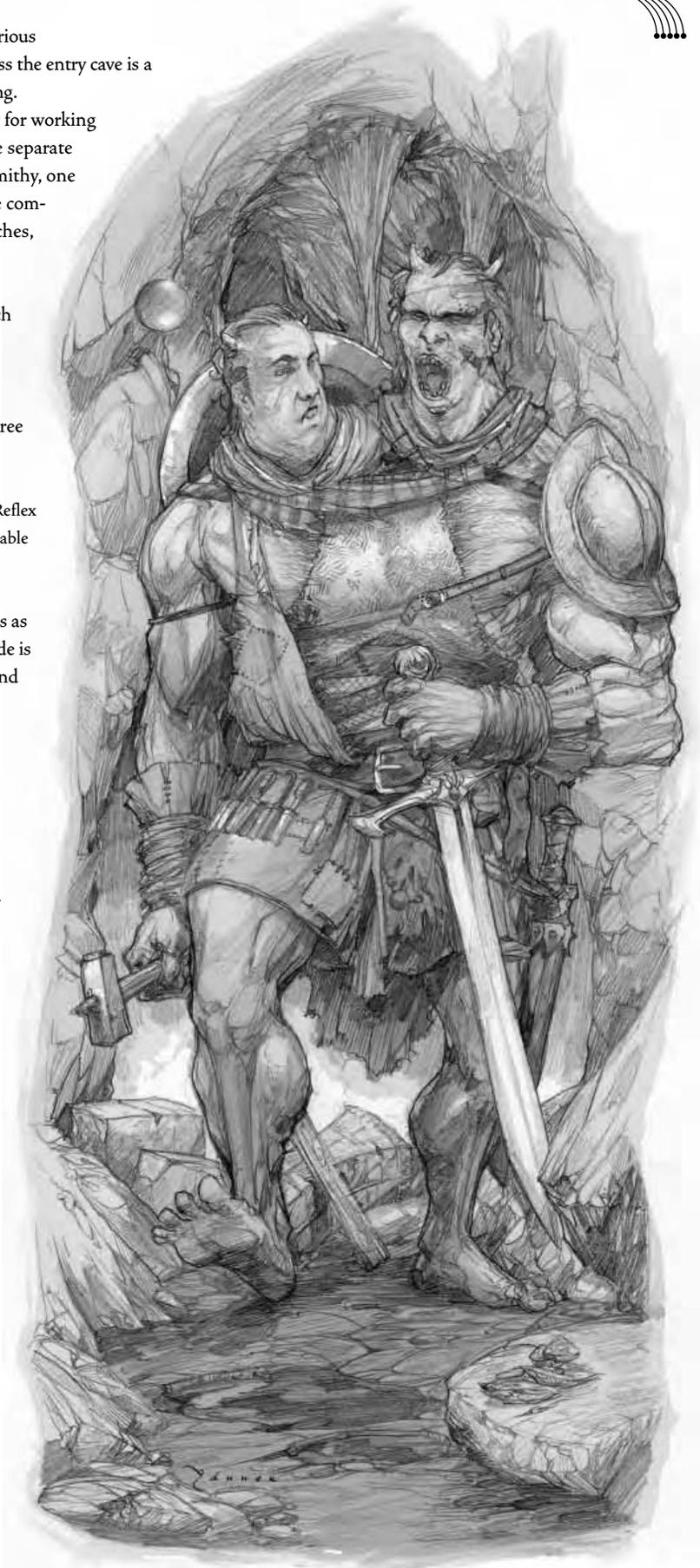
CHARACTERS

Vabrin always keeps extremely busy. He generally acts gruff with visitors, no matter who they are or why they have come—at least at first. The ettin resists the urges and instincts of his less sophisticated nature and attempts to use his intellect. He is, however, driven by his emotions and looks upon all of his creations as his children. He feels very protective of them and won't abide any mistreatment or abuse of intelligent items for even a moment.

Vabrin, ettin, Sor13: CR 18; Large giant; HD

10d8+13d4+46, hp 134; Init +3; Speed 40 feet; AC 15, touch 8, flat-footed 15; Base Atk +13; Grp +23; Atk +19 melee (2d6+7/19–20, +1 longsword); Full Atk +19/+14/+9 melee (2d6+7, 2 +1 longswords); Space/Reach 10 feet/10 feet; SA Spells; SQ Low-light vision, superior two-weapon fighting; AL CN; SV Fort +13, Ref +6, Will +11; Str 23, Dex 9, Con 15, Int 18, Wis 10, Cha 19

Skills and Feats: Concentration +18, Craft (alchemy) +20, Craft (glassblowing) +20, Craft (leatherworking) +20, Craft (metalworking) +21, Craft (stoneworking) +20, Knowledge (arcana) +24,



Listen +11, Search +10, Spellcraft +23, Spot +11; Craft Magical Arms and Armor, Craft Wondrous Item, Forge Ring, Fuse With Item†, Implant Gambit†, Improved Initiative, Life to the Inanimate†

Spell-Like Abilities: Vabrin has fused with a *brooch of shielding* with 89 points left (see Fuse With Item† feat, Chapter Two).

Possessions: +2 *headband of intellect*, +2 *scarf of charisma* (counts as cloak), +1 *longswords* (2), *Leatherstrong*

Spells Known (6/7/7/7/6/6/4/; save DC 14 + spell level):
 0—*dancing lights*, *detect magic*, *flare*, *ghost sound*, *mage hand*, *mending*, *ray of frost*, *read magic*, *resistance*; 1st—*grease*, *mage armor*, *magic missile*, *true strike*, *unseen servant*; 2nd—*bull's strength*, *cat's grace*, *detect thoughts*, *resist energy*, *shield*; 3rd—*dispel magic*, *invisibility*, *lightning bolt*, *nondetection*, *suggestion*; 4th—*charm monster*, *haste*, *fly*, *soul burst*†; 5th—*fabricate*, *passwall*, *wall of stone*; 6th—*disintegrate*, *globe of invulnerability*

Note: Vabrin was built using the variant sorcerer class presented in Chapter One.

Leatherstrong, intelligent belt, 5th level: hp 19; Communication: Speech; Perception: Sight and Hearing; AL N; SV Fort +0; Ref +0; Will +4; Str —, Dex —, Con —, Int 12, Wis 10, Cha 9

Skills and Feats: Diplomacy +5, Knowledge (history) +7, Listen +6, Spot +6; Extend Ability (endurance), Toughen

Spell-Like Abilities: 1/day—*detect magic*, *mending*, *cure light wounds*, *mage armor*, *endurance*

Price: 26,500 gp

INTELLIGENT ITEMS

Intelligent items are magic items of any kind (weapons, staves, rings, and so on) with their own sentience. These items think, feel, and possess all the traits you would expect to see in a person.

Intelligent items are inanimate objects given intelligence

but not locomotion. Still, they are of the construct creature type and are not affected by spells and other effects that target only items, such as *Mord's disjunction*.

The intelligent items described here are meant to be used more like NPCs than simply as equipment. They have personalities, goals, objectives, wants, and

fears. DMs should play friendly items as they would any NPCs that accompany the party—or, in the case of unfriendly items, as any other foes.

For example, an intelligent bow interested in furthering the cause of law might fire willingly only upon chaotic opponents,

although the archer might convince it to fire on neutral foes that threaten them. An ancient, intelligent ring with the ability to speak might have some interesting information to offer about the origins of the demon-dragon a group of heroes must face, but only after they complete a quest the ring gives them.

The ultimate goal with this set of rules is to create magic items that grow with a character. A character can start at a relatively low level with an intelligent item, and keep the item while advancing in level, valuing it as much as 16th level as at 6th. The item remains balanced because the character must continue to devote experience points to it.

COMMUNICATION AND PERCEPTION

If an item is intelligent, it is first important to determine what it can perceive and understand. A typical inanimate object, presumably, perceives and understands nothing. Intelligent items have one or more of the following types of perception:

Perception	Additional Creation Cost
None	None
Intuition	100 gp + 4 XP
Hearing	200 gp + 8 XP
Sight	1,000 gp + 40 XP
Sight with darkvision	2,000 gp + 80 XP
Blindsight	5,000 gp + 200 XP

None: The item cannot sense what is going on around it on its own, but if it can communicate, it can still take actions based on others' descriptions of the events taking place.

Intuition: The item can perceive only very general sorts of input. It knows when someone picks it up or uses it, when it gets hurt, the temperature around it, whether or not it is moving, and so on.

Hearing: The item can hear like a human, with a Listen bonus equal to its Wisdom modifier, plus any skill ranks. Items with hearing become vulnerable to auditory effects like a harpy's song, which normally affect only creatures.

Sight: The item can see like a human, with a Spot bonus equal to its Wisdom modifier, plus any skill ranks. Although it has no eyes, it must focus this sense in one direction or another, the same way a person "looks around." Items with sight become vulnerable to gaze attacks and other sight-based effects (like *color spray*) that normally affect only creatures.

Blindsight: The item has a special sense of everything around it, up to 60 feet. While not as detail-oriented as actual sight, it does allow the item to sense invisible objects. The item has a Spot bonus equal to its Wisdom modifier, plus any skill ranks.

The object also has one of the following types of communication:

Communication	Additional Creation Cost
None	None
Pulse	25 gp + 1 XP
Empathy	50 gp + 4 XP
Speech	200 gp + 16 XP
Telepathy	5,000 gp + 200 XP
Super-telepathy	10,000 gp + 400 XP

None: The item cannot communicate in any way and cannot understand communication from others, even if it can hear and someone speaks to it.

Pulse: The item can vibrate a little, just enough so that anyone holding it or touching it can tell. It understands no type of communication, regardless of what kind of perception it has.

Empathy: The item only understands one-word sorts of ideas or emotions, and can convey the same. It does so only mentally, however, to anyone holding it.

Speech: The item can speak audibly. It automatically knows one language (chosen by the creator). It can learn more languages by spending skill points.

Telepathy: The item can mentally communicate with anyone touching it. No shared language is necessary.

Super-Telepathy: The item can mentally communicate with anyone within 25 feet. No shared language is necessary.

ITEM ABILITY SCORES

Items have three ability scores: Intelligence, Wisdom and Charisma. When an item is created, roll 2d6 for each of these ability scores. Further, the creator can add bonuses to the rolled scores at this rate:

Bonus	Additional Creation Cost
+1	50 gp + 1 XP
+2	100 gp + 4 XP
+3	200 gp + 8 XP
+4	400 gp + 16 XP
+5	800 gp + 32 XP
+6	1,600 gp + 64 XP
+7	3,200 gp + 128 XP
+8	6,400 gp + 256 XP
+9	12,800 gp + 512 XP
+10	25,600 gp + 1,024 XP

The item's final ability scores cannot exceed the creator's.

Items that can animate themselves also have Strength and Dexterity scores. Determine and increase these scores in the same way as those above.

Like characters, for every four levels an item gains, it can add +1 to one ability score.

ITEM PERSONALITIES

So what does an object want out of "life?" What does it fear? Does it revere a deity? What is the item's alignment? These

are questions to answer when the item is created. The creator has a great deal of influence over the item, but in the end, the item is free-willed. At the time of creation, the creator should make a caster level check, adding his Charisma bonus, and consult the following table:

Check Result	Effect
1–10	The DM determines all aspects of the item's personality.
11–14	The item has the same alignment as its creator. The DM chooses all other aspects of its personality.
15–19	The creator determines the item's alignment. The DM chooses all other aspects of its personality.
20–29	The creator dictates the item's alignment and general "purpose" (what it looks upon as its goal).
30+	The creator dictates the alignment, goals, and personality of the item.

When the DM is creating aspects of the item's personality, she can do so randomly, or as she sees fit. She can base the item on the creator if she wishes. For example, if the creator were a wizard, the item might love wizards. Or it might hate them.

Incorporating These Rules

DMs may wish to substitute these rules for the rules regarding intelligent magic items found in Chapter Eight of the DMG. At the very least, you may wish to use some of the elements—feats, maladies, and so on—in conjunction with those rules.

ITEM LEVELS

Like creatures, intelligent items have levels and can gain more.

Unlike creatures, they do not gain levels based on experience or overcoming challenges. Instead, a living creature must infuse personal energy (experience points) into the item. The number of experience points required for an item to gain a level is equal to one-quarter the number of experience points needed for a character to gain a level. Anyone touching an intelligent item can infuse it with power, although a character cannot infuse an item that is higher level than he or she is; a 6th-level fighter cannot aid an 8th-level item. Also, a character cannot infuse an intelligent item with so many experience points that the character would lose a level.

Unlike a character, an item does not have to start at 1st level. The creator can infuse enough experience points into an item upon creation to raise its level immediately.

HIT POINTS

An item gains an additional hit point each level.

ITEM ATTACKS

Items able to animate or activate themselves have a base attack bonus. To this bonus they add a Strength or Dexterity modifier (depending on whether they make melee or ranged attacks), their own enhancement bonus (if any), and so on.

More Than Just Swords

Traditionally in fantasy roleplaying games, intelligent items meant swords, or rarely other weapons. Don't limit intelligent items in this way. Any type of magic item can become intelligent. Intelligent staves, wands, armor, brooches, headbands, boxes, books, and so on are all interesting and evocative ideas.

points of hardness (depending on its material), it adds +1 to Fortitude saving throws. Like constructs, however, items only make Fortitude saving throws against an effect that also affects objects, such as *disintegrate*. Items in the possession of a character with better saving throw bonuses than theirs use the possessor's saving throw bonus instead.

SPELL-LIKE ABILITIES

Items gain new spell-like abilities as they gain levels, much in the same way that a spellcasting character gains new spells. Each new spell-like ability they gain (according to the table below) can be used once per day. The item chooses abilities from among the spells on any spell list. It may select an ability

more than once, for multiple uses each day; a spell chosen three times can be used as a spell-like ability three times per day. Items receive bonus spell-like abilities based on their Wisdom scores, even if the spells in question are arcane spells.

The saving throw Difficulty Class for an item's spell-like ability is based upon the item's Charisma modifier:
DC = 10 + the level of the spell the ability comes from + the item's Charisma modifier.

Since they are spell-like abilities, they require no verbal, somatic, or material components. Spells with an XP cost of up to 1,000 XP can be used as abilities only once per week as opposed to once per day. Spells with an XP cost of more than 1,000 XP can be used as abilities only once per month.

Personal spells can be used as spell-like abilities on the item or on the item's user. All other spells are handled as described regarding targets, range, and so on. Do not underestimate the value of a spell like *bull's strength* on an animate item with a Strength score or *mage armor* on an item likely to be attacked.

Items cannot activate a spell-like ability or animate themselves the same round as they are used by a character. Thus, a PC cannot use a magical sword as a weapon the same round as the sword uses a spell-like ability or animates to make its attack.

ITEM TRAITS

Intelligent items are immune to poison, disease, and similar effects. They are not subject to critical hits, nonlethal damage, ability damage, energy drain, or death from massive damage. Items cannot heal damage. Items can be repaired.

Items always fail Constitution checks. They can, however, make Concentration checks—items base Concentration on

INTELLIGENT ITEMS

Level	Base Attack	All	Special	—1/day Spell-Like Abilities—									
	Bonus	Saves		0	1	2	3	4	5	6	7	8	9
1	0	+2	Feat	1	0	—	—	—	—	—	—	—	—
2	+1	+3	Feat	1	1	—	—	—	—	—	—	—	—
3	+2	+3	—	2	1	—	—	—	—	—	—	—	—
4	+3	+4	Feat	2	1	1	—	—	—	—	—	—	—
5	+3	+4	—	2	2	1	—	—	—	—	—	—	—
6	+4	+5	Feat	3	2	1	1	—	—	—	—	—	—
7	+5	+5	—	3	2	2	1	—	—	—	—	—	—
8	+6/+1	+6	Feat	3	3	2	1	1	—	—	—	—	—
9	+6/+1	+6	—	4	3	2	2	1	—	—	—	—	—
10	+7/+2	+7	Feat	4	3	3	2	1	1	—	—	—	—
11	+8/+3	+7	—	4	4	3	2	2	1	—	—	—	—
12	+9/+4	+8	Feat	5	4	3	3	2	1	1	—	—	—
13	+9/+4	+8	—	5	4	4	3	2	2	1	—	—	—
14	+10/+5	+9	Feat	5	5	4	3	3	2	1	1	—	—
15	+11/+6/+1	+9	—	5	5	4	4	3	2	2	1	—	—
16	+12/+7/+2	+10	Feat	5	5	5	4	3	3	2	1	1	—
17	+12/+7/+2	+10	—	5	5	5	4	4	3	2	2	1	—
18	+13/+8/+3	+11	Feat	5	5	5	5	4	3	3	2	1	1
19	+14/+9/+4	+11	—	5	5	5	5	4	4	3	2	2	1
20	+15/+10/+5	+12	Feat	5	5	5	5	5	4	3	3	2	1

Charisma rather than Constitution. Nothing that requires a physiology or understandable anatomy works on items. They are immune to effects that require a Fortitude save (unless the effect also works on objects, such as *disintegrate*). In such cases, items apply their Charisma modifier to their Fortitude saving throw, as well as +1 for every 10 points of hardness.

An item with no Dexterity score can't move. If it can act (such as by casting spells), it applies its Intelligence modifier to initiative checks instead of a Dexterity modifier. The item fails all Reflex saves and Dexterity checks.

An item with no Dexterity score takes only a standard or a move action in a round (but not both). Items with a Dexterity score can take actions normally. Items cannot be affected by *haste* or *slow*.

ITEM SKILLS

Intelligent items can have ranks in any skill with Intelligence, Wisdom, or Charisma as the key ability. (Items can also take Concentration, using Charisma as the key ability rather than Constitution.) Still, some skills, like Craft (alchemy) or Disable Device, require a mobility that the item does not have. All the item can do in such a case is aid another who can actually carry out the task. The DM can use common sense to determine which skills require abilities the item does not possess.

Items that can become animate can have Strength- and Dexterity-based skills, at the DM's discretion.

Items have skill points equal to $(2 + \text{Intelligence bonus}) \times 4$ at 1st level, and skill points equal to $2 + \text{Intelligence bonus}$ for each additional level.

ITEM FEATS

Items gain feats as creatures do. However, rather than gaining a new feat at every three levels, they follow the progression shown on the "Intelligent Items" table: Items get a feat at 1st level, and 2nd, then one for every other level afterward. The feats listed on the table on the previous page are all the feats that an item gets.

Items can have the following feats from the *Player's Handbook*: Alertness, Great Fortitude*, Iron Will*, Lightning Reflexes*, and Skill Focus. They also can choose them from among the new item feats described below.

*Applies to saves made by the item, or on the item's behalf by its possessor

ABILITY FOCUS (ITEM ONLY)

The item can cast a spell-like ability that is harder than normal to resist.

Prerequisite: Item level 4th

Benefit: The Difficulty Class to resist a single chosen spell-like ability increases by +2. An item may not select spell-like abilities that do not allow saving throws for this feat. The chosen ability affected by this feat cannot be switched, although the item can take this feat again, choosing another ability.

ABILITY PENETRATION (ITEM ONLY)

The item's spell-like abilities overcome spell resistance more easily than normal.

Benefit: With all its spell-like abilities, the item adds a +2 bonus to caster level checks ($1d20 + \text{caster's level}$) to beat a creature's or another item's spell resistance.

ANIMATE SELF (ITEM ONLY)

The item is animate.

Prerequisites: Item level 5th

Benefit: The item can move as though affected by the spell *animate objects*.

It can, to a limited degree, bend and manipulate its own form. For example, an animate necklace could slither like a snake, and an animate candleabra could move its parts enough to "walk." An animate crystal



ball could make itself roll along the ground, and an animate cart could make its own wheels turn. The item gains Dexterity and Strength scores; roll 2d6 for each.

An animate object can move and manipulate other objects in a crude way, but it cannot make attacks.

ATTACK (ITEM ONLY)

The item can attack on its own.

Prerequisites: Animate Self† or Float†

Benefit: The item can attack on its own using the base attack bonus listed on the “Intelligent Items” table, plus its Strength modifier. It inflicts damage appropriate to its size and form. Thus, an intelligent longsword inflicts 1d8 points of damage (modified by Strength), an intelligent oil lamp inflicts 1d6 points of damage (like a club), and an intelligent rope inflicts 1d4 points of damage (like a whip) but can also make grapple attacks.

BESTOW FEAT (ITEM ONLY)

The item can give an ability to its wielder.

Benefit: The item can give one of its feats to a character holding it. The item can bestow only the following feats: Darkvision, Deflect, Telepathy, Super-Telepathy, and Toughen. If the character holding the item has spell-like abilities (as opposed to spells), it can bestow the following feats: Ability Focus, Ability Penetration, Empower Ability, Enlarge Ability, Extend Ability, Maximize Ability, and Quicken Ability. Lastly, if the character holding the item lacks a sense (sight or hearing) that the item possesses, it can grant the character that sense.

BLINDSIGHT (ITEM ONLY)

The item can sense things through blindsight.

Benefit: The item gains blindsight up to 60 feet if it did not previously have the ability.

CONTROL USER (ITEM ONLY)

The item can control the person using it.

Prerequisites: Charisma 15, Influence User†

Benefit: The item can attempt to control the actions of anyone attempting to use or carry it once per day. The target must make a Will saving throw with a Difficulty Class equal to 10 + half the item’s level + its Charisma modifier. If the user fails, the item completely controls the user’s actions for one hour per item level. If the item tries to make the user do something totally against his wishes—attack his friends, commit suicide, and so on—the wielder gets a new saving throw.

DARKVISION (ITEM ONLY)

The item can see in the dark.

Prerequisites: Sight†

Benefit: The item has darkvision up to 60 feet.

DEFLECT (ITEM ONLY)

The item uses magic to protect itself.

Benefit: The item’s Armor Class (not the user’s) gains a +1 deflection bonus. An item can choose this feat more than once, with the bonus stacking each time.

DETECT CREATURE (ITEM ONLY)

The item has a supernatural affinity with one creature type.

Benefit: The item can sense the presence of a particular creature within 60 feet, similar to the first round of a *detect magic* spell. An item is attuned to a particular type of creature (the item can choose, or roll randomly):

d%	Result	d%	Result
01–06	Aberrations	51–53	Oozes
07–10	Animals	54–58	Outsiders, chaotic
11–16	Constructs	59–65	Outsiders, evil
17–24	Dragons	66–70	Outsiders, good
25–30	Elementals	71–75	Outsiders, lawful
31–35	Fey	76–78	Plants
36–40	Giants	79–88	Undead
41–45	Magical beasts	89–91	Vermin
46–50	Monstrous humanoids	92–100	Humanoids (choose subtype)

DETECT SUBSTANCE (ITEM ONLY)

The item has a supernatural affinity with a certain substance.

Benefit: The item can sense the location of a particular nonliving substance within 60 feet, similar to the third round of a *detect magic* spell. An item can be keyed to include such substances as: adamantine, gems, gold, iron, mithral, silver, water, poison, and so on.

EGO BOOST (ITEM ONLY)

The item influences its user’s actions and thoughts more easily than normal.

Benefit: The item adds a +2 bonus to the saving throw Difficulty Class to control or influence its user.

EMIT IMAGE (ITEM ONLY)

The item can project a magical illusion of a very limited nature.

Benefit: The item can project an image, like that of a face or even a person. This image can make gestures or facial expressions to show the item’s emotions or feelings. If the item can speak, the image can speak for it. The image is translucent and thus clearly not real. The image can be up to Medium size (about the size of a human).

EMPATHY (ITEM ONLY)

The item can communicate empathically.

Benefit: The item gains the ability to communicate emotions or one-word concepts mentally, if it could not previously do so.

EMPOWER ABILITY (ITEM ONLY)

The item can use a spell-like ability to greater effect.

Prerequisite: Item level 5th

Benefit: All variable, numeric effects of a single chosen spell-like ability increase by one-half. An empowered spell-like ability deals half again as much damage as it normally would, cures half again as many points of damage, affects half again as many targets, etc., as appropriate. For example, an empowered *magic missile* deals one-and-one-half times normal damage (roll 1d4+1 and multiply the result by 1.5 for each missile). Saving throws and opposed rolls like the one you make when you cast *dispel magic* remain unaffected, as do spells without random variables. Once chosen, the ability this feat affects cannot be switched, although the item can take the feat again, choosing another ability.

ENLARGE ABILITY (ITEM ONLY)

The item can cast a spell-like ability farther than normal.

Benefit: Double the range of a single chosen spell-like ability. Spell-like abilities whose ranges are not defined by distance or whose areas of effect do not depend on the item's level cannot increase in range. Once chosen, the ability this feat affects cannot be switched, although an item can take the feat again, choosing another ability.

EXTEND ABILITY (ITEM ONLY)

The item can use a spell-like ability that lasts longer than normal.

Benefit: The effects of a single chosen spell-like ability last twice as long as normal. The item can also choose to extend *Influence User*† or *Control User*†. Abilities with a Concentration, Instantaneous, or Permanent duration cannot be extended. Once chosen, the ability this feat affects cannot change, though the item can take the feat again, choosing another ability.

FLOAT (ITEM ONLY)

The item can hover and move of its own power.

Prerequisites: Item level 5th

Benefit: The item moves as though under the effect of a *fly* spell, except that it has a speed of only 10 feet. The item gains Dexterity and Strength scores; roll 2d6 for each.

HARDEN (ITEM ONLY)

The item makes itself harder through magic.

Benefit: The item's hardness increases by 1. It can choose this feat more than once.

HEARING (ITEM ONLY)

The item can hear.

Benefit: The item gains the ability to hear, if it did not previously have this ability.

INCREASE SPEED (ITEM ONLY)

An item that moves now can move faster.

Prerequisites: *Animate Self*† or *Float*†

Benefit: The item adds +10 feet to its speed.

INFLUENCE USER (ITEM ONLY)

The item can influence the actions of anyone touching it.

Prerequisites: Charisma 13, *Telepathy*†

Benefit: The item can attempt to make anyone touching it do as it mentally commands. It can, once per day, use a *suggestion* upon the person. The Will saving throw Difficulty Class equals 10 + the item's level + its Charisma modifier.

Special: An item can take this feat more than once, each time gaining another use per day.

INTUITION (ITEM ONLY)

The item can sense through intuition.

Benefit: The item gains the perceptive ability of intuition if it did not previously have this ability.



MAXIMIZE ABILITY (ITEM ONLY)

The item can use a spell-like ability to maximum effect.

Prerequisite: Item level 6th

Benefit: All variable, numeric effects of a single chosen spell-like ability are maximized. A maximized spell-like ability deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, etc., as

appropriate. For example, a maximized *fireball* deals 6 points of damage per caster level (up to 60 points of damage). Saving throws and opposed rolls like the one you make when you cast *dispel magic* go unaffected, as do spells without random variables. Once chosen, the ability this feat affects cannot be switched, although the item can take the feat again, choosing another ability.

Adventure Seed (Levels 6 to 10)

A pair of chaotic wizards have captured one of Vabrin's intelligent items, but they cannot convince it to work. Meanwhile, Vabrin asks the PCs to retrieve the item.

The wizards attempt to perform a magical ritual that will put the item under their power. When the player characters bust in on their plans, things go askew and each of them must make a Will save; the first to fail becomes inadvertently fused with the intelligent item as described in the Fuse With Item feat in Chapter Two. The PC must learn to live with it or find a spellcaster powerful enough to cast Mord's disjunction to get rid of it.

An empowered, maximized spell-like ability gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

PULSE (ITEM ONLY)

The item can pulse.

Benefit: The item can vibrate and shake enough to alert anyone touching it, if it was not created with this ability. Because it is silent communication, this ability can prove useful even if the item can speak.

QUICKEN ABILITY (ITEM ONLY)

The item can use a spell-like ability with a moment's thought.

Prerequisite: Item level 10th

Benefit: The item uses a single chosen spell-like ability as a free action. It can perform another action, even using another spell-like ability, during the round it uses a quickened ability. It may use only one quickened spell-like ability per round. A spell-like ability whose casting time is more than 1 full round cannot be quickened. Once chosen, the ability this feat affects cannot be switched, although the item can take the feat again, choosing another ability.

SIGHT (ITEM ONLY)

The item can see.

Benefit: The item gains the ability to see, if it did not previously have this ability.

SPEECH (ITEM ONLY)

The item can speak.

Benefit: The item gains the ability to speak, if it could not previously do so. It gains one language of its choosing to start with and can learn new languages by spending skill points, as a character.

SUPER-TELEPATHY (ITEM ONLY)

The item can communicate mentally at a distance.

Prerequisites: Speech†, Telepathy†

Benefit: The item can communicate mentally with anyone within 25 feet, if it was not created with this ability.

TELEPATHY (ITEM ONLY)

The item can communicate mentally.

Prerequisites: Speech†

Benefit: The item can communicate mentally with anyone touching it, if it was not created with this ability.

TELEKINETIC HANDS (ITEM ONLY)

The item can manipulate objects with its will.

Prerequisites: Item level 8th

Benefit: The item can affect an object within 25 feet as if it had a Strength score equal to its level. Thus, a 12th-level item can pick up an object that weighs 130 lbs. and move it very slowly over a short distance. That same item could push an object that weighed 650 lbs. very slowly along the ground, or carry an object weighing 38 lbs. without any problem at all. A character carrying an encumbered intelligent item moves as though encumbered herself. A human with an intelligent staff carrying a Medium load moves at only 20 feet, for example. If both character and item are encumbered, they cannot move.

The item cannot affect more than one object at once, regardless of size or weight. It cannot wield weapons or throw objects with its telekinetic hands. It cannot use magic items (such as a wand, or gloves) with these hands.

TOUGHEN (ITEM ONLY)

The item magically enhances its own structure.

Benefit: The item gains 10 extra hit points. It can choose this feat more than once.

UNIQUE MAGICAL ABILITY (ITEM ONLY)

The item develops a new power.

Benefit: The item gains the ability of a magic item from the DMG, elsewhere, or a brand-new one of the DM's own design. The ability can cost up to 5,000 gp as detailed in Table 7–33: Estimating Magic Item Gold Piece Values in Chapter Seven of the DMG.

Special: An item can take this feat multiple times, each time doubling the amount it can “pay” for an ability. So, if taken twice, the item can take an ability valued at up to 10,000 gp. Three times, and the value limit becomes 20,000 gp. Four

times, and it's 40,000 gp. The item must keep taking the feat until it gains enough gold-piece value to equal that of the spell. In essence, the item takes the feat(s) but receives no benefit until it gains the gold-piece value equal to that of the desired ability.

WEAPON OR ARMOR ABILITY (ITEM ONLY)

The item develops a new power.

Benefit: The item gains the ability of a weapon or armor, as described in the DMG or elsewhere. An item can gain a +1 ability using this feat.

Special: An item can take this feat multiple times, each time adding a new +1 to the total value of the ability. Thus, taken twice, the item can develop a +2 equivalent ability. If used in this way, the item takes the feat(s) but gains no actual benefit from it until it has earned the value of the desired ability.

WEAPON OR ARMOR ENHANCEMENT BONUS

(ITEM ONLY)

The item gains more enhancement.

Benefit: The item gains a +1 enhancement bonus if it is a weapon, a piece (or suit) of armor, or a shield.

Special: An item can take this feat multiple times, each time adding a new +1 enhancement bonus. The item's level must equal at least three times its enhancement bonus.

RUNNING ITEMS

If a PC in the campaign has an intelligent item, the DM and the player should determine who "runs" the item. Often it proves easiest for the player to do so, but the item may be at cross-purposes with the character. This circumstance can lead to difficult or inappropriate roleplaying situations. At that point, the DM can "take over" the item.

It may be appropriate for the DM to handle intelligent item advancement (choosing feats and spell-like abilities).

Items should be treated just as NPCs. Each has a distinct personality and can be influenced by Diplomacy, Bluff, and even Intimidate checks. Items treated well often respond well. Items treated poorly, either physically or psychologically—and often, only the item can judge whether it is well cared for—react poorly to their users and others.

Items act on their own. In combat, they use their wielder's initiative roll but take their own actions.

ITEM HEALING, MALADIES, AND DEATH

Items do not heal hit points as living creatures do. However, a *mending* spell often repairs damage an item suffers (usually 1d8 hp worth) and *make whole* restores all lost hit points. An item restores mental ability score damage through rest like a creature, or through spells like *lesser restoration*. Item physical ability scores damage must be repaired through spells like *restoration*.

As with creatures, items can gain disease-like afflictions. Called maladies, they are sometimes brought upon by magic

(see *bestow malady* in Chapter Seven) and sometimes by other conditions, such as stress, neglect, or whatever else the DM deems appropriate. A few maladies are presented here, as a sampling:

Devil's Mind. The item begins acting erratically. It loses 1d3 points of Intelligence or Wisdom each day (50 percent chance of either on a given day). If the item can speak, its speech becomes slurred or jittery and quick. It appears obvious that something is wrong. Normally, an item may make a Will save (DC 18) each day to resist the effects. Three successful saving throws in a row usually shakes off the malady altogether.

Dire Corrosion:

The item suffers 1 point of damage per day and loses 1 point of hardness each week. When hardness reaches 0, the item loses 5 hp per day.

Once out of hit points, the item crumbles to dust. It appears obvious that the item is decaying

at a rate far faster than usual. Normally, an item may make a Will save (DC 16) each day to resist the effects. Two successful saving throws in a row usually shakes off the malady altogether.

Object Paralysis: This malady affects only animate items or those that can float. They lose the ability to move entirely. Normally, an item may make a Will save (DC 15) each day to resist the effects. Three successful saving throws in a row usually shakes off the malady altogether.

Intelligent items can be destroyed, just like regular items. In such a case, the item "dies." They cannot be *raised* or *resurrected*, although a *wish* or *miracle* can restore them.

INTELLIGENT ITEM PRICE

To determine the price of intelligent items (even though Vabrin won't sell them), use the following formula:

$$\text{Base price} + 1,000 + (\text{level}^2 \times 1,000) \text{ gp}$$

The base price refers to the initial creation cost spent on ability scores, communication modes, and perception. Intelligent magic weapons or armor must have at least a +1 enhancement bonus, so you must also figure in that cost.

Of course, someone with the proper feats can add abilities to an existing intelligent magic item.

The XP cost for creating an intelligent magic item is 100 XP plus any experience points involved in granting it ability scores, communication modes, and perception, and any devoted to raising its level.

Variant: Multiclassing Items

Using this variant rule, an item can multiclass, taking other character classes instead of using the item advancement rules. While some classes are appropriate only to animate or floating items (like rogue or fighter), spellcasting classes prove very valuable to an item.

Only items that can speak can cast spells with verbal components. Spells with somatic components require a full round to cast (or double the normal casting time if longer than an action). Items still need normal material components as well.

SAMPLE ITEMS

Use these sample intelligent items as models for creating your own, or plug them directly into your game.

GOLDENVERSE

Goldenverse is a golden music box that can play almost any tune it has previously heard. It sometimes attempts to communicate through the song it plays, although the box lid must be opened and closed for a new song to start. Overall, *Goldenverse* has a sunny disposition and simply enjoys playing music. It uses its music, if possible, to charm and influence those around it to like it and generally be happy (thus it has ranks in both Diplomacy and Bluff). If it likes its current owner, it will use any spell-like ability asked of it. It resents being commanded.

Unless asked to do otherwise, it usually protects itself at night with an *alarm* and an *arcane lock*.

Goldenverse, intelligent music box, 7th level: hardness 5, hp 13;

Communication: Empathy; Perception: Hearing; AL NG; SV Fort +5; Ref +5; Will +9; Str —, Dex —, Con —, Int 10, Wis 14, Cha 12

Skills and Feats: Bluff +6, Diplomacy +6, Listen +7, Perform +6; Detect Substance† (gold), Empathy†, Extend Ability† (*rope trick*), Iron Will

Spell-Like Abilities: 1/day—*alarm*, *arcane lock*, *bless*, *dancing lights*, *identify*, *knock*, *light*, *mage hand*, *rope trick*, *tongues*

Price: 50,550 gp



Starsight, intelligent pair of spectacles, 4th level: hp 6;

Communication: Telepathy; Perception: Sight with dark-vision; AL LN; SV Fort +4; Ref +4; Will +5; Str —, Dex —, Con —, Int 14, Wis 13, Cha 9

Skills and Feats: Appraise +7, Knowledge (arcana) +7, Spellcraft +7, Spot +6; Enlarge Ability† (*locate object*), Extend Ability† (*charm person*), Unique Magical Ability† (+10 to user's Search checks, and to Survival checks when tracking)

Spell-Like Abilities: 1/day—*charm person*, *detect magic*, *locate object*, *read magic*, *silent image*

Price: 24,500 gp

GOBLINBANE

With a name like *Goblinbane*, it's not surprising that this handaxe hates goblins. Thanks to its feats, *Goblinbane* is a +2 *keen goblinoid-bane handaxe*. It has a number of powers it uses on behalf of its wielder in combat. As long as a good-aligned character wields the axe, it is happy. If it is fighting goblinoids, it is even happier. Note that *Goblinbane* cannot hear, so verbal commands mean nothing to it.

Goblinbane, intelligent +2 handaxe, 8th level: hardness 5, hp 10;

Attacks +6/+1 (1d6); Communication: Speech; Perception: Sight; AL NG; SV Fort +8; Ref +6; Will +9; Str 10, Dex 6, Con —, Int 8, Wis 12, Cha 13

Skills and Feats: Spot +12; Attack†, Float†, Weapon or Armor Ability† (*keen*), Weapon or Armor Ability† (*bane: goblinoids*), Weapon or Armor Enhancement† *bonus*

Spell-Like Abilities: 1/day—*bear's endurance*, *bull's strength*, *cure light wounds*, *detect poison*, *divine favor*, *ghost sound*, *greater invisibility*, *haste*, *jump*, *light*, *shield of faith*

Price: 68,700 gp

VAERAM

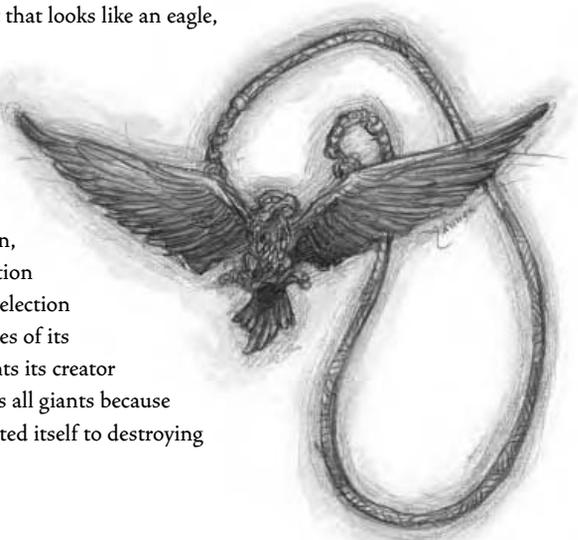
Vaeram, an amulet that looks like an eagle, is extremely arrogant. This brass item wields many powers, adding to the user's saves, Constitution, and spells in addition to having a large selection of spell-like abilities of its own. *Vaeram* resents its creator (Vabrin) and hates all giants because of it. It has dedicated itself to destroying



STARSIGHT

Starsight is a pair of brass-rimmed spectacles. It likes to think of itself as extremely intelligent and is somewhat arrogant. It delights in magic and would love for someone to grant it more magical powers, either by donating experience so that it can increase in level or by using Craft Wondrous Item to give it additional abilities. The way to *Starsight's* "heart" is through bribery: Give it what it wants, and it works with you with a fair degree of loyalty.

It isn't beyond attempting to *charm* its user, but it remains very aware of that ability's limited duration.





giants, or at least helping to destroy them, whenever possible. It refuses to act on behalf of a giant.

Vaeram, intelligent amulet, 10th level: hardness 5, hp 23;

Communication: Super-Telepathy; Perception: Sight and hearing: AL N; SV Fort +7; Ref +7; Will +7; Str —, Dex —, Con —, Int 9, Wis 11, Cha 16

Skills and Feats: Diplomacy +16; Ability Focus (*feeblemind*), Ability Penetration†, Toughen†, Unique Magical Ability† (+2 resistance bonus to saving throws for user), Unique Magical Ability† (+2 enhancement bonus to Constitution for user), Unique Magical Ability† (acts as a *pearl of power* for a 2nd-level spell for user)

Spell-Like Abilities: 1/day—*clairaudience/clairvoyance, daze, detect thoughts, dimension door, displacement, expeditious retreat, feeblemind, flare, invisibility, light, mage hand, ray of enfeeblement, see invisibility, shield*

Price: 113,800 gp

CROSS-REFERENCE

Find new rules to use with the Vabrin's Forge locale in these chapters:

Chapter Two: Feats—Fuse With Item, Implant Gambit, and Life to the Inanimate

Chapter Seven: Spells—*Bestow malady, charm item, dominate item, grant mobility, grant senses, grant speech, and stun item*

THE VALE OF STARS

In a place awash with history, the people of the Vale of Stars find that they literally cannot help casting spells. Every word and gesture of their language calls up the ancient power of the place, where, in ancient times, dragons taught the secrets of spellcasting to men for the first time, and elves built cities of starlight.

The history of the Vale of Stars is long and complicated indeed. It involves an ancient castle called Arthanath upon a high, rocky hill. The surrounding valley once harbored an elven city, but now it holds only a small human community and a band of otherworldly slavers.

BACKGROUND

Before humans recorded their history in scrolls and books or even on stone slabs in temples dedicated to now-forgotten gods, the Wyrmis Conclave gathered in council....

CASTLE ARTHANATH

The powerful and benevolent metallic dragons of the council decided to help a few chosen humans by teaching them spellcraft and how to access arcane magic. Vestorimin the Sun-Savior built a huge castle of stone and mortar upon a

Placing the Portal

Try placing the portal from the Nexus halfway between the village of Banaton and Castle Arthanath (see map on page 72). This will allow the player characters to discover the villagers' inadvertent spellcasting powers gradually, as they draw closer to the settlement.

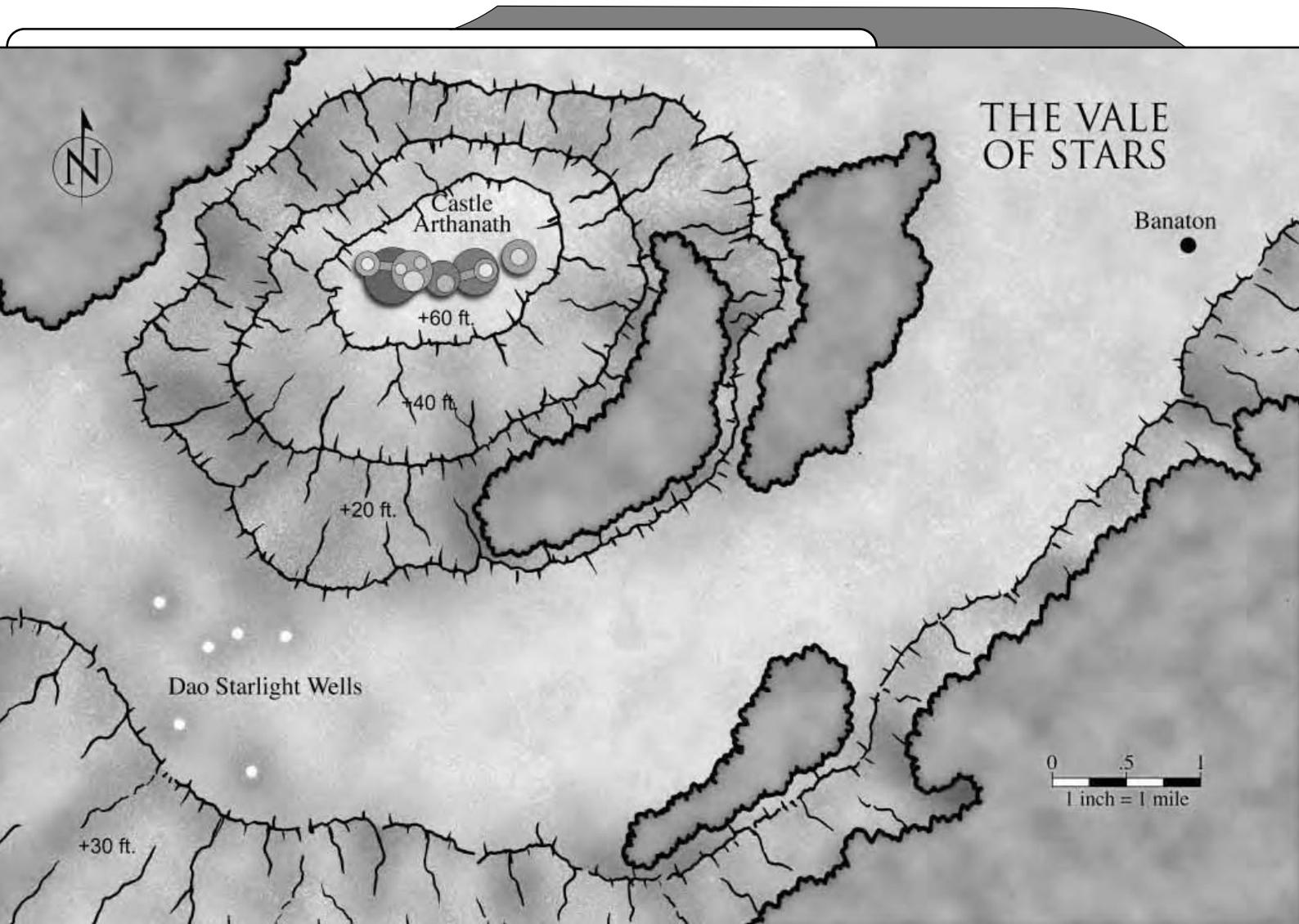
tall hill and named it for the Draconic word for humans. The great golden dragon then brought three young humans to Castle Arthanath and began to reveal the secrets of the arcane to them. In time, he was joined by Reathuraxis, the Lord of Brass, and Semorath, the Lady of Silver, who brought even more skills and spells to bequeath to their newfound charges.

Eventually, the humans left Arthanath and took their knowledge with them to spread among their people. From time to time, other humans came to the castle. Some were welcomed, some were not. Some were never seen again. It seemed that, as the years passed, the dragons became capricious and unpredictable. Then, a thousand years ago, it became unclear whether any dragons remained within Arthanath at all. No one gained admittance, and no one heard or saw anything come from or go into the castle literally for years. Eventually, everyone assumed something terrible had befallen the dragons within. However, all efforts to get inside the castle failed—powerful wards of arcane magic rebuffed all attempts. Mankind eventually forgot about the castle and left it alone upon the hill.

THE STARLIGHT CITY OF KARGOTH

Later, but still long ago, an ancient race of wise and skillful elves built a fabulous city called Kargoth in the valley around Arthanath, although even in those timelost days the castle stood vacant and apparently unbreachable. The leaders of the Kargothi elves called themselves “starlight mages.” They created entire structures out of pure starlight, sometimes commingling it with stone, metal, or other materials to create strange and baroque towers, bridges and domes that glistened with silver, sparkling iridescence. The starlight mages wielded great eldritch might and eventually decided to enter into the dragon castle of Arthanath.

At first, they seemed successful, breaching the castle’s outer walls. Galleries and porticoes, filled with wonders unseen for centuries, held treasures and secrets that the Kargothi arcanists eagerly gathered. They penetrated farther and farther into the castle, finding new wards and barriers of magic with every step. Each time they overcame the castle’s protections, until finally they entered the inner bailey of Castle Arthanath and looked upon the secret keep within.





And then they accidentally unleashed an abjuration greater than any they had previously found.

Perhaps greater than anyone had previously found.

The spell annihilated the starlight mages and cleansed the castle halls of them, their servants, and any trace of their infiltration. It spread down into the valley below and consumed the elven city, rendering the starlight structures into slag and debris, and finally into a liquid that seeped down into the earth.

The spell left little or no trace of Kargoth. It repaired the breaches in Castle Arthanath. Everything was as before.

STRANGE MAGIC OF THE PEOPLE OF THE VALE

Eventually, people returned to the valley still called the Vale of Stars, or sometimes even Kargoth. They dwelled in the region and built for themselves a village called Banaton at one end of the valley. Castle Arthanath looms above the village. With all this magic around them, the residents—over many generations—have developed some strange and subtle powers. Their very words have become magical; they subliminally, inadvertently, cast spells through their normal daily activities and conversations. Not much is known about this strange power, and frankly most of the people of Banaton are unaware of it or don't believe they have it. Creatures who live nearby believe it, to be sure, since a group of club-and-pitchfork-wielding villagers defeated derro slaver hordes not once, not twice, but three times. Now most people and creatures give the folk of Banaton a wide berth.

STARLIGHT WELLS OF THE DAO

About 50 years ago, genies from the Elemental Plane of Earth, called dao, arrived in the valley. They had learned something of the place's history but ignored the castle atop the nearby hill. They focused their attention instead on the valley floor. Using slave labor from a nearby human village as well as local orc and hobgoblin tribes, the dao drill deep wells to get at the liquefied starlight.

The stalwart citizens of nearby Banaton defend themselves against these dao slavers as best they can. Fearing the inherent and subtle power of the people of Banaton, the dao prefer to gather their slaves from elsewhere in the region.

The dao use magical pumps, powered by the toil of their slaves, to bring up the liquid starlight from the deep wells. The liquid starlight proves so difficult to get hold of, however, that the dao must move the wells often, creating even more work for the slaves. Their wells and storage facilities are

The Dao

Treat dao as neutral evil genies, with the Hit Dice, special qualities, etc., described in the MM. Only their special attacks change. Replace their spell-like abilities, air mastery, and whirlwind powers with the following:

Spell-Like Abilities: *1/round*—detect magic, magic stone, passwall, wall of stone; *1/day*—move earth, transmute rock to mud, major creation, earthquake

Earth Mastery (Ex): *Creatures touching the earth suffer a -1 circumstance penalty to attack and damage rolls against a dao.*

all underground, where they can more easily construct portals to the Plane of Earth.

Of late, while mining out a cavern for a new well, the dao and their slaves have broken into a section of ancient catacombs, where they found people imbedded in coffinlike pods called *temporal wombs*. These artifacts are the creation of the starlight mages, some of whom apparently saw their doom coming and sealed themselves within these containers of woven starlight.

Adventure Seed (Levels 10 to 13)

A few elven starlight mages (see Chapter Three) come to the area around the Vale of Stars and decide to rid it of the dao completely. They enlist the help of the player characters. The dao not only defend themselves quite well, but they bring in earth elementals, derro, and xorn to help, and make their slaves fight for them as well.

After a wearying campaign against the dao—assuming the PCs and their starlight mage allies win—the elves decide to keep the starlight wells open and functioning. They even, in fact, keep the remaining slaves working on the wells. The mages prove to be no better than the dao: They just wanted the liquid starlight for themselves, since they can use it more efficiently than anyone else. Now the characters must decide whether to live with the situation or turn around and oppose those they just aided.

Within them, no time passed, and these awakened elves have become real problems for the dao, for the starlight mages are not happy when they emerge from the magical wombs.

One thing is for certain. Arthanath has withstood the ravages of time with greater fortitude than any human-built fortress ever would.

Despite the years, today it appears to be in excellent condition—only slightly weathered and worn.

USING THIS LOCATION

You can place this remote location anywhere in a campaign world. Its secrets—the liquid starlight, the inadvertent spellcasting, and dragon magic—are perfect surprises to introduce into a game to spice things up. If Castle Arthanath's history does not fit into your world's history, you can change it, or make it a tale of just one way that humans learned magic.

The secrets of dragon magic can still be found in the area, and it may be just such secrets, or the rare mention of them in ancient texts, that bring the PCs here in the first place. The people of Banaton do not know the secret of dragon magic, but they do know of nearby ancient ruins where they might be found—places where those who learned from the dragons in Castle Arthanath set up their own residences in ancient days. While Arthanath may prove unassailable (and the folk of Banaton will tell characters that it is), these other ruins are not, although like all ruins, they may hold dangers.

Of course, interacting with the people of Banaton can itself be an adventure. The DM should run the NPCs of Banaton very carefully, because everyone in the village is at least a 1st-level sorcerer with the Subliminal Spellcasting feat. The locals may have cast all manner of spells around and at the PCs, but there are no visible effects or clues that spellcasting is going on. The player characters may find themselves inadvertently *charmed* into doing the villagers' bidding, whether they want to or not.

The evil dao can provide interesting antagonists for the PCs. The characters may not know what the dao are up to, exactly, but obviously slavery is a terrible thing. Worse, the dao may attempt to capture the PCs if they are in the area. The wells are all accessible through minelike catacombs under the surface. *Gates* to the Elemental Plane of Earth lie amid the wells, guarded by the dao's servitors, the derro. The liquid starlight is shipped back to the dao's home plane, where they use it to coat certain special metals and minerals to make them even stronger.

If attacking the starlight wells openly is too much for the player characters, they might be able to make some daring raids to free a few slaves, steal some liquid starlight, or both. The dao, of course, look unfavorably upon both such actions and hunt down the raiders as best they can.

On the other hand, PCs with a less heroic bent might simply do business with the dao, and buy liquid starlight from them. The dao don't know the secrets of Arthanath and dragon magic, and don't really care to learn.

ALTERNATE USE

The walls of Castle Arthanath have been breached once more, this time thanks to a natural disaster. The PCs can explore this amazing magical location and find its treasures and secrets while coping with its wards, traps, and guardians. However, they must also deal with the dao and the people of Banaton, one way or another.

CHARACTER

The player characters may meet one of the mysterious starlight mages (see Chapter Three) while exploring this locale.

ANATHE THE KARGOTHI

Anathe, one of the original elven starlight mages, very recently found herself freed from her *temporal womb* by the mining work of the dao and their slaves. After blasting a number of the earth genies (and their slaves) she flew off, although she remains in the area. Now she spies on the dao as well as on the people of Banaton, trying to learn how long she has been outside time's grasp. Left with no other recourse, she may attempt to gain access to Castle Arthanath. If she could recruit powerful allies to do so, all the better.

Anathe, female elf Wiz8/Starlight Mage10: CR 18; Medium

humanoid (elf); HD 8d4+10d4+36, hp 85; Init +2; Speed 30 feet; AC 16, touch 14, flat-footed 14; Base Atk +9; Grp +10; Atk +10 melee; Full Atk +10/+5 melee or +11/+6 ranged; SA Spells, elf traits; SQ Low-light vision, elf traits; AL CN; SV Fort +7, Ref +7, Will +17; Str 12, Dex 14, Con 15, Int 21, Wis 18, Cha 16

Skills and Feats: Concentration +22, Diplomacy +10, Disguise +9, Hide +3, Intimidate +8, Knowledge (arcana) +25, Knowledge (astronomy) +25, Knowledge (religion) +27, Listen +6, Move Silently +3, Search +11, Spot +6, Survival

+8, Tumble +12; Brew Potion, Craft Rod, Dragon Magic†, Empower Spell, Forge Ring, Quicken Spell, Scribe Scroll, Spell Focus (enchantment), Spell Penetration

Contingency: If Anathe suffers more than 3 points of damage from a melee attack, *stoneskin* is immediately cast upon her.

Permanent: Anathe has a permanent *see invisibility* spell upon her.

Possessions: *Ring of protection +2*, *amulet of natural armor +2*, *wings of flying*, *rod of starlight beams†*, *robe of stars*, *potions of remove paralysis*, *cat's grace*, *protection from cold*, and *cure moderate wounds*, scroll of *summon monster VI* and *prismatic spray*, scroll of *wall of force* and *geas/quest*, silver ring with star sapphire worth 3,000 gp, 130 pp

Wizard Spells Known (4/6/5/5/5/4/3/2; save DC 15 + spell level): 0—*dancing lights*, *daze*, *detect magic*, *prestidigitation*; 1st—*animate rope*, *charm person*, *mage armor*, *ray of enfeeblement*, *shield*, *shocking grasp*; 2nd—*bear's endurance*, *mirror image*, *summon monster II*, *summon swarm*, *web*; 3rd—*blink*, *hold person*, *protection from energy*, *slow*, *summon monster III*; 4th—*arcane eye*, *dimension door*, *fire shield*, *greater invisibility*, *lesser globe of invulnerability*; 5th—*cloudkill*, *dominate person*, *harroc adulese (hunter serpent)†*, *wall of force*; 6th—*acid fog*, *quickenen detoim nar (guided strike)†*, *flesh to stone*; 7th—*finger of death*, *limited wish*

DRAGON MAGIC

Dragons are far older than humans and discovered magic long before humanity was even born. Even though today humanity commands a vast array of spells, the dragons have kept a few secrets of magic mostly to themselves. This magic, known simply as dragon magic, proves difficult but not impossible for nondragons to use. It draws upon the most primal essences of magic, so dragon magic spells sometimes seem slightly more powerful than normal spells. Their verbal components usually consist of mighty roars, and their somatic components are sweeping and grand.

Today, one can only find the secret of dragon magic in an ancient book or scroll penned by one of the original humans who learned the lore from the dragons themselves. Very rarely, a benevolent dragon will teach a nondragon how to use dragon spells out of the kindness of his heart, or an evil dragon will teach a spellcasting lackey so that he can better serve her.

You must have the Dragon Magic† feat in Chapter Two for to access these secrets. This feat is also a component of the spells related to this locale listed in the “Cross-Reference” section on the next page.

LIQUID STARLIGHT

Elves of old could summon starlight down from the heavens to use for various purposes on earth. One of those purposes involved weaving it into the composition of other materials. When the ward from Castle Arthanath blasted the city of Kargoth, the starlight woven into the buildings was not destroyed, but liquefied. Now, dao drill down into the earth where Kargoth once stood, using huge, slave-powered pumps to bring up the liquid starlight from their wells. Usually, a well produces about 100 to 500 gallons of the material before the dao must drill a new one. This slow process takes a matter of weeks, but a gallon of liquid starlight is worth about 1,000 gp.

The liquid has the appearance of oily water reflecting the night sky, even during the day. Its consistency is that of slippery, greasy water. It is always cold, although it has a feel to it that resembles an electric charge—liquid starlight often makes one's skin tingle and hair stand on end. Prolonged exposure burns flesh. It has no smell.

Liquid starlight, drawn up from the mines of the dao, has two uses: coating it onto a nonliving material, or submerging a creature in a starlight bath. Liquid starlight has no other uses, except by starlight mages (see Chapter Three). It must be stored in a vat lined with silver (usually priced at about 10 gp per gallon) or in a crystal container (holds one gallon, costs 200 gp).



STARLIGHT MATERIAL COATING

You can coat liquid starlight onto another nonliving material, improving its hardness, its overall quality, and its resistance to wear. The material gains a +2 bonus to its hardness. If coated onto an already fabricated item where quality makes a difference, the object becomes a masterwork object. The material also becomes immune to the natural effects of time and normal wear. Even a substance like wood or paper becomes virtually timeless if coated with starlight and left alone. Material coated with starlight becomes darker in color, with a faint, twinkling glow. You need a gallon of liquid starlight to coat 10 square feet of a material. The process takes four hours.

To safely and successfully coat material with liquid starlight, first make an appropriate Craft check (DC 20). So to coat metal, you must make a Craft (metalworking) check, and to coat wood, make a Craft (carpentry) check. A failed check results in wasted liquid starlight, and you suffer 1d6 points of damage from improper exposure. The material is not affected by the failure, however.

STARLIGHT BATHS

You can submerge yourself or another creature in liquid starlight. The liquid starlight burns the bather at first, like a mild corrosive (inflicting 1d6 points of damage the first round and 2d6 points of damage the second round).

Once a bather has weathered this initial exposure, however, a skinlike coating of the liquid starlight melds with the creature's own flesh. The bather takes on a shadowy appearance, with twinkling stars swirling throughout the creature's skin. This skin grants the bather damage reduction 15/magic and adds a +2 enhancement bonus to Strength and Dexterity. The skin treatment lasts until the creature suffers 10 points of damage for every gallon used in the bath.

Two gallons are needed to bathe a Small or Medium creature. One will do for a smaller creature. Four gallons coats a Large creature, 16 for a Huge creature, 64 for a Gargantuan creature, and 256 gallons for a Colossal creature.

The process takes 10 minutes.

SUBLIMINAL SPELLCASTING

Over the generations, the people who live in the Vale of Stars have unintentionally become infected with eldritch power. Prolonged exposure to magic does many strange things to people. Sometimes the change is physical, creating magical mutations—this has led, in the past, to whole new species of creature. Sometimes the change is mental, driving creatures insane. Sometimes the change is metaphysical. One such metaphysical alteration is something called subliminal and inadvertent spellcasting.

Subliminal spellcasting occurs when the very language people use, as well as the gestures and movements they make, come together to cast spells. Subliminal spellcasting is

almost always inadvertent—the “casters” do not even know that they are doing it. And because it is subliminal, no one else usually realizes the fact, either.

For example, a carpenter with unknown inherent magical talent and the ability of inadvertent subliminal spellcasting might, through the language of the slow chant he makes to himself while he works, and in his movements as he runs his hands over the wood and manipulates his tools, cast a subliminal spell that improves the quality of his work. Or a thief with this ability, caught red-handed, might speak and gesture wildly trying to convince the authorities to let her go—and, thus weaving a *charm* spell over them, she succeeds. She thinks she's just good at “fast talking her way out of things,” but she's actually casting spells.

Subliminal spellcasting is always subtle and slow, the main reason why those around the caster do not notice it. These inadvertent casters have no named spells or books or anything of the sort. They may not even know the first thing about the theories and practices of magic—in fact, they probably don't, since they've never observed any of the tell-tale signs someone trained in the art of Spellcraft might notice. Their spells are usually very minor cantrip-level effects or, at most, the equivalent of a 1st-level spell. Basically, these people are mainly commoners or experts, with at least one unknown level of sorcerer.

A few spellcasters who have learned that subliminal spellcasting exists have researched the phenomenon and have learned to accomplish it themselves, intentionally. Only those interested in casting spells without others knowing it, slowly and subtly, gain any benefit. It is not a useful talent to have in a fight or while exploring a dungeon.

The Subliminal Spellcasting† feat in Chapter Two allows the practice of subliminal spellcasting.

CROSS-REFERENCE

Find new rules to use with the Vale of Stars in these chapters:

Chapter Two: Feats—Dragon Magic and Subliminal Spellcasting

Chapter Three: Prestige Classes—Starlight mage

Chapter Seven: Spells—*Abuashne* (*share armor*), *cuigna arthanath* (*consume man*), *detoim nar* (*guided strike*), *diabolich portam* (*devil's gate*), *ferrod adul vestorimin* (*vestorimin's golden aura*), *garris adon* (*seeming of form*), *harroc adulese* (*hunter serpent*), *ilrosos tobor* (*roses of life*), *jisgus sepa* (*disguise soul*), *kevessa gul* (*spines of death*), *margul* (*dreaded freeze*), *noness toma* (*slip between sight*), *pretur ar nuade* (*hoard ward*), *temporal venom*, and *vessa kornari* (*steal heart*)

Chapter Eight: Magic Items—Specific armor: *shield of stars*; specific weapons: *dragonfist* and *starsword*; rods: *death from the skies* and *rod of starlight beams*; staff: *dragonstaff*; wondrous items: *armband of the delicate touch*, *gauntlet of arthanath*, *heart thief*, *lair guardian*, *lenses of dragonsight*, and *necklace of stars*; and major artifact: *Medusa Crown*

TOMB OF FROZEN DREAMS

Deep within frozen glaciers lies a series of ice caves long inhabited by a reclusive sect of arcanists. These sorcerers and wizards have sequestered themselves in order to study magic more fully and expand the range of their capabilities for wielding its power. They have also tapped into the natural essence of ice and found a way to freeze dreams within its chilled soul.

BACKGROUND

Far to the south, in the uncharted wastes beyond Talesh-Mhor, lies a series of caves within the nevermelting ice of eternal glaciers. Visitors describe the caves as mazelike. Most of them are filled with frigid sea-water, so one must navigate by boat.

The vast, cathedral-like caverns feature majestic pillars of ice rising up to the 100-foot domed roof, while narrow passages with tight, nearly impassable turns and deceptive drop-offs send water cascading down into deep, dark chasms. Rumors say some of these chasms hold magical por-

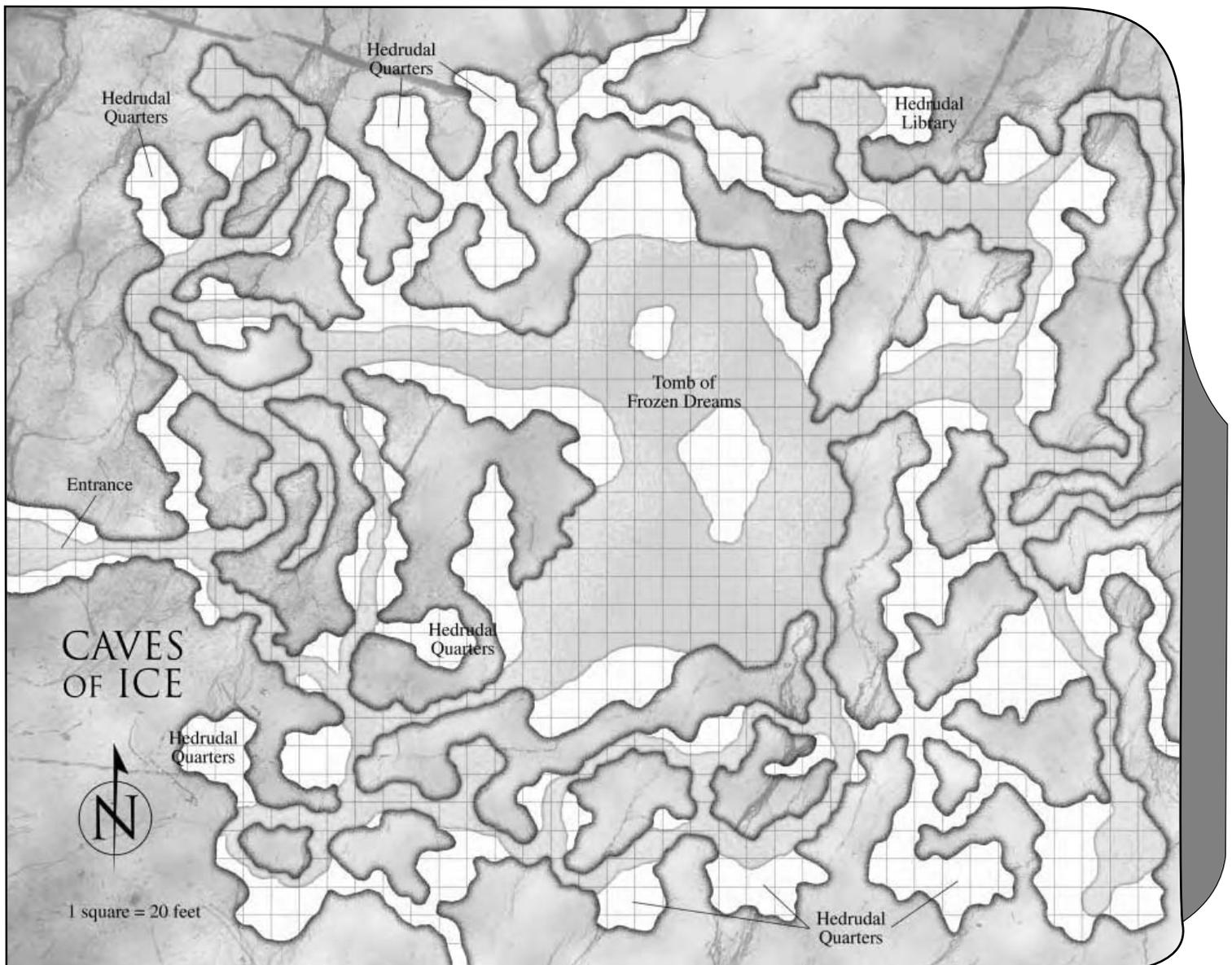
tals that lead to other realms or planes, since the water pours into them, but they never fill up—and those who explore them are almost never seen again.

At the center of the ice caves lies a cavern of immense size and particular grandeur. The ice here glistens like crystal, with scintillating colors playing about the walls, cast from the light of a column of energy that falls from the apex of the roof down into the cold, clear water. The energy, it is said, flows from the subconscious minds of all the intelligent beings in the world. These thoughts, dreams, images, and memories fill the cavern and freeze, trapped here forever. This is the Tomb of Frozen Dreams.

The tomb is the creation of the Hedrudal, a small group of arcanists who live within the ice caves, sequestered by their

Placing the Portal

You can place the portal from the Nexus in any of the caves in this cavern maze (see map). Keep it away from the central tomb proper, however, allowing the player characters to discover this vast chamber on their own.



own volition to spend all their time studying the intricacies of the arcane. As a grand experiment, the Hedrudal long ago used natural magic bound within the caves themselves to create a place where they could store dreams, thoughts, and emotions—frozen within the ice. So many centuries have gone by that the Tomb of Frozen Dreams has become filled with these stored visions and thoughts.

Adventure Seeds

Levels 5 to 8: *The player characters need a particular bit of knowledge: a command word for an item, a password to enter an ancient vault, the location of a key, map, or some other bit of treasure, the name of the assassin of an emperor three generations ago, and so on. They learn that the only remaining source of that information lies in the Tomb of Frozen Dreams. They must find their way to the caves of ice, deal with the Hedrudal one way or another, and find the proper frozen dream.*

Worse, some foe or rival is after the same secret. The PCs not only have to succeed, but they have to beat their foe to the goal.

Levels 17 to 20: *The player characters learn, perhaps in an ancient book or from talking to a wizened sage, that the caves of ice and the Tomb of Frozen Dreams were originally the creation of a powerful gelugon devil, Sarkur, a high-ranking wizard in his own right. Although Sarkur is long dead, his actions in that place, which served as his lair, created the frozen dreams and the rumored portals to other places and planes found in the deepest reaches of the winding icy catacombs.*

What even the Hedrudal do not realize, however, is that there is a deeper tomb—the Tomb of Dark Dreams. This place plays host to exclusively evil thoughts, desires, secrets, and worse. Finding and braving this dire chamber becomes necessary when the PCs realize that, according to their information source, Sarkur left a contingency that is about to come due. This legacy shall unleash the dark dreams upon the world by melting them all at once, threatening the purity—and, in fact, the sanity—of every living being. The characters must overcome the guardians the devil left behind and stop the dark dreams from melting.

- **Frozen Dream of Combat:** You gain a +2 competence bonus to attack rolls for 1d4 days.
- **Frozen Dream of Knowledge:** You gain a +10 competence bonus to a random Knowledge skill for one day.
- **Frozen Dream of Life:** You can create any creature that you have ever seen that has up to your Hit Dice. The creature is not a specific individual—it is a brand-new, average specimen of its species not under your control.
- **Frozen Dream of Love:** You feel rejuvenated and filled with warmth. The dream heals you of any damage you have sustained to your mental ability

USING THIS LOCATION

Player characters may attempt to find the Tomb of Frozen Dreams to uncover some secret lost to all living beings but left frozen within the ice. They may wish to tap into the powers locked within some of the frozen dreams. Or they may need to contact the Hedrudal to learn arcane secrets from them.

Of course, getting to the place might prove difficult (except through the Nexus, perhaps) since it lies within the ice caves of a distant, frozen land. Characters can reach the caves only by crossing a frigid and sometimes frozen sea, making it extremely difficult for a conventional ship to undertake the journey. The arcanists who live here prefer to transport themselves and their supplies magically. They do not even own a ship capable of making the journey away from their frozen home.

FROZEN DREAMS

Also known as “dead dreams,” frozen dreams are thoughts and emotions stored within the ice of the Tomb of Frozen Dreams. Frozen dreams are difficult to distinguish from normal ice. A searcher must look carefully for the telltale sign: tiny, almost imperceptible images within the facets of the crystalline ice itself. If you melt a frozen dream using your own breath, you unleash the dream and it flows into you. Most of the time, you then experience the dream, memory, or thought as if it were your own. These frozen dreams can contain important lore, knowledge lost to all but the one who can loose it from the tomb. Sometimes, however, special frozen dreams grant powerful abilities to those who thaw them:



scores and restores your lost levels or negative levels as a *greater restoration* spell.

- **Frozen Dream of Power:** You gain the ability to cast a random spell 1d4 times, as if you were a sorcerer of the minimum level needed to cast the spell.
- **Frozen Dream of Rest:** You feel rejuvenated and refreshed. The dream heals you of any damage you have sustained to your physical ability scores and restores your lost levels or negative levels as a *greater restoration* spell.
- **Frozen Dream of Skill:** You gain a +5 competence bonus to a random non-Knowledge skill for one day.
- **Frozen Dream of Vigor:** You gain a +2 enhancement bonus to Strength and Dexterity for 1d4 days.
- **Frozen Dream of Youth:** You gain a +2 enhancement bonus to Constitution and Dexterity for 1d4 days.

There is a danger in thawing frozen dreams, however. Each time a character melts a dream, he or she must make a Will saving throw (DC 20) or become lost in a reverie of the dream for an hour, at which point the character may attempt another save. Each subsequent saving throw's Difficulty Class increases by 1. The character remains lost in the trance until he or she makes a successful save.

THE HEDRUDAL

The Hedrudal are secluded wizards who focus heavily on arcanum, living within the caves surrounding the Tomb of Frozen Dreams. Their actual living spaces are difficult to find and trapped with magical wards and pitfalls. They often patrol the caves invisibly using *fly* spells. Sometimes, they use bargelike boats powered by magic to move about the caverns of ice.

The Hedrudal hate visitors (those who come openly and with friendship) and react with hostility to intruders (those who do not), using their spells to attack and defeat them as quickly as possible. They do not even really fraternize with each other, although they do sometimes share information and discoveries. All members of the Hedrudal respect the privacy and devotion of the others. Those who do not are dismissed (which almost never happens).

The group contains approximately 30 members, ranging in level from 5th to 20th, although not all of them are available at any given time. Some get so caught up in their study that no one can reach them, even the other members. The more powerful members have secluded chambers unknown to the others.

Anyone seeking admittance to the Tomb of Frozen Dreams or wishing to speak with the Hedrudal had better come prepared to trade in powerful secrets or magical treasure—only those commodities interest the Hedrudal, and even they may not be enough to avoid their ire and magical wrath.

ALTERNATE USE

The frozen dreams are not a part of nature at all, but rather they are captive ideas rendered inaccessible to the world at large forevermore. The Hedrudal are evil arcanists, intentionally stealing the dreams and ideas of people in the world and storing them in the tomb. Creativity begins to wane and a dark age threatens to consume the land. The PCs must make an epic journey to reach the caves of ice and defeat the Hedrudal, rescuing the frozen dreams and releasing back into the universe where they belong.

MEMORY CHECKS

Whenever a character might remember something that happened to her either in actual play, from her own (pregame) past, or something that happened “off stage,” she should make a check. In the latter case, it may be to remember someone the PCs saw while eating dinner the previous night, but the DM did not want to point it out at the time, because doing so would arouse suspicions unnaturally.

A memory check is a simple Intelligence check. Do not allow retries or taking 20. Use the following table as a guideline for the Difficulty Class:

DC	Condition to Recall
5	Something just about anyone would have noticed and remembered; the general appearance of the man who killed your father, assuming you got a good look at him
10	Something many people would remember, such as the location of the tavern across town where they ate the day before
15	Something only those with really good memories might recall, like the kind of earrings a woman was wearing when you spoke to her three days ago
20	Something only someone with a phenomenal memory might remember, such as the name of a man you met once when you were only six years old.
25	Something no normal person could remember, such as the nineteenth six-digit combination code on a list of 80 possible combination codes for a lock, when you only saw the list for a moment or two..

CHARACTER

Piotraon Yammalkin is a typical member of the Hedrudal.

PIOTRAON OF THE HEDRUDAL

Like almost all of the others of his arcane group, Piotraon employs magic to protect himself from long-term exposure to cold. Although he focuses on his studies, he enjoys a wider interest in anything that can store spells. “Storage” items or spells could serve as payment for his instruction in spells he knows, or for his guidance as an escort into the Tomb of Frozen Dreams.

Piotraon Yammalkin, male human Wiz10: CR 10; Medium

humanoid (human); HD 10d4+10, hp 37; Init +1; Speed 30 feet; AC 11, touch 11, flat-footed 10; Base Atk +5; Grp +5; Atk +6 melee (1d6, masterwork quarterstaff); Full Atk +6 melee (1d6, masterwork quarterstaff); SA Spells; AL N; SV Fort +4, Ref +4, Will +8; Str 10, Dex 13, Con 13, Int 18, Wis 13, Cha 9

Skills and Feats: Craft (ice sculpture) +17, Decipher Script +17, Knowledge (arcana) +17, Knowledge (nature) +9, Knowledge (religion) +16, Listen +2, Spellcraft +17, Spot +3, Survival +4; Craft Wand, Consume Spell†, Empower Spell, Heighten Spell, Quicken Spell, Scribe Scroll, Spell Penetration

Contingency: If Piotraon becomes submerged underwater, a *water breathing* spell is cast upon him immediately.

Permanent: Unlike many other members of the Hedrudal, Piotraon does not have a permanent *endure elements (cold)* spell cast upon him (his magic ring takes care of that for him). Instead, he has a permanent *comprehend languages* spell.

Possessions: *Ring of minor cold resistance*, *glass of frozen dreams†*, *wand of magic missiles* (1st level, 12 charges), scroll of *gaze of destruction†* and *slay illusion†*, *potion of cure moderate wounds*, masterwork/masterwork quarterstaff

Spells (4/5/5/4/4/2; **save DC 14 + spell level**): o—*detect magic* (2), *mage hand*, *read magic*; 1st—*blast of cold†*, *mage armor*, *magic missile*, *obscuring mist*, *shield*; 2nd—*bear's endurance*, *pierce†*, *play the fool†*, *see invisibility*, *whispering wind*; 3rd—*dispel magic*, *fly*, *induce vulnerability†*, *lightning bolt*; 4th—*circle of binding*, *dimension door*, *stoneskin*, *wall of ice*; 5th—*prying eyes*, *heightened suppress lesser†*

CROSS-REFERENCE

Find new rules to use with the Tomb of Frozen Dreams here:

Chapter Two: Feats—Consume Spell and Good Memory

Chapter Seven: Spells—*Blast of cold*, *chains of antimagic*, *circle of binding*, *compelling question*, *comrade's immunity*, *gaze of destruction*, *greater compelling question*, *induce vulnerability*, *one step beyond*, *overcome force*, *pierce*, *play the fool*, *slay illusion*, *sphere of deterioration*, and *suppress lesser*

Chapter Eight: Magic Items—Potions: *knowledge potion*, *memory potion*, and *potion of penetration*; rods: *forcehammer*, *illusionslayer*, and *spell lord*; wondrous items: *glass of frozen dreams* and *robe of force resistance*

CITY IN THE STORM

Deep in the heart of a neverending storm called the Reavewind lies Sanneth, the City in the Storm. Nestled within the eye of the storm, the magical flying city floats safely amid the destruction all around it. The entire city, made mostly of glass towers and crystal domes, rises up from a bronze disk base almost half a mile across.

When the sorcerer Gar Sanneth needed a sanctuary from the marauding ogre army of Chureck-Fon, she created an entire city using multiple *wishes* that left her drained and vulnerable. The city lay at the heart of the Reavewind, an eternal

storm that continually washed over a small but shunned sea far to the west. She dwelled within the city for quite some time, fortifying it, and making pacts with elemental lords called the Scions of Storm and Earth to ensure the well-being of her creation. She even worked with the archdruid Ravvan to create the creatures known today as the *sohr* (see Chapter Nine). Though they look like creatures of the sea, these beasts remain very much at home on the wind.

Eventually, however, Chureck-Fon's mind flayer assassins caught up to Gar Sanneth, and she was slain.

BACKGROUND

Years passed, until finally Ravvan calmed the storm for a day and revealed the floating abandoned city again. At the time, he sought a place to store an artifact called the *mana vessel* for safekeeping. This huge crystalline artifact, shut with a mithral seal, held vast reserves of arcane energy and—rumor had it—magical beings of energy as well. Ravvan, fearing the *mana vessel's* power, stored it within the city, which he named Sanneth after his friend, its creator. Then he assigned awakened animal guardians to watch over it. When the storm returned, he was already gone from the city, which hid, undisturbed, for many more years.

Later Ravvan returned to the Reavewind and once again calmed it with his power. This time, however, the ghost of Gar Sanneth herself possessed the archdruid as soon as the storm had died, and forced him to return to her city. Seeking to destroy it in a scheme of spite from beyond the grave, she bade Ravvan break the seal on the *mana vessel*, loosing its contents in a conflagration of dissolution. The possessed Ravvan killed his own awakened servants and prepared to do just that.

Guided by divination, the clerics of nearby lands foresaw these events and looked for those who could stop them. Seven individuals rose to oppose Ravvan. On winged steeds they flew to Sanneth while the Reavewind remained calm. They joined Ravvan in fierce battle.

During the struggle, however, the vessel cracked. The T'kraam, known in ancient legends as “the thunderkin,” escaped. The partially open *mana vessel* bathed the seven heroes with strange otherworldly energies, but they repaired the crack before the artifact could loose far worse destruction. The heroes defeated Ravvan, then called upon the Scions of Storm and Earth to seal the broken vessel.

With the battle over, the heroes decided to settle in Sanneth and make it their home. They used the *sohr* to travel through the storm safely and bring more people and supplies; they have continued to rely on the creatures ever since. Of course, the ever-present danger of the thunderkin forced the inhabitants of Sanneth to remain always vigilant.

Seven noble families developed over time, each descended from one of the seven great heroes of Sanneth. In each of these bloodlines flowed sorcerous talent, giving the descendants special abilities activated only through certain spells.

SANNETH TODAY

Though Sanneth is a place of legend to some, most people do not even know it exists. The Reavewind that surrounds it rages in an isolated area of the world above a sea rendered almost unnavigable by the eternal storm. Despite this, Sanneth supports a population of about 4,000 residents. More than a traditional town of that size, Sanneth teems with people of great power and skill. It has more than its share of mid- to high-level fighters, wizards, clerics, rogues, and so on.

Those few who do know of Sanneth consider it a source of great craftsmanship, particularly known for its magic items.

The people of Sanneth have only recently learned that the T'kraam have somehow created a number of tiny floating fortresses of their own within the giant storm of the Reavewind. From there, they launch attacks against Sanneth. The Palat family urges calm prudence, but the Ethrochals, the Aovaunts, and the Tephasons prepare to mount an airborne force of battle sohr and *air barges†* to brave the winds, root out the monsters in their lairs, and destroy them once and for all. No one knows how the evil creatures could have obtained such fortresses—without hands or the ability to cast spells, they could not have built them themselves, presumably. What no one has yet learned is that the T'kraam have begun taking slaves to build structures for them.

THE FAMILIES OF SANNETH

Family ties and bloodlines are extremely important in Sanneth. The seven major families of import all claim as ancestors one of the seven heroes that overcame Ravvan. Each of these families has potent powers resulting from their heritage, brought to the fore by an *activate bloodline power†* spell. Characters enjoy either the minor or major bloodline ability described for their family below, depending on their level, as detailed in the spell. The powers remain active only while the duration of the spell lasts.

AOVAUNT

Markul Aovaunt was an elf paladin. His family, all elves (and the occasional half-elf), lives in Sanneth today, having taken up all sorts of occupations. A number of the Aovaunt family members today study wizardry. Each usually possesses at a least a modicum of their ancestor's nobility, however, as well as his attachment to order and goodness.

Minor Bloodline Ability: Foes within 25 feet who are not of your alignment make attack rolls, saving throws, and checks at a -2 circumstance penalty.

Major Bloodline Ability (Fire of the Aovaunt): Foes within 25 feet who are not of your alignment suffer 1d6 points of fire damage per round.

DRELLOS

The Drellos family is a dwarven clan that traces its bloodline to Urnor Drellos, a dwarven fighter of great skill and repute. He was also a cleric of Erred, a god of valor and trust. These dwarves still serve Erred and fund the temple of Erred in Sanneth. Most, however, have taken up the martial path, and the Drellos family is known today for its skill at arms. Kalla Drellos, who passed on recently due to age, was one of the greatest weaponsmiths of all time, and her handiwork remains in the family armory. They also keep a small portion available for sale. Kalla, a cleric as well as a smith, sometimes worked with an arcanist to create weapons of great



Placing the Portal

The portal from the Nexus should be placed in the middle of the city of Sanneth, allowing characters to encounter residents from several different families almost immediately upon their arrival.

might. She also loved to work with adamantite. Drellos weapons enjoy quite a reputation throughout Sanneth and elsewhere.

Minor Bloodline Ability: You gain one extra attack per round at half your highest attack bonus.

Major Bloodline Ability: You gain one extra attack per round at your highest attack bonus.

ETHROCHAL

Today, the family of Ethrochal maintains the pods of domesticated sohr kept by Gar Sanneth. Their family seems to possess a strange dichotomy, for the males often have a predilection toward martial arts and monkish training (some are fighters with Improved Unarmed Attack) while the females often have great skill with animal handling and become

druids or rangers. Their heroic ancestor, Villania Ethrochal, was a female monk.

Minor Bloodline

Ability: You gain evasion. If you already have evasion, you gain a +6 luck bonus to Reflex saving throws.

Major Bloodline

Ability: You gain improved evasion. If you already have improved evasion, you gain a +10 luck bonus to Reflex saving throws.

Why a City in the Storm?

The whole point of the City in the Storm is to provide a way to have classic, epic adventures in the clouds. Characters mounted upon flying whales sailing into a stormcloud to do battle against creatures of thunder and lightning—these are things that every player will remember fondly.

Floating cities in the clouds are a staple of fantasy for a reason. Almost everyone dreams of flying. Living in the clouds is a fanciful daydream for landbound creatures like us. We even refer to daydreamers as people “with their heads in the clouds.”

PALAT

The Palat family has ruled Sanneth for over three generations. Although their ancestor Millis Palat was a rogue, her family has become known more for its diplomatic and administrative abilities than anything else. The family is known for being wealthy, stylish (trend-setting, even), and charismatic. The beautiful and intelligent Vaisson Palat currently leads the family and the city. She is also a 5th-level rogue/4th-level aristocrat.

Minor Bloodline Ability: You gain +1d6 sneak attack. This either grants you the ability to make sneak attacks or stacks with your normal ability.

Major Bloodline Ability: You gain +2d6 sneak attack. This either grants you the ability to make sneak attacks or stacks with your normal ability.

SCARTH

The Scarths revere the Lady of the Clouds, Monettica. Even today, they are the driving force behind her temple in Sanneth. A member of the family has always maintained

the position of high priest there, including their heroic ancestor: the first High Priest of Monettica in Sanneth, Jeret Scarth.

This family, made up mostly of clerics and sorcerers, became proficient in creating creatures of the mist (see Chapter Nine). These creatures, sacred to their goddess, guard the family manor and perform various tasks for them. Occasionally, the family uses its creations in a mission for the good of the city.

Minor Bloodline Ability: Physical and magical attacks pass through you as if you were partially mist and had damage reduction 10/magic and spell resistance 15.

Major Bloodline Ability: Physical and magical attacks pass through you as if you were partially mist and had damage reduction 15/magic and spell resistance 20.

TEPHAON

This family possesses a strong proclivity to sorcery, perhaps traced back to interactions with semidivine elemental beings called the Scions of Storm and Earth in ages past. The Tephao family claims that Gar Sanneth herself had their blood in her veins, and records showing that she interacted with the Scions of Storm and Earth suggest it is at least a possibility.

Locals usually characterize this family as arrogant and haughty, yet protective and generous at the same time. The Tephao family themselves admit to looking upon the people of Sanneth as lessers who need to be watched over and cared for. Their ancestor, known only as Tephao, was a sorcerer with a *staff of power*. Long since exhausted in its power supply, the staff now hangs above the mantel in the family's manor house.

The family is well known for its magical craftsmanship. Although they normally leave weaponsmithing to the dwarves of the Drellos clan, they are responsible for the creation of the renowned *elemental blades* (see Chapter Eight: Magic Items).

Minor Bloodline Ability: The spells you cast with this ability active are treated as being cast by someone of +5 levels when determining how hard they are to dispel. This is true of the caster level of magic items you create as well, but for purposes of dispelling only.

Major Bloodline Ability: You may speak aloud the name of a single creature you know and inflict upon that creature a –5 luck penalty for saving throws against spells you cast with this ability active. You may target only one named creature per use of this ability.

URSAD

Ursad was a barbarian from the far south. While his descendants have taken to living in a highly magical and sophisticated city, they retain a few of their barbaric ways—particularly when it comes to fighting. The family

holds a reputation of being stalwart and trustworthy, but often a bit too quick to anger. And they hold a grudge better than anyone else could imagine.

The Ursad family is strongly allied with Ethrochals and shares their affection for the sohr.

Minor Bloodline Ability: You gain the ability to rage like a barbarian. If you already possess this ability, you gain an additional +2 bonus to your Strength score when you rage (with this ability active).

Major Bloodline Ability: You gain a +8 enhancement bonus to your Strength score.

USING THIS LOCATION

Sanneth is a place full of potential adventure. The various important families vie (usually nonviolently) for influence, yet work together against the threat of the thunderkin.

The characters might need to find Sanneth as a part of their quest. Perhaps they heard a legend that the object most important to them (perhaps one of the swords of the Scions of Storm and Earth) lies within a city at the heart of a storm. Eventually, they discover Sanneth and how to get there, but must help fight the thunderkin to complete their quest. Alternatively, the PCs could come to the city to learn the secret of creating creatures of the mist.

Or, they might somehow end up in Sanneth by accident, perhaps coming through the Nexus inadvertently. They must befriend someone there with the knowledge of how to escape back through the storm, either magically or by riding a sohr. While there, they find themselves embroiled in the politics of the city.

Another way to integrate this setting into your campaign is to have one or more PCs descend from one of the named families (or a unique family that you create). The player char-

acters must find Sanneth to learn how to activate their bloodline abilities.

ALTERNATE USE

The city of Sanneth has already been conquered by the T'kraam and their evil cloud giant allies. A number of refugees, flying on sohr, escaped down to the ground near where the PCs live. They attempt to find adventurers brave enough and capable enough to help free their floating city from the clutches of evil.

CROSS-REFERENCE

Find new rules to use with the City in the Storm locale in these chapters:

Chapter Seven:

Spells—*Activate bloodline power, brother's revenge, control creature of the mist, create creature of the mist, create greater creature of the mist, create lesser creature of the mist, family curse, forge inherited bond, fuse line, kin curse, kin link, learn heritage, legacy of eldritch might, and master creature of the mist*

Chapter Eight: Magic Items—Magic weapons: *elemental blades (flameblade, stoneblade, waveblade, and windblade)*; and magical vehicle: *air barge*

Chapter Nine: Creatures—Creatures of the mist, sohr, and T'kraam (the thunderkin).

Adventure Seed (Levels 6 to 8)

The PCs encounter a wounded sohr on the ground. It was harmed by an attack of the T'kraam. If they give it aid, the thunderkin attack again while they do so. Should they defeat them, the sohr attempts to take them with it back to Sanneth. There, they are greeted warmly by members of the Ethrochal family and are introduced to the City in the Storm.



Spellsongs

The special purview of the bard, spellsongs are similar to spells, but different enough that they merit their own chapter here.

The variant bard's spellsongs are presented alphabetically in this chapter according to spellsong type: notes, chords, and melodies. For a basic overview of the concept of spellsongs, see Chapter One: Alternate Classes.

SPELLSONG CONVERSIONS

Some of the spells in Chapter Seven of this book can be converted to spellsongs. A few things about spellsongs are different from spells, but for the most part you can ignore their level, components, and casting time. All spellsongs are sonic.

Use the following list of new spellsongs and the spells that they are based upon with the variant bard.

Spellsong Type	Spellsong Name
Spellnote	<i>Glorious song</i> (magical performance)
Spellnote	<i>Note of beauty</i> (glamour)
Spellnote	<i>Resist age</i> (betray the years)
Spellnote	<i>Song of masking</i> (resist scrying)
Spellchord	<i>Befriend item</i> (charm item)
Spellchord	<i>Daze item</i> (stun item)
Spellchord	<i>Sing the wind</i> (guide craft)
Spellchord	<i>Song of deflection</i> (deflect arrows)
Spellchord	<i>Stabbing chord</i> (rogue's stab)
Spellchord	<i>Control item</i> (dominate item)
Spellchord	<i>Familyslayer</i> (kin curse)

SPELLSONG LISTS

This list first appeared as a feature on <www.montecook.com>.

SPELLNOTES

- Burst of Speed:** Your speed increases by +10 feet or more.
- Countersong:** You counter sonic effects.
- Cushion Fall:** Target falls up to 20 feet/level safely.
- Deflect Blow:** Attack roll against target suffers a -4 penalty.
- Destroy With Sound:** Destroys object.
- Influence:** Targets react to you more favorably.
- Inspire Courage:** Allies gain +1 bonus to attack and weapon damage rolls.
- Minor Healing:** Heals 1d6 points of damage.
- Momentary Charm:** Humanoid becomes friend for a short period.
- Momentary Disappearance:** You become invisible for a short period.
- Momentary Protection:** Target gains +1 or higher deflection bonus to Armor Class.

Misdirected Sound: Sound seems to come from elsewhere.

Obfuscation: You gain a +5 bonus to Hide checks.

Off-Balance: Target suffers penalty and may fall down.

Personal Knowledge: Learn fact about creature.

Quiet Movement: You gain a +5 bonus to Move Silently checks.

Sonic Dart: Ranged touch attack inflicts 1d6 points of sonic damage.

Sonic Stab: Touch attack inflicts 1d8 points of damage + 1 point/caster level.

Songstrike: Cone of sonic energy inflicts 1d4 points of damage/three caster levels.

Stun: Target stunned for 1 round.

True Language: All can understand you.

Whisper: You send a whispered message at range.

SPELLCHORDS

Alter Sounds: You change sounds in an area.

Charm: Humanoid becomes friend.

Counter Silence: Dispels magical silence.

Create Object: Creates small object.

Disguise: Changes your appearance.

Disrupt Thoughts: Target can only defend himself.

Enhance Physical Form: Target gains bonus to Constitution, Dexterity, or Strength.

Fascinate: Targets take no actions.

Fumble Field: All in area suffer penalties and spell failure.

Disappear: You become invisible.

Heal Wound: Heals 3d6 points of damage.

Inspire Competence: You give ally a +2 bonus.

Levitation Chord: Target floats in the air.

Minor Wall of Sound: Creates sonic wall.

Oathchord: Magically seals an agreement.

Recall Tale: Gives details on a particular subject.

Sense Auras: See magic auras and invisible objects or creatures.

Sense Lies: Sense whether subject is lying.

Silent Chord: Creates an area of magical silence.

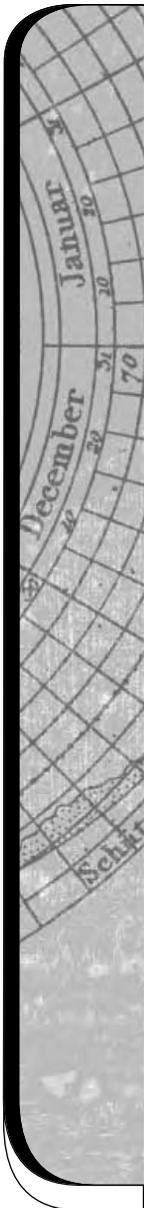
Slumber: 3d4 Hit Dice of creatures fall asleep.

Sonic Blast: Cone of sonic energy inflicts 1d4 points of damage/level.

Sonic Lance: Creates melee weapon that inflicts 1d4 points of damage/two levels.

Suggestive Chord: Target is compelled to take a particular action.

Swift Song: You gain an additional action each round.



SPELLMELODIES

Destroy Utterly With Sound: Target disintegrates or suffers 5d6 points of damage.

Disrupt Body: Target is paralyzed.

Disrupt Magic: Magical effects are canceled.

Find Creature: Locates subject.

Harmony of Flight: Target flies.

Remove Condition: Alleviates unwanted condition.

Song of Vitrification: Turns a creature to glass.

Sonic Sword: Creates melee weapon that inflicts 1d6 points of sonic damage/two levels and stuns.

Sonic Wall: Creates impervious wall of sonic energy.

Soothe the Savage Beast: Living creature becomes friend.

SPELLNOTE DESCRIPTIONS

All bard notes are quick, spell-like move actions that require verbal components. Metamagic feats don't affect them, but eldritch feats do. In all other ways, treat them as spells.

BURST OF SPEED

Transmutation [Sonic]

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

With a shrill note, you begin to move faster. At 1st through 5th level, the bard gains a bonus of +10 feet to speed. At 6th through 10th level, the bonus is +20 feet. At 11th level and higher, it is +30 feet.

COUNTERSONG

Abjuration [Sonic]

Range: 50 feet

Effects: Sound-based or sonic effects

Duration: See text (no more than 1 round/level)

Saving Throw: None

Spell Resistance: No

You use a powerful note to counter magical effects that depend on sound (but not simply spells with verbal components). Once the spellnote has been cast, you can continue singing as a free action each round. While singing, you can take any action other than casting spellsongs, activating magic items by spell completion (such as scrolls), or activating magic items by magic word (such as wands). Each round of the *countersong*, you make a Perform (sing) check. Any creature within 30 feet (including you) who is affected or could become affected by a sonic or language-dependent magical attack (such as *sound burst* or *command*) may use your Perform check result in place of a saving throw if the Perform check result proves to be better. This spellsong can be used preventatively.

For example, Yarrin the bard casts *countersong* before he and his friends enter the lair of a harpy. Each round that

Yarrin keeps singing, he and his friends can use either his Perform check result or their normal saving throw result (whichever is higher) as their saving throw result against the harpy's charm song. Immediately after defeating the harpy, Yarrin and his friends encounter an enemy bard and sorcerer. The sorcerer casts *suggestion* and the bard casts *songstrike*. Since Yarrin is still singing the *countersong*, he and his allies can use his Perform checks as saving throw results against both of these new effects as well.

CUSHION FALL

Abjuration [Sonic]

Range: 100 feet

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You (or another of your choosing within range) can fall safely up to 20 feet per level. This spellsong does not reduce falling speed, but instead creates a cushion under the falling creature or object that absorbs the fall. If the target falls farther than the bard's level allows, the target suffers full damage. Unlike other spellsongs, *cushion fall* can be cast even when it is not your turn. However, if you cast it out of turn, on your next turn you can take either a standard or a move action, but not both.

DEFLECT BLOW

Abjuration [Sonic]

Range: 20 feet

Target: One creature or object

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

The next time the subject is attacked, the subject gains a +10 deflection bonus to Armor Class for that attack only.

DESTROY WITH SOUND

Evocation [Sonic]

Range: 20 feet

Area or Target: A 3-foot-radius spread; or one solid object or one crystalline creature

Duration: Instantaneous

Saving Throw: Will negates (object); Will negates (object) or Fortitude half (see text) (DC 11 + Charisma bonus)

Spell Resistance: Yes (object)

You create a loud ringing note that shatters brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.

Used as an area attack, *destroy with sound* shatters nonmagical objects of crystal, glass, ceramic, or porcelain, such as vials, bottles, flasks, jugs, windows, mirrors, etc. All such objects within 3 feet of the point of origin are smashed into



dozens of pieces by the spellsong. Objects weighing more than 1 lb. per bard level are not affected, but the effect shatters all other objects of the appropriate composition.

Alternatively, you can target *destroy with sound* against a single solid object of up to 10 lbs. per caster level, regardless of composition.

Targeted against a crystalline creature (of any weight), *destroy with sound* deals 1d4 points of damage per caster level (to a maximum of 10d4), with a Fortitude save allowed for half damage.

INFLUENCE

Enchantment (Charm) [Mind-Affecting, Sonic]

Range: 50 feet

Target: Up to one living creature/level, no two of which can be more than 20 feet apart

Duration: 1 round/level

Saving Throw: Will negates (DC 11 + Charisma bonus)

Spell Resistance: Yes

After you produce a single, pleasant note, all affected targets react to you as if you had an additional +2 Charisma bonus. This spellnote does not affect the number of spellsongs you gain per day, but it does increase spellsong Difficulty Classes against affected targets.

INSPIRE COURAGE

Enchantment (Charm) [Mind-Affecting, Sonic]

Range: 20 feet

Targets: All allies within range

Duration: See text

Saving Throw: None

Spell Resistance: Yes (harmless)

You *inspire courage* in your allies, bolstering them against fear and improving their combat abilities. Once the spellnote has been cast, the bard can continue singing as a free action each round. While singing, the bard can take any action other than casting spellsongs, activating magic items by spell completion (such as scrolls), or activating magic items by magic word (such as wands). To be affected, an ally must hear the bard sing for a full round, so the effect begins the round after the bard uses this note. The effect lasts as long as the bard sings and for 5 rounds after the singing stops (or the ally can no longer hear it). Affected allies receive a +2 morale bonus to saving throws against charm and fear effects and a +1 morale bonus to attack and weapon damage rolls.

MINOR HEALING

Conjuration (Healing) [Sonic]

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Will half (harmless) (DC 11 + Charisma bonus) (see text)

Spell Resistance: Yes (harmless)

With a single, pleasant note, you call forth enough positive energy to heal a creature 1d6 hit points. This spellnote deals damage to undead rather than healing them.

MISDIRECTED SOUND

Illusion (Figment) [Sonic]

Range: 25 feet

Effect: An intelligible sound, usually speech

Duration: One minute/level (D)

Saving Throw: Will disbelief (if interacted with) (DC 11 + Charisma bonus)

Spell Resistance: No

You can make your voice (or any sound you can normally vocalize) seem to issue from someplace else, such as from another creature, a statue, from behind a door, down a passage, etc. You can speak in any language you know. Anyone who hears such voices and sounds and rolls a successful save recognizes the sound as illusory (but still hears it).

MOMENTARY CHARM

Enchantment (Charm) [Language-Dependent,

Mind-Affecting, Sonic]

Range: 20 feet

Target: One humanoid, animal, or beast

Duration: 1 round/level

Saving Throw: Will negates (DC 11 + Charisma bonus)

Spell Resistance: Yes

This spellnote makes a humanoid or animal regard you as a trusted friend and ally. If you or your allies are currently threatening or attacking the creature, however, it receives a +5 bonus on its saving throw.

The spellnote does not enable you to control the *charmed* subject as an automaton, but the creature perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it ordinarily wouldn't do. (Retries are not allowed.) A *charmed* creature never obeys suicidal or obviously harmful orders, but it might believe your assurances that the only chance to save your life is for it to hold back an onrushing red dragon for "just a few seconds." Any act by you or your apparent allies that threatens the *charmed* subject breaks the spellnote. Note also that you must speak a language the creature can understand to communicate your commands, or else be good at pantomiming.

MOMENTARY DISAPPEARANCE

Transmutation [Sonic]

Range: Personal

Target: You

Duration: 1 round/two levels (maximum 5 rounds)

Saving Throw: None

Spell Resistance: No

This spellnote renders you and your gear invisible for a short time. You become visible again if you attack any other creature.

Items that an invisible creature drops or puts down become visible; items an invisible person picks up disappear if tucked into her clothing or pouches. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item the subject carries that extends out more than 10 feet from her, such as a trailing rope, becomes visible.

For purposes of this spellnote, an "attack" includes any spell that targets a foe or whose area or effect includes a foe. (Exactly who is a "foe" depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spellsong. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack for her, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, etc. If she attacks directly, however, she immediately becomes visible along with all her gear.

MOMENTARY PROTECTION

Abjuration [Sonic]

Range: Touch

Target: One creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

The creature you touch gains a +1 deflection bonus to Armor Class at 1st through 5th caster level. At 6th through 10th level the bonus is +2, at 11th through 15th the bonus becomes +3, and at 15th level and higher it is +4.

OBFUSCATION

Transmutation [Sonic]

Range: Personal

Target: You

Duration: One minute/level

Saving Throw: None

Spell Resistance: No

You gain a +5 competence bonus to Hide checks.

OFF BALANCE

Transmutation [Sonic]

Range: 50 feet

Target: One creature

Duration: 1 round

Saving Throw: Reflex negates (DC 11 + Charisma bonus)

Spell Resistance: Yes

You knock a creature off balance with a deep, resounding note. The creature suffers a –2 penalty to attack rolls, ability and skill checks, and Reflex saving throws. If the creature takes any action other than defense, it must also make a Balance check (DC 20) or fall down, becoming prone.

PERSONAL KNOWLEDGE*

Divination [Sonic]

Range: Touch

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates (DC 11 + Charisma bonus)

Spell Resistance: No

With a single touch and a soft, low note, you learn one of the following six things about a creature (you choose when you cast the note):

1. Name
2. Age
3. Race/Type
4. Class (if applicable)
5. Closest ally (if applicable)
6. Most hated enemy (if applicable)

QUIET MOVEMENT

Transmutation [Sonic]

Range: Personal

Target: You

Duration: One minute/level

Saving Throw: None

Spell Resistance: No

You gain a +5 competence bonus to Move Silently checks.



SONG STRIKE

Evocation [Sonic]

Range: 30 feet

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half (DC 11 + Charisma bonus)

Spell Resistance: Yes

With a single note, you blast forth a cone of sonic energy from your mouth that inflicts 1d4 points of damage per three caster levels (to a maximum of 5d4).

SONIC DART

Evocation [Sonic]

Range: 50 feet

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You create a tiny missile of sonic energy that flies forth at a target you designate. To hit the target, you must make a ranged touch attack. A success inflicts 1d4 points of sonic damage plus an additional 1d4 points of sonic damage per three caster levels (to a maximum of 3d4).

* Originally appeared on www.montecook.com.

SONIC STAB

Evocation [Sonic]

Range: Touch**Target:** One creature or object**Duration:** 1 round**Saving Throw:** None**Spell Resistance:** Yes

Your piercing note creates a sonic dagger that you can use to make a touch attack against an opponent. The attack inflicts 1d8 points of damage + 1 point per caster level (maximum 1d8 + 20).

STUN

Enchantment [Mind-Affecting, Sonic]

Range: 50 feet**Target:** One creature**Duration:** 1 round**Saving Throw:** Fortitude negates (DC 11 + Charisma bonus)**Spell Resistance:** Yes

You stun a creature for 1 round with a shrieking note.

TRUE LANGUAGE*

Divination [Sonic]

Range: Personal**Target:** You**Duration:** 1 round/level**Saving Throw:** None**Spell Resistance:** No

Producing a long, continuous note, you enable yourself to be understood by all who can hear you. This spellnote does not impel anyone to obey what you say, nor does it grant intelligence to something that normally would not understand your words (such as a squirrel or a rock). Animals, however, can understand simple one-word statements (such as “danger” or “drink”) and creatures with a language can understand as if you spoke to them in their native tongue. Bards of 10th level or higher using this spellnote also understand words spoken to them in any language. This spellsong does not enable subjects to understand unfamiliar written or sign language.

* Originally appeared on www.montecook.com.

WHISPER

Transmutation [Language-Dependent, Sonic]

Range: Sight (including through a scrying device or spell)**Targets:** One creature/level**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

You can send a whispered message, carried on a single magical note, with little chance of being overheard. Point your finger at each creature you intend to hear your message. When you *whisper*, the message becomes audible to all the targeted creatures within range. Magical silence,

1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 1 yard of wood or dirt blocks the spellsong. The message, however, does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject and if the path's entire length lies within the spellsong's range. The spellsong transmits sound, not meaning. It doesn't transcend language barriers.

SPELLCHORD DESCRIPTIONS

Bard chords are spell-like, standard actions requiring verbal components. Metamagic feats do not affect them, but eldritch feats do. In all other ways, treat them as spells. A bard can use five spellnotes to create a single spellchord. Multiple bards can devote spellnotes to create a spellchord together, as long as five spellnotes are cast.

ALTER SOUNDS

Transmutation [Sonic]

Range: 25 feet**Targets:** One creature or object/level, no two of which can be more than 30 feet apart**Duration:** One hour/level (D)**Saving Throw:** Will negates (object) (DC 13 + Charisma bonus)**Spell Resistance:** Yes (object)

With a thick, rich chord of music, you change the sounds that creatures or objects make. You can create sounds where none exist (such as making trees sing), deaden sounds (such as making a party of adventurers silent), or transform sounds into other sounds (such as making a caster's voice sound like a pig snorting). All affected creatures or objects must be altered in the same way. Once the transmutation is made, you cannot change it.

You can change the qualities of sounds but cannot create words with which you are unfamiliar yourself. For instance, you can't change your voice so that it sounds as though you are giving the command word to activate a magic item unless you know that command word.

A caster whose voice is changed dramatically (such as into the aforementioned snorts of a pig) is unable to cast spells with verbal components.

CHANNEL SOUND

Transmutation [Sonic]

Range: Sight**Targets:** One creature/level**Duration:** 1 round (see below)**Saving Throw:** None**Spell Resistance:** No

You create a channel through which sound can flow to any creature you can see. Thus, any spellsong you cast on the following round can potentially affect the targets as if they were in the spellsong's normal range. Willing targets can choose to

keep the channel open for the duration of a continuous spell-song effect, such as *countersong* or *inspire courage*. Since you can channel any sound, you can also speak up to 30 words the targets can hear (at the volume you used to speak them), as if they were standing next to you. Sound is not channeled both ways, so you cannot hear what the targets say.

Channel sound is powerful enough to conduct sound even through or into an area of magical silence.

CHARM

Enchantment (Charm) [Mind-Affecting, Sonic]

Range: 20 feet

Target: One humanoid, animal, or beast

Duration: One hour/level

Saving Throw: Will negates (DC 13 + Charisma bonus)

Spell Resistance: Yes

As *momentary charm*, except the duration is much longer.

COUNTER SILENCE

Transmutation [Sonic]

Range: 10 feet

Target: An area of magical silence no larger than 50 feet in diameter

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You automatically dispel an area of magical silence created by a 3rd-level spell (or the equivalent) or lower. Unlike all other bardic spellsongs, you cast this without need of verbal components.

CREATE OBJECT

Conjuration (Creation) [Sonic]

Range: Touch

Target: One object, no more than 10 lbs.

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a chord of music, complex and robust, whose sound you can shape into the form of an ordinary object. The object must be 10 lbs. or less, shorter than 5 feet in every dimension, with a value of no more than 20 gp.

DISAPPEAR

Transmutation [Sonic]

Range: Personal

Target: You

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

As *momentary disappearance*, except for a longer duration.

DISGUISE

Illusion (Glamer) [Sonic]

Range: Personal

Target: You

Duration: One hour/level (D)

Saving Throw: See text (DC 13 + Charisma bonus)

Spell Resistance: No

With an elegant chord, you make yourself—including your clothing, armor, weapons, and equipment—look different. You can seem 1 foot shorter or taller, thin, fat, or in-between. However, you cannot change your body type. For example, a human caster could look human, humanoid, or like any other generally human-shaped bipedal creature. Otherwise, the exact extent of the apparent change is up to you. You could add or obscure a minor feature, such as a mole or a beard, or look like an entirely different person.

The spellsong does not provide the abilities or mannerisms of the chosen form. The spellsong does not alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. A battleaxe made to look like a dagger still functions as a battleaxe.

If you use this spellsong to create a disguise, you get +10 on your Disguise check.

Note: Creatures get Will saves to recognize the glamer as an illusion if they interact with it (such as by touching you and finding the texture at odds with your appearance, in the case of this spellsong).

DISRUPT THOUGHTS

Enchantment [Mind-Affecting, Sonic]

Range: 50 feet

Targets: One creature

Duration: 1 round/level

Saving Throw: Will negates (DC 13 + Charisma bonus)

Spell Resistance: Yes

With a terrible discordant sound, you disrupt the thought processes of a single creature. Affected victims can take no action other than to defend themselves throughout the duration.

ENHANCE PHYSICAL FORM

Transmutation [Sonic]

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

With a powerful chord of music you enhance the body of one creature. The spellsong grants the subject a +4 enhancement bonus to Constitution, Dexterity, or Strength, as you choose.

FASCINATE

Enchantment (Charm) [Mind-Affecting, Sonic]

Range: 100 feet**Targets:** One humanoid, animal, or beast/two levels**Duration:** See text (no more than one minute/level)**Saving Throw:** Will negates (DC 13 + Charisma bonus)**Spell Resistance:** Yes

You cause creatures to become *fascinated* with you.

Creatures to be *fascinated* must be able to see and hear you and must be able to pay attention (any change in these conditions ends the spellsong). The distraction of nearby combat or other dangers prevents the spellchord from working.

The affected creature(s) sits quietly and listens to you. While *fascinated*, its Spot and Listen checks suffer a -4 penalty. Any potential threat (such as the bard's ally moving behind the *fascinated* creature) allows the *fascinated* creature a second saving throw. Any obvious threat, such as casting a spell, drawing a sword, or aiming an arrow, automatically breaks the *fascination*.

Once the spellchord has been cast, the bard can continue singing as a free action each round. While singing, the bard can take any action other than casting spellsongs, activating magic items by spell completion (such as scrolls), or activating magic items by magic word (such as wands).

FUMBLE FIELD

Evocation [Sonic]

Range: 50 feet**Area:** 25-foot diameter**Duration:** 1 round/level**Saving Throw:** Reflex negates (DC 13 + Charisma bonus)**Spell Resistance:** Yes

With powerful sounds, you create a sonic field that disrupts actions. Anyone moving into, out of, or through the field must make a saving throw or fall down. Unaffected creatures in the field must continue to make saving throws each round to resist the field's effects. Attacks, skill and ability checks, and further Reflex saving throws made by affected creatures in the field suffer a -4 penalty. Spells have a 15 percent spell failure chance. Once outside the field, characters are no longer affected, whether they succeeded at the saving throw or not.

HEAL WOUND

Conjuration (Healing) [Sonic]

Range: Touch**Target:** Creature touched**Duration:** Instantaneous**Saving Throw:** Will half (harmless) (DC 13 + Charisma bonus)**Spell Resistance:** Yes (harmless)

As *minor healing*, except you heal 3d6 hit points.

INSPIRE COMPETENCE

Enchantment (Charm) [Mind-Affecting, Sonic]

Range: 30 feet**Target:** One ally**Duration:** See text (but up to two minutes)**Saving Throw:** None**Spell Resistance:** No

You help an ally succeed at a task. The ally must be able to see and hear you, and you must also see the ally. Depending on the task the ally has at hand, you may use your bardic music to lift the ally's spirits, to help the ally focus mentally, or to assist in some other way. The ally gets a $+2$ competence bonus on skill checks with a particular skill as long as he or she continues to hear your music. The DM may rule that certain uses of this ability are unfeasible—singing to make a rogue move more quietly, for example, is contrary to the point.

Once the spellchord has been cast, the bard can continue singing as a free action each round. While singing, the bard can take any action other than casting spellsongs, activating magic items by spell completion (such as scrolls), or activating magic items by magic word (such as wands). Since you can maintain the effect for two minutes, it lasts long enough for the ally to take 20 on most actions.

LEVITATION CHORD

Transmutation [Sonic]

Range: Personal or 25 feet**Target:** You or one willing creature or one object (total weight up to 100 lbs./level)**Duration:** 10 minutes/level (D)**Saving Throw:** None**Spell Resistance:** No

Levitation chord allows you to move yourself, another creature, or an object up and down as you wish, using sound. A creature must be willing to be *levitated*; an object may be *levitated* as long as no willing creature attends it or possesses it. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so constitutes a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half normal base speed).

A *levitating* creature who attacks with a melee or ranged weapon becomes increasingly unstable; the first attack suffers an attack roll penalty of -1 , the second -2 , and so on, up to a maximum of -5 . A full round spent stabilizing allows the creature to begin again at -1 .

MINOR WALL OF SOUND

Evocation [Sonic]

Range: 50 feet**Effect:** An anchored plane of solid sound of up to one 10-foot square/level

Duration: One minute/level

Saving Throw: None

Spell Resistance: Yes

With a powerful chord of music, you create a plane of solid sonic energy. A *minor wall of sound* cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created.

The wall is 1 inch thick per bard level. It covers up to a 10-foot-square area per bard level (so a 10th-level bard can create a *minor wall of sound* 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, etc.). The plane can be oriented in any fashion as long as it is “anchored.” A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

The wall, primarily defensive in nature, is used to stop pursuers from following you and the like. Each 10-foot square of wall has 5 hit points per inch of thickness. Creatures can hit the wall automatically. Sonic attacks inflict no damage on the wall, but otherwise it is treated like an object. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the Difficulty Class for the Strength check is 18 + 1 per inch of thickness.

If a section of a *minor wall of sound* is broken or breached, it emits a shrill shriek that inflicts 1d6 points of sonic damage to all within 10 feet of the breach.

OATHCHORD*

Enchantment [Charm, Mind-Affecting, Sonic]

Range: Touch

Target: One willing creature/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You magically seal an agreement between two or more creatures. Each affected creature must be willing and must state an oath of up to 25 words. The oath must present some task that the creature will or will not do. For example, “I shall go to the top of Mount Charast by the end of the year,” or “I will never harm another orc again.” Hard-to-adjudicate oaths such as, “I will do my utmost to make sure that no one harms King Farstad,” are risky, because it is ultimately up to the DM to decide if a character has fulfilled an oath or not (in the example, a PC might feel he did his utmost, but the DM might not).

A character who takes an oath and breaks it loses a level. This level is unrecoverable except by earning experience, as if the character had died and returned to life via a *raise dead* spell. *Restoration* spells do not restore the lost level. A character who unwillingly or unwittingly breaks an oath can, at the DM’s discretion, restore the level by using an *atonement* spell and fulfilling a quest for the god of the cleric who cast the *atonement*.

* Originally appeared on www.montecook.com.

Bards use this spellsong to seal pacts and agreements.

Usually, one creature offers to undergo the effects of the chord if another will do so as well, making an oath that the other desires. For example, two lords might make oaths not to attack each other’s lands, or a dragon might swear an oath to leave the inhabitants of a town alone if the adventurers who bested it swear to leave it alone with its hoard.

The *oathchord* does not take effect until all the subjects have sworn their oaths to the satisfaction of all the other subjects. This means one subject cannot back out or change his oath and still expect the magic to affect the others. In such a case, the spellsong fails and is wasted.

RECALL TALE

Divination [Sonic]

Range: Personal

Target: You

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Using music to part the veils of reality, you conjure up knowledge of a story involving the spellsong’s focus. For instance, if you concentrate on a specific magic item while you cast this spellchord, you gain a tale regarding its creation or history—something that might reveal or hint at its power. If you focus on a person, a story from his or her past comes to you.

You cannot ask specific questions, and focused subjects must be general: an object, a person, or a location. The tale has a 50 percent chance of being relevant to the concerns at hand. If you are touching the focus when you cast the spellsong, the chance increases to 75 percent. Relevancy depends on the specific circumstances. If you are trying to determine a magic item’s powers, then a relevant tale involves its use or creator’s intent. If you are trying to discern the location of a person, a relevant tale might involve something that happened to the character very recently.

DMs should note that they have free rein with the tale that they provide. Even a relevant tale does not have to give away everything. A bard trying to discover the current location of a character hiding in a village by the sea might only learn a tale of the person’s encounter with a vendor on the street who mentions fresh seafood, just off the boat.

A bard can cast this spellsong only once per day on a given focus.

SENSE AURAS*

Divination [Sonic]

Range: 60 feet

Area: A quarter circle emanating from you to the extreme of the range

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No



With a single sustained note, you adjust your vision to see magical auras and invisible objects or creatures. You instantly know the strength and location of each magical aura or invisible object or creature within the area. You can only focus on the set area in a given round (as a standard action), but you can move the area as a free action once per round. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.)

Magical areas, multiple types of magic, or strong local magical emanations may confuse or conceal weaker auras.

“Invisible creatures and objects” includes any that are astral, ethereal, or out of phase, as if they were normally visible. It does not enable you to see through opaque objects. It does not reveal creatures that are simply hiding, concealed, or otherwise hard to see.

Aura Strength: An aura’s magic power and strength depend on a spell’s functioning spell level or an item’s caster level. If an aura falls into more than one category, *sense auras*† indicates the stronger of the two.

How long the aura lingers depends on its original strength:

Aura Strength	Duration
Faint	1d6 minutes
Moderate	1d610 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Note: The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 1 yard of wood or dirt blocks it. Outsiders and elementals are not magical in themselves, but if they are conjured, the conjuration spell registers.

SENSE LIES*

Divination [Sonic]

Range: 60 feet

Target: One creature/level, no two of which can be more than 30 feet apart

Duration: 1 round/level (C)

Saving Throw: Will negates (DC 13 + Charisma bonus)

Spell Resistance: No

With a simple chord, you sense whether a subject deliberately and knowingly speaks a lie by discerning the disturbances that lying causes to her aura. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Each round, you may concentrate on a different subject.

Strength	Spell Level	Item Caster Level
Dim	Cantrip or lingering aura	Lingering aura
Faint	1st to 3rd	1st to 5th
Moderate	4th to 6th	6th to 11th
Strong	7th to 9th	12th to 20th
Overwhelming	Artifact or deity-level magic	Beyond mortal caster

* Originally appeared on <www.montecook.com>.

SILENT CHORD

Illusion (Glamer) [Sonic]

Range: 150 feet**Area:** A 15-foot-radius emanation centered on a creature, object, or point in space**Duration:** One minute/level**Saving Throw:** Will negates (DC 13 + Charisma bonus) or none (object)**Spell Resistance:** Yes or no (object)

Upon the casting of this spellchord, complete silence prevails in the affected area. All sound stops: Conversation becomes impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spellchord can be cast on a point in space, but the effect is stationary unless cast on a mobile object. When the spellsong centers on a creature, the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spellsong and can use spell resistance, if any. Items in a creature's possession or magic items receive saves and spell resistance, but unattended objects and points in space do not. This spellsong provides a defense against sonic or language-based attacks, such as *command*, harpy song, a *horn of blasting*, etc.

SLUMBER

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Range: 200 feet**Area:** Several living creatures within a 15-foot-radius burst**Duration:** One minute/level**Saving Throw:** Will negates (DC 13 + Charisma bonus)**Spell Resistance:** Yes

With a soothing chord, you cause a number of awake, living creatures to fall asleep. Roll 3d4 to determine how many total Hit Dice of creatures can be affected. Creatures with the fewest Hit Dice become affected first. Among creatures with equal Hit Dice, those closest to the spellsong's point of origin fall under its effect first. No creature with 8 HD or more is affected; Hit Dice insufficient to affect a creature are wasted.

Slumbering creatures are helpless. Slapping or wounding awakens affected creatures, but normal noise does not. Awakening a creature is a standard action.

SONIC BLAST

Evocation [Sonic]

Range: 50 feet**Area:** Cone**Duration:** Instantaneous**Saving Throw:** Reflex half (DC 13 + Charisma bonus)**Spell Resistance:** Yes

As *songstrike*, except for the increased range, plus this spellsong inflicts 1d4 points of damage per level to a maximum of 10d4.

SONIC LANCE

Evocation [Sonic]

Range: Touch**Effect:** Sonic weapon**Duration:** 1 round/level**Saving Throw:** None**Spell Resistance:** Yes

You shape a chord into a long melee weapon of sonic energy. The weapon is sized appropriately for you, with reach weapons requiring two hands for use. You are proficient with this weapon, which inflicts 1d4 points of damage per two levels (maximum 10d4), plus normal damage modifier (like your Strength modifier).

If an attacked creature has spell resistance, check for resistance the first time the *sonic lance* strikes it. A creature who successfully resists the weapon dispels the spellsong. Otherwise, the weapon retains its normal full effect for the spellsong's duration.

SUGGESTIVE CHORD

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting, Sonic]

Range: 25 feet**Target:** One living creature**Duration:** One hour/level or until completed**Saving Throw:** Will negates (DC 13 + Charisma bonus)**Spell Resistance:** Yes

You influence the actions of the enchanted creature by suggesting a course of action (limited to a sentence or two). The suggestion must be worded in such a manner as to make the action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically negates the effect of the spellsong. However, a chord *suggesting* that a pool of acid is actually pure water and that a quick dip would be refreshing is another matter. Urging a red dragon to stop attacking your party so it and the party could jointly loot a rich treasure elsewhere is likewise a reasonable use of the spellsong's power.

The *suggested* course of action can continue for the entire duration, such as in the case of the red dragon mentioned above. If the *suggested* action can be completed in a shorter time, the spellsong ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special action during the duration. For example, you might *suggest* that a noble knight give her warhorse to the first beggar she meets. If the condition does not occur before the spellsong expires, the knight cannot perform the action.

A very reasonable *suggestive chord* requires the subject to make the save with a penalty (such as -1, -2, etc.), at the DM's discretion.

SWIFT SONG

Transmutation [Sonic]

Range: Personal**Target:** You**Duration:** 1 round/level**Saving Throw:** None**Spell Resistance:** No

You move and act more quickly than normal. This extra speed has several effects.

You gain an additional move action each round.

You gain a +2 dodge bonus to Armor Class (you would lose this bonus whenever you would lose a dodge bonus).

You can jump one and a half times as far as normal. This increase counts as an enhancement bonus.

SPELLMELODY DESCRIPTIONS

All bard melodies are spell-like, full-round actions requiring verbal components. Metamagic feats do not affect them, but eldritch feats do. In all other ways, treat them as spells. A bard can use three spellchords to create a single spellmelody. Multiple bards can devote spellchords to create a spellmelody together, as long as together they cast three chords.

CHANNEL SOUND, GREATER

Transmutation [Sonic]

Range: Unlimited**Target:** One willing creature**Duration:** 1 round (see below)**Saving Throw:** None**Spell Resistance:** No

As *channel sound*, except there is only one target, the target must be willing, and the range is unlimited. You must know the target's name for the spell to work. As with the chord, the target can choose to keep the channel open for the duration of a continuous spellsong effect, such as *countersong* or *inspire courage*.

DESTROY UTTERLY WITH SOUND

Transmutation [Sonic]

Range: Medium (100 feet + 10 feet/level)**Target:** A single creature or up to a 10-foot cube of nonliving matter**Duration:** Instantaneous**Saving Throw:** Fortitude partial (DC 15 + Charisma bonus)**Spell Resistance:** Yes

The song you create is so shrill and powerful that you virtually disintegrate a creature or object, leaving behind only a trace of fine dust. The spellsong affects up to a 10-foot cube of nonliving matter, so it disintegrates only part of any very large object or structure targeted. A creature or object that makes a successful Fortitude save is only par-

tially affected; it suffers 5d6 points of sonic damage instead of disintegrating.

DISRUPT BODY

Transmutation [Sonic]

Range: 50 feet**Targets:** One creature**Duration:** One minute/level**Saving Throw:** Fortitude negates (DC 15 + Charisma bonus)**Spell Resistance:** Yes

With a string of terrible discordant sounds, you disrupt the physical processes of a single creature. An affected victim is paralyzed and helpless for the duration.

DISRUPT MAGIC

Abjuration [Sonic]

Range: 100 feet**Target or Area:** 30-foot-radius burst**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

Because magic is powerful, so, too, is the ability to *disrupt magic*. You can use a complex melody to end ongoing spells within an area. A disrupted spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by *dispel magic*—these are not affected by *disrupt magic*, either. *Disrupt magic* can disrupt (but not counter) the ongoing effects of supernatural abilities as well as spells. *Disrupt magic* affects spell-like effects just as it affects spells.

Note: The effects of spells with Instantaneous durations can't be disrupted, because the magic effect is already over before the *disrupt magic* can take effect. Thus, you can't use *disrupt magic* to repair fire damage caused by a *fireball* or to turn a *petrified* character back to flesh. (The magic has departed, leaving only perfectly normal stone or burnt flesh in its wake.)

For each creature in the area that is the target of one or more spells, you make a musical disruption check against the spell with the highest caster level. A musical disruption check is 1d20 + the bard's appropriate Perform skill (maximum +20) with DC 11 + the spell's caster level. If that fails, you make musical disruption checks against progressively weaker spells until you disrupt one spell (which discharges the *disrupt magic* on that target) or fail all your checks.

The creature's magic items are not affected.

For each object with one or more active spells, make musical disruption checks as with creatures. Magic items are not affected.

To disrupt each ongoing area or effect spell centered within the *disrupt magic* target area, make a separate musi-

cal disruption check. For each ongoing spell whose area overlaps the *disrupt magic* target area, make a musical disruption check to end the effect, but only within the *disrupt magic* target area.

For objects or creatures subject to the effect of an ongoing spell—such as a monster summoned by *monster summoning*—in the area, make a musical disruption check to end the spell that conjured the object or creature (returning it whence it came), in addition to attempting to disrupt spells targeting the creature or object.

You may choose to automatically succeed in disruption checks against any spell that you yourself have cast.

FIND CREATURE*

Divination

Range: Unlimited

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (DC 15 + Charisma bonus)

Spell Resistance: Yes

You create a very complex melody that floats up into the ether to find a creature you name. The spellsong reveals the name of the location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and plane where the subject lies.

To find a creature with this spellsong, you must have seen the creature or have some item that once belonged to it. Creatures who do not wish to be found are allowed saving throws and spell resistance.

HARMONY OF FLIGHT

Transmutation [Sonic]

Range: Personal or touch

Target: You or creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The spellsong recipient (you or the creature you touch) can fly with a speed of 60 feet (40 feet if the creature wears medium or heavy armor), carried aloft by your music. You can fly up at half speed and descend at double speed. Your maneuverability rating is good. Using the *harmony of flight* spellsong requires as much concentration as walking, so you can attack or cast spells normally. A *harmony of flight* recipient can charge but not run. You cannot carry aloft more weight than your heavy load weight, plus any armor you wear.

Should the spellsong duration expire while you are still aloft, the magic fails slowly. You drop 60 feet per round for 1d6 rounds. If you reach the ground, you are safe. If not, you fall the rest of the distance (falling damage is 1d6

points per 10 feet of fall). Since dispelling a spellsong effectively ends it, you also fall in this way if the *harmony of flight* spellsong is dispelled.

REMOVE CONDITION

Abjuration [Sonic]

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

This soothing melody frees a creature from enchantments, transmutations, curses, and petrification (as well as other magical transformations). You can reverse even an instantaneous effect, such as *flesh to stone*. For each such effect, you make a check of 1d20 + the bard's appropriate Perform skill (maximum +20) with DC 11 + the effect's caster level. Success means that the creature is free of the spell, curse, or effect. For cursed magic items, the Difficulty Class becomes 25.

Some spells have a special property that makes them impervious to *dispel magic*; *remove condition* will work, but only on spells of 5th level or lower. For instance, *bestow curse* cannot be dispelled by *dispel magic*, but *remove condition* can get rid of it.

If the effect comes from some permanent magic item, such as a cursed sword, this spellsong does not remove the curse from the item but merely frees the victim from the item's effects, leaving the item still cursed. For example, a cursed *sword of berserking* not only causes the wielder to become berserk but always returns to the wielder's hand if discarded. *Remove condition* allows the victim to be rid of the sword (and the berserking effect), but the sword's curse remains intact and affects the next person to pick it up (even if it's the *remove condition* recipient again).

SONG OF VITRIFICATION*

Transmutation

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates (DC 15 + Charisma bonus)

Spell Resistance: Yes

With a shrill tune, you turn a creature to glass. If the glass resulting from this spell is broken or damaged, the being (if ever returned to its original state) carries similar damage, deformities, etc. The creature is not dead (its soul doesn't pass on), but it does not seem to be alive either (when viewed with spells like *deathwatch*). Only creatures made of flesh are affected by this spellsong.

* Originally appeared on www.montecook.com.

SONIC SWORD

Evocation [Sonic]

Range: Touch**Effect:** Sonic weapon**Duration:** 1 round/level**Saving Throw:** None or Fortitude partial (DC 15 + Charisma bonus)**Spell Resistance:** Yes

You shape a melody into an appropriately sized blade of sonic energy that you can wield one-handed. You are proficient with this weapon, which inflicts 1d6 points of sonic damage per two levels (maximum 10d6), plus normal damage modifier (such as your Strength modifier). If you choose to use a full attack action to make only one attack with this weapon, any foe it strikes that round must make a Fortitude saving throw or be stunned for 1 round.

If an attacked creature has spell resistance, check for resistance the first time the *sonic sword* strikes it. Successfully resisting the weapon dispels the spellsong. If not, the weapon retains its normal full effect for the spellsong's duration.

SONIC WALL

Evocation [Sonic]

Range: 50 feet**Effect:** An anchored plane of solid sound of up to one 10-foot square/level**Duration:** One minute/level**Saving Throw:** None**Spell Resistance:** Yes

Similar to a *minor wall of sound*, you create a plane of solid sonic energy. A *sonic wall* cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created.

The wall is 1 inch thick. It covers up to a 10-foot-square area per bard level. The plane can be oriented in any fashion as long as it is "anchored." A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

The wall is impervious to damage, either physically or from spells. In all respects other than those presented above, treat the *sonic wall* as a *wall of force*.

SOOTHE THE SAVAGE BEAST

Enchantment (Charm) [Mind-Affecting, Sonic]

Range: 20 feet**Target:** One living creature**Duration:** One day/level**Saving Throw:** Will negates (DC 15 + Charisma bonus)**Spell Resistance:** Yes

As *momentary charm*, except that the duration is much longer and any living creature can be affected.





Spells

The heart of The Book of Eldritch Might in Malhavoc's library is, of course, new arcane spells. Spells are the lifeblood of any arcanist, and none turn their gaze from the description of a new enchantment or unique bit of thaumaturgy.

Introduce these spells into your campaign by equipping NPCs with them as new or unique developments. In addition, you can plant them as treasure in scrolls, wands, and even potions, or place them within ancient spellbooks discovered in forgotten libraries. They might also be simply new findings by creative casters or esoteric guilds.

Characters using the variant bard class presented in Chapter One: Alternate Classes should ignore the bard spells mentioned in this chapter and use spellsongs instead (see Chapter Six: Spellsongs).

PERMANENCY AND ELDRITCH MIGHT

As astute readers of the *Player's Handbook* have noticed, there's a formula for determining the minimum level and experience points for spells that can be made permanent. Basically, you add 8 to the level of the spell (with a minimum result of 9th level) and multiply the level by 500 XP (minimum 500). However, the following lists do not follow that formula strictly. If you wish to, use the formula for the spells below rather than the listed costs to make the effects permanent. When creating the lists below, the minimum level and XP cost has been adjusted to what seemed appropriate—while sticking to the formula's general parameters—allowing a more generous list of spells available for permanency.

This book's spells that you can make permanent on yourself:

Spell	Minimum Level	XP Cost
<i>Acuminate</i>	10th	1,000 XP
<i>Bone tattoo</i>	13th	2,500 XP
<i>Detect disease</i>	9th	250 XP
<i>Dragonskin</i>	12th	2,000 XP
<i>Foil tracer</i>	11th	1,500 XP
<i>Identify scrier</i>	9th	700 XP
<i>Glamour</i>	9th	900 XP
<i>Precise vision</i>	10th	1,000 XP
<i>Resist scrying</i>	9th	900 XP
<i>Scry reverse</i>	17th	4,500 XP
<i>Tongue of angels</i>	9th	500XP
<i>Tongue of fiends</i>	9th	500 XP
<i>X-ray vision</i>	17th	4,500 XP

Spells in this book that you can make permanent on yourself, another creature, or an object:

Spell	Minimum Level	XP Cost
<i>Chains of antimagic</i>	16th	4,400 XP
<i>Comrade's immunity</i>	11th	1,800 XP
<i>Keep dry</i>	9th	250 XP
<i>Keep fresh</i>	9th	250 XP
<i>Coma</i>	15th	3,500 XP
<i>Mirror portal</i>	15th	3,500 XP
<i>Yoke</i>	10th	1,000 XP

This book's spells that you can make permanent on an area:

Spell	Minimum Level	XP Cost
<i>Disintegration field</i>	15th	3,500 XP
<i>Legacy</i>	9th	500 XP
<i>Minor ward</i>	9th	500 XP
<i>Static veil</i>	14th	3,000 XP
<i>Teleport block</i>	14th	3,000 XP
<i>Teleport redirect</i>	15th	3,500 XP

ADEPT SPELL LISTS

0-LEVEL ADEPT SPELLS

- Detect Disease:** Detects the presence and type of disease.
- Hygiene:** Cleans creature of dirt and odors.
- Keep Dry:** One object resists water.
- Keep Fresh:** 1 lb. of food does not spoil.
- Long Flame:** Candle, torch, or lantern burns much longer than normal.

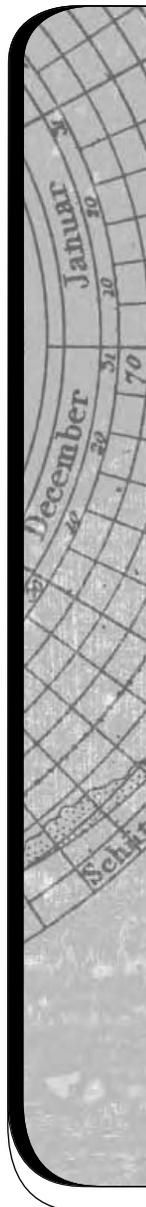
1ST-LEVEL ADEPT SPELLS

- Betray the Years:** Object becomes immune to aging.
- Blissful Sleep:** Target can sleep even in poor conditions.
- Comrade's Trail:** You create a magical trail only your friends can see.

ASSASSIN SPELL LISTS

1ST-LEVEL ASSASSIN SPELLS

- Devlin's Barb:** Creates temporary ammunition.
- Iced Fire:** Ice bursts into flame after preset duration.
- Private Conversation:** Allows subjects to speak without being overheard.
- Recent Occupant:** Learn name and race of last creature in area.
- Rogue's Stab:** Target gains +1d6 sneak attack damage.



3RD-LEVEL ASSASSIN SPELL

Devlin's Venomblade: Creates poisoned blade that inflicts 1d4 points of Constitution damage.

BARD SPELL LISTS**O-LEVEL BARD SPELLS**

Animated Tattoo: Creates a moving image on a subject's body.

Hygiene: Cleans creature of dirt and odors.

Keep Dry: One object resists water.

Keep Fresh: 1 lb. of food does not spoil.

Learn Heritage: Conveys details about family and ancestry of subject.

Magical Performance: Bestows +5 circumstance bonus to Perform checks.

Transcribe: Creates a page of text instantly.

1ST-LEVEL BARD SPELLS

Betray the Years: Object becomes immune to aging.

Blissful Sleep: Target can sleep even in poor conditions.

Charm Item: Charms intelligent item.

Glamour: Caster becomes physically attractive.

Guide Craft: A ship, cart, or wagon moves as you command.

Guilt: One evil target is denied an action.

Minor Lasting Image: Creates permanent, tiny, immobile image.

Private Conversation: Allows subjects to speak without being overheard.

Recent Occupant: Learn name and race of last creature in area.

Safe Search: Caster can search an area without risk.

Silent Sound: Ranged touch attack inflicts 1d6 points of sonic damage/level (max. 5d6).

2ND-LEVEL BARD SPELLS

Rogue's Stab: Target gains +1d6 sneak attack damage.

Welter: One creature/level is shaken and must make a Balance check or fall prone.

3RD-LEVEL BARD SPELLS

Dragonskin: +4 natural armor and elemental resistance 10.

Sleep, Greater: Puts 4d6 HD (max. 10 HD) worth of creatures to sleep.

4TH-LEVEL BARD SPELL

Dominate Item: Controls all the actions of an intelligent item.

5TH-LEVEL BARD SPELL

Thief of Spells: Ends spell effects on a creature and grants them to you.

BLACKGUARD SPELL LIST**1ST-LEVEL BLACKGUARD SPELLS**

Energy Lash: Creates a whip made of energy that inflicts 1d6+1 points of damage/two levels.

Rogue's Stab: Target gains +1d6 sneak attack damage.

CLERIC SPELL LISTS**O-LEVEL CLERIC SPELLS**

Detect Disease: Detects the presence and type of disease.

Hygiene: Cleans creature of dirt and odors.

Keep Dry: One object resists water.

Learn Heritage: Conveys details about family and ancestry of subject.

Quick Boost: Gives +2 bonus to Constitution, Dexterity, or Strength score of one subject.

Transcribe: Creates a page of text instantly.

1ST-LEVEL CLERIC SPELLS

Betray the Years: Object becomes immune to aging.

Blissful Sleep: Target can sleep even in uncomfortable conditions.

Guilt: One evil target is denied an action.

Keep Fresh: 1 lb. of food does not spoil.

Magical Performance: Bestows +5 circumstance bonus to Perform checks.

Resist Scrying: Adds +10 to the DC of opponent's scry attempt.

Welter: One creature/level is shaken and must make a Balance check or fall prone.

2ND-LEVEL CLERIC SPELLS

Enhance Magical Flow: +1 to spell save DCs.

Static Veil: +1/level to Will save against scrying attempts.

Stun Item: Intelligent item is stunned for 1 round/level.

3RD-LEVEL CLERIC SPELLS

Activate Bloodline Power: Certain subjects gain ability based on heritage.

Family Curse: Curse affects 1d6 members of target's family.

Kin Link: Creates mental connection between relatives.

Lethality Denied: Target inflicts nonlethal damage rather than normal on killing blow.

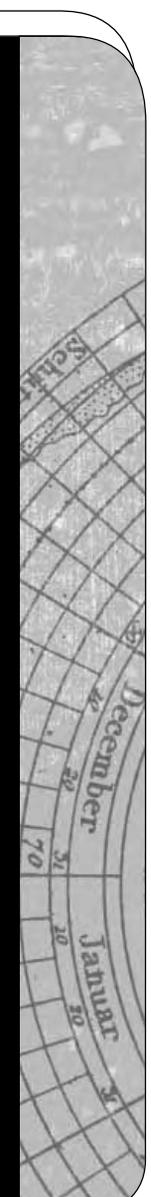
Missive Token: Creates an item that lets a creature contact you mentally.

4TH-LEVEL CLERIC SPELLS

Control Creature of the Mist: Creature of the mist obeys caster's commands.

Create Lesser Creature of the Mist: Creates creature of the mist up to CR 5.

Enhanced Magical Flow, Greater: +2 bonus to spell save Difficulty Classes.



Teleport Coordinates Transfer: Information about destination is transferred.

5TH-LEVEL CLERIC SPELLS

Apolioth's Condemnation: Burst inflicts 10d6 points of damage and entangles foes.

Kin Curse: Target is compelled to kill nearest relative.

6TH-LEVEL CLERIC SPELL

Coma: Subject cannot take actions for one hour/level.

7TH-LEVEL CLERIC SPELLS

Create Creature of the Mist: Creates creature of the mist up to CR 9.

Fuse Line: Two subjects share traits with future offspring.

Master Creature of the Mist: Controls creature of the mist permanently.

9TH-LEVEL CLERIC SPELL

Create Greater Creature of the Mist: Creates creature of the mist up to CR 12.

DRUID SPELL LISTS

0-LEVEL DRUID SPELLS

Detect Disease: Detects the presence and type of disease.

Hygiene: Cleans creature of dirt and odors.

Keep Dry: One object resists water.

Keep Fresh: 1 lb. of food does not spoil.

Learn Heritage: Conveys details about family and ancestry of subject.

1ST-LEVEL DRUID SPELLS

Betray the Years: Object becomes immune to aging.

Blissful Sleep: Target can sleep even in poor conditions.

Recent Occupant: Learn name and race of last creature in area.

2ND-LEVEL DRUID SPELL

Icebolt: Ranged attack inflicts 2d6 +1d6+1/level points of cold damage.

3RD-LEVEL DRUID SPELLS

Activate Bloodline Power: Certain subjects gain ability based on heritage.

Fey Ward: Barrier keeps out fey creatures.

Mark of Air: Subject has +2 Dexterity plus other power.

Mark of Earth: Subject has +2 Strength plus other power.

Mark of Fire: Subject has +2 Dexterity plus other power.

Mark of Frost: Subject has +1 AC plus other power.

Mark of Water: Subject has +2 Constitution plus other power.

4TH-LEVEL DRUID SPELLS

Black Mulching: Plants 3 HD or less die, others take 1d10 points of damage.

Control Creature of the Mist: Creature of the mist obeys caster's commands.

Create Lesser Creature of the Mist: Creates creature of the mist up to CR 5.

5TH-LEVEL DRUID SPELLS

Apolioth's Condemnation: Burst inflicts 10d6 points of damage and entangles foes.

Mark of Air, Greater: Subject can fly at speed 40 and has other power.

Mark of Earth, Greater: Subject has damage reduction 10/magic and other power.

Mark of Fire, Greater: Subject has resistance to fire 20 and other power.

Mark of Frost, Greater: Subject has resistance to cold 20 and other power.

Mark of Water, Greater: Subject can breathe water and has other power.

6TH-LEVEL DRUID SPELLS

Freezing Claw: Ranged touch attack inflicts 3d6 points of cold damage and freezes subject solid.

Sudden Wave: Creates a wave of water that sweeps away creatures and objects.

7TH-LEVEL DRUID SPELLS

Create Creature of the Mist: Creates creature of the mist up to CR 9.

Master Creature of the Mist: Controls creature of the mist permanently.

8TH-LEVEL DRUID SPELLS

Fuse Line: Two subjects share traits with future offspring.

Squamous Pulse: Halves natural armor bonus and deals 1d6 points of damage/natural armor bonus point.

9TH-LEVEL DRUID SPELLS

Create Greater Creature of the Mist: Creates creature of the mist up to CR 12.

Magma Burst: Creates a huge volcanic pit that inflicts 20d6 points of damage.

PALADIN SPELL LISTS

0-LEVEL PALADIN SPELL

Hygiene: Cleans creature of dirt and odors.

1ST-LEVEL PALADIN SPELL

Detect Disease: Detects the presence and type of disease.

RANGER SPELL LIST

1ST-LEVEL RANGER SPELLS

Recent Occupant: Learn name and race of last creature in area.

Rogue's Stab: Target gains +1d6 sneak attack damage.

Safe Search: Caster can search an area without risk.

SORCERER/WIZARD SPELL LISTS

O-LEVEL SORCERER/WIZARD SPELLS

- Abjur **Keep Dry:** One object resists water.
Keep Fresh: 1 lb. of food does not spoil.
Minor Ward: Inscription harms those who pass it.
Sample: You gather a small bit of a hazardous substance safely.
- Conj **Comrade's Trail:** You create a magical trail only your friends can see.
Devlin's Barb: Creates temporary ammunition.
Web Splat: Creates tiny glob of sticky substance.
- Div **Detect Disease:** Detects the presence and type of disease.
Learn Heritage: Conveys details about family and ancestry of subject.
Mental Alarm: Alerts to events.
Recent Occupant: Learn name and race of last creature in area.
- Illus **Animated Tattoo:** Creates a moving image on a subject's body.
- Trans **Enchanting Flavor:** Improves the taste of food.
Hygiene: Cleans creature of dirt and odors.
Long Flame: Candle, torch, or lantern burns much longer than normal.
Quick Boost: Gives +2 bonus to Strength, Dexterity, or Constitution score of one subject.
Tongue of Angels: Speak Celestial.
Tongue of Fiends: Speak Infernal.
Transcribe: Creates a page of text instantly.

1ST-LEVEL SORCERER/WIZARD SPELLS

- Abjur **Disdain the Divine:** Gives +1 bonus/four levels to saves against divine spells.
- Div **Anavar's Anticipated Attack:** Next attack against you suffers a -20 penalty.
Creature Loresight: Provides detail about a creature touched.
Object Loresight: Provides detail about an object touched.
- Evoc **Harassing Weapon:** Weapon of force threatens target.
Unhand: Disarms subject.
- Trans **Blood Spikes:** Inflicts 3d6 points of damage and allows subject to add +1d6 points of damage to unarmed and grapple attacks.

- Abjur **Betray the Years:** Object becomes immune to aging.
Blissful Sleep: Target can sleep even in uncomfortable conditions.
Protect Familiar: Familiar gains +1 armor bonus to AC/level.
Resist Scrying: Adds +10 to the DC of opponent's scry attempt.
Safe Search: Caster can search an area without risk.
- Conj **Iced Fire:** Ice bursts into flame after preset duration.
Web Strand: Creates ropelike strand that is sticky on one end.
- Div **Identify Scrier:** Gives you the name of person scrying on you.
- Ench **Charm Item:** Charms intelligent item.
Compelling Question: Target must answer simple question.
Guilt: One evil target is denied an action.
Margul (Dreaded Freeze): Target is motionless for 1 round.
- Evoc **Acidic Curse:** Inflicts 1d6 points of acid damage and 1d4 rounds of blindness.
Blast of Cold: Cold blast inflicts 1d6 points of damage/two levels.
Blue Bolt: Inflicts 1d6 points of nonlethal damage +1/level on living target.
Silent Sound: Ranged touch attack inflicts 1d6 points of sonic damage/level (max. 5d6).
- Illus **Glamour:** Caster becomes physically attractive.
Invisible Familiar: Familiar becomes invisible.
Minor Lasting Image: Creates permanent, tiny, immobile image.
Nones Toma (Slip Between Sight): Caster gains +5 bonus to Hide.
- Trans **Arrow Deflection:** You make saves to deflect incoming ranged attacks.
Change Weapon: Transforms a weapon into another.
Enhance Familiar: Familiar gains +2 bonus to Constitution and Dexterity, +10 to speed.
Fey Storage: Creates an extradimensional space you can hide things in.
Guide Craft: A ship, cart, or wagon moves as you command.
Magical Performance: Bestows +5 circumstance bonus to Perform checks.
Private Conversation: Allows subjects to speak without being overheard.
Proficiency: You gain proficiency with a weapon.

2ND-LEVEL SORCERER/WIZARD SPELLS

- Abjur **Helm of Warding:** Subject gains +5 bonus to saves against mind-affecting effects.
Play the Fool: Makes casters believe spells were effective when they were not.

	<p>Static Veil: +1 bonus/level to Will save against scrying attempts.</p> <p>Thief Ward: Hide and Move Silently checks are made at a -10 penalty.</p>		
Conj	<p>Shrapnel Globe: Creates sphere that explodes, inflicting 1d6 points of damage/two levels.</p> <p>Yoke: Helpless target moves with caster.</p>		
Div	<p>Detoim Nar (Guided Strike): Next attack gains +20 bonus.</p> <p>Scrytalk: Allows verbal communication between scried and scrier.</p>	Conj	<p>Bolt of Conjuring: Inflicts 1d4 points of damage/level (max. 10d4) plus summons monster.</p> <p>Devlin's Venomblade: Creates poisoned blade that inflicts 1d4 points of Constitution damage.</p> <p>Dragonskin: +4 natural armor plus elemental resistance 10.</p> <p>Temporal Venom: Creates poison that disrupts target's connection with time.</p>
Ench	<p>Lethality Denied: Target inflicts nonlethal damage rather than normal on killing blow.</p> <p>Stun Item: Intelligent item is stunned for 1 round/level.</p>	Div	<p>Item From Beyond: Sends object to scried subject.</p> <p>Kin Link: Creates mental connection between relatives.</p>
Evoc	<p>Energy Lash: Creates a whip made of energy that inflicts 1d6 points of damage +1 /two levels.</p> <p>Forge Inherited Bond: You and a relative gain +1 bonus to attacks, saves and checks.</p> <p>Icebolt: Ranged attack inflicts 2d6 +1d6+1/level points of cold damage.</p> <p>Mark of Air: Subject has +2 Dex plus other power.</p> <p>Mark of Earth: Subject has +2 Str plus other power.</p> <p>Mark of Fire: Subject has +2 Dex plus other power.</p> <p>Mark of Frost: Subject has +1 AC plus other power.</p> <p>Mark of Water: Subject has +2 Con plus other power.</p> <p>Pierce: Bolt of energy destroys force protections and inflicts 1d8 points of damage/two levels.</p> <p>Threatening Weapon: Weapon of force threatens target.</p> <p>Vivid Discharge: Inflicts 1d6 points of damage/level on foe that strikes subject in melee.</p> <p>Welter: One creature/level is shaken and must make a Balance check or fall prone.</p>	Ench	<p>Compelling Question, Greater: Target must answer question.</p> <p>Eriador's Permanent Levity: Subject gains +4 bonus to saves against mind-affecting spells but cannot initiate combat.</p>
		Ench	<p>Sleep, Greater: Puts 4d6 HD (max 10 HD) worth of creatures to sleep.</p>
		Evoc	<p>Brutal Seething Surge: Touch attack/level inflicts 1d8 + 1 points of acid damage/level.</p> <p>Forceblast: Deals 1d4 points of damage per level in a 5-foot-wide line.</p> <p>Wall of Force, Lesser: Wall deals 10 points of damage/level.</p> <p>Scry Retaliation: Inflicts 1d6 points of damage/level upon scrier.</p>
		Necro	<p>Bone Tattoo: Offers spell resistance of 10+level against cold, <i>polymorph</i>, and mind-affecting attacks.</p> <p>Seek the Soulless: Deals nonliving creatures and objects 1d6 points of damage/level.</p>
Illus	<p>Garris Adon (Seeming of Form): Object seems like something else.</p> <p>Legacy: Stores soundless image of you programmed to activate when properly triggered.</p>	Trans	<p>Activate Bloodline Power: Certain subjects gain ability based on heritage.</p> <p>Alikaba's Theft: Object in subject's hands appears in your hands.</p> <p>Arrow Redirection: Sends incoming ranged attacks back at attackers.</p> <p>Bestow Malady: Gives intelligent item a malady.</p> <p>Comrade's Immunity: Subject is immune to caster's spells.</p> <p>Extended Charge: Allows the use of a charged item without losing charges.</p> <p>Family Curse: Curse affects 1d6 members of target's family.</p> <p>Grant Mobility: Allows an intelligent item to float and attack under its own power.</p>
Trans	<p>Acuminate: Your hand becomes a +1 weapon that inflicts 1d8 + 1 points of damage.</p> <p>Grant Senses: Gives intelligent item ability to see and hear.</p> <p>Grant Speech: Gives intelligent item ability to speak.</p> <p>Invigorate Item: Magic item DC increases by +1.</p> <p>Power Craft: Provides source of locomotion to cart, wagon, boat, or ship.</p>		
Trans	<p>Precise Vision: +5 bonus to Spot and Search.</p> <p>Rogue's Stab: Target gains +1d6 sneak attack damage.</p> <p>Shieldbreaker: Allows one weapon to ignore or break shields, dispels <i>shield</i>.</p> <p>Undaunted Fixture: Affix two objects together.</p>		
Univ	<p>Enhance Magical Flow: +1 to spell save DCs.</p>		

3RD-LEVEL SORCERER/WIZARD SPELLS

Induce Vulnerability: Targets suffer double damage from one energy type.

Missive Token: Creates an item that lets a creature contact you mentally.

Plunge Deep to the Core: Weapon bypasses +1 damage reduction/five levels.

4TH-LEVEL SORCERER/WIZARD SPELLS

Abjur **Knave'scourg:** Protects items with a trap that inflicts 1d6 points of acid damage/level.

Spelltrap: Prepares gem that is triggered by specific spell.

Conj **Create Lesser Creature of the Mist:** Creates creature of the mist up to CR 5.

Iirosos Tobor (Roses of Life): Creates magical roses that heal 1d8 points of damage.

Robe of Reflection: Sends one type of energy damage to another creature.

Div **Teleport Coordinates Transfer:** Information about destination is transferred.

Ench **Circle of Binding:** Targets cannot leave circle.

Control Creature of the Mist: Creature of the mist obeys caster's commands.

Dominate Item: Controls all the actions of an intelligent item.

Suppress Lesser: Lower-level arcane caster cannot cast spells.

Evoc **Apolioth's Condemnation:** Burst inflicts 10d6 points of damage and entangles foes.

Bind Item: Object encased in globe of force.

Chains of Vengeance: Subject is bound and takes 2d6 points of fire damage/round.

Coldscreeam: Inflicts 1d6 points of damage/level (10d6 max.); half sonic, half cold.

Feedback: Target suffers 1d8 + 1 points of damage/level if specified action is taken.

Flaming Corrosion: Inflicts 1d6 points of damage/level (10d6 max.); half acid, half fire.

Mark of Air, Greater: Subject can fly at speed 40 and has other power.

Mark of Earth, Greater: Subject has damage reduction 10/magic and other power.

Mark of Fire, Greater: Subject has resistance to fire 20 and other power.

Mark of Frost, Greater: Subject has resistance to cold 20 and other power.

Mark of Water, Greater: Subject can breathe water and has other power.

Warding Globes: Creates one tiny globe/two levels that negates attacks of opportunity and inflicts 2d6 points of damage.

Illus **Slay Illusion:** Creates illusion that destroys other illusions.

Necro **Black Mulching:** Plants 3 HD or less die, others take 1d10 points of damage.

Soul Burst: 20-foot-radius burst inflicts 1d6 points of damage/level to living creatures only.

Trans **Arrow Deflection:** You make saves to redirect incoming ranged attacks to new targets.

Brother's Revenge: Target who harmed caster's family begins to wither and rot.

Coax Forth Power: Magic items inflict 50 percent more damage.

Gaze of Destruction: Caster's next spell becomes a gaze attack.

Gird the Warrior: Subject gains +10 armor bonus and +4 bonus to attack and damage.

Hidden Object: Object can only be seen through magic glass.

Instill Familiar: Grants familiar one spell of 4th level or lower to cast.

Strength to Strike: You suffer 2 points of Strength damage, weapon gains +2d6 damage.

Thief of Spells: Ends spell effects on a creature and grants them to you.

Univ **Enhance Magical Flow, Greater:** +2 bonus to spell save DCs.

5TH-LEVEL SORCERER/WIZARD SPELLS

Abjur **Overcome Force:** Subject becomes immune to force damage and can walk through *wall of force*.

Teleport Block: No teleports are allowed in or out of area.

Conj **Keve'ssa Gul (Spines of Death):** Caster gains spines that can be used as melee or ranged weapons.

Vicious Summons: Summons fiendish dire weasel on a creature, automatically inflicting damage.

Div **Scry Reverse:** You automatically scry person scrying you.

X-Ray Vision: You see through matter.

Ench **Call of the Ruby:** Forces a creature to attack another creature.

Call of the Topaz: Forces a creature to hold still for 1 round.

Kin Curse: Target is compelled to kill nearest relative.

Evoc **Cross of Lightning:** Four lightning bolts inflict 1d6 points of damage/level (15d6 max.).

Harroc Adulese (Hunter Serpent): Energy snake hunts specific type of creature, inflicts 1d6 points of damage/level.

Quintelemental Blast: Cone inflicts 1d6 points of damage/level of whatever type of damage target is susceptible to.

Teleport Redirect: Incoming or outgoing teleport has a new destination.

- Zone of Speed:** Movement through 20-foot sphere has a maximum speed set by caster.
- Illus **Phantom Foil:** Creates phantasms that negate sneak attacks.
- Necro **Animate Necrosis:** Animates a wound that attacks wounded creature.
Elemental Shroud: Undead are granted a shroud of chosen element that grants powers.
- Trans **Spine Tendril:** Creates a tendril that grapples or disarms.

6TH-LEVEL SORCERER/WIZARD SPELLS

- Abjur **Ferrod Adul Vestorimin (Vestorimin's Golden Aura):** Caster surrounded by antimagic field that only affects evil spells.
Oroster's Revenge: Attackers suffer 2d6 +1/level points of damage for each attack.
- Conj **Sudden Wave:** Creates a wave of water that sweeps away creatures and objects.
- Div **Teleport Tracer:** Destination of teleport is discovered.
- Ench **Call of the Emerald:** Forces a creature to steal an object.
Call of the Sapphire: Forces a creature to go home.
Coma: Subject cannot take actions for one hour/level.
- Evoc **Conditional Spell:** Designated spell triggers stored spell in subject.
Electrical Deluge: Inflicts 1d6 points of electricity damage/level (15d6 max.) out to 100 feet away.
Freezing Claw: Ranged touch attack inflicts 3d6 points of cold damage and freezes subject solid.
Scry Blast: Inflicts 1d4 points of damage/two levels upon scried subject.
- Necro **Prorogate Death:** Allows subject to act below 0 hp and live after reaching -10 hp.
- Trans **Gestalt:** Fuses two creatures into one.
Nonesuch Spell: Prevents one 4th-level or lower spell from being cast within 50 feet of you.
Susar's Death: Target dies in 1d4 rounds as blood turns to lead.

7TH-LEVEL SORCERER/WIZARD SPELLS

- Conj **Create Creature of the Mist:** Creates creature of the mist up to CR 9.
Diabolich Portam (Devil's Gate): Creates doorway to hell through which one devil might appear/round.
- Div **Window to Elsewhere:** Creates view into another location.
- Ench **Call of the Diamond:** Forces creature to come to your location.
Master Creature of the Mist: Controls creature of the mist permanently.

- Trans **Fly, Mass:** One creature/level can fly at speed 60.
Jevicca's Fourfold Ostracism: Sends up to four targets to another plane temporarily.
Prohibit Kind: Puts all creatures other than specified type into stasis.
Spellmaster: You can increase range and duration of spells, delay effects, and shape areas.

8TH-LEVEL SORCERER/WIZARD SPELLS

- Ench **Utter Thrall:** Completely enslaves one humanoid.
- Evoc **Chains of Antimagic:** Target is bound in chains that prevent spells and abilities.
Mark of Death: Subject is immune to death effects and has other power.
- Necro **Jisgus Sepa (Disguise Soul):** Creature appears to be other creature in respect to many spells.
- Trans **Disintegration Field:** Creates an area where matter is disintegrated.
Fuse Line: Two subjects share traits with future offspring.
Imbue Guardian: Sets eternal guardian to watch over an area.
Mantle of Egregious Might: Subject has +4 luck bonus to AC, attack rolls, saving throws, and ability scores.
Pretur Ar Nuade (Horde Ward): Intruders into warded area teleported to specific destination.
Primal Release: Subject becomes stronger, tougher, and more bestial.

9TH-LEVEL SORCERER/WIZARD SPELLS

- Abjur **One Step Beyond:** Targets immune to divination.
- Conj **Create Greater Creature of the Mist:** Creates creature of the mist up to CR 12.
Magma Burst: Creates a huge volcanic pit that inflicts 20d6 points of damage.
- Necro **Cuigna Arthanath (Consume Man):** Humanoid is annihilated.
Duplicate: Creates an exact duplicate of you that you control.
- Trans **Arcana Form:** Caster becomes pure energy that can power spells.
Doorway to Elsewhere: Creates a doorway to another location.
Legacy of Eldritch Might: Caster passes on skill with spellcasting to relative.
Sphere of Deterioration: All creatures in range suffer 1d6 points of cumulative damage/round.
Squamous Pulse: Halves natural armor bonus and deals 1d6 points of damage/natural armor bonus point.

SPELL DESCRIPTIONS

The new descriptor in this chapter, [Intelligent Item-Affecting], refers to the rules for intelligent items in the “Vabrin’s Forge” section of Chapter Five. Some spell names are presented in Draconic with Common names following in parentheses. These spells carry a prerequisite of “Dragon Magic,” referring to the feat in Chapter Two.

ABUASHNE (SHARE ARMOR)

Abjuration

Level: Sor/Wiz 3

Components: V, S, Dragon Magic†

Casting Time: Standard action

Range: Touch

Target: One creature

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

The caster transfers some of his or her natural armor bonus (up to half the caster’s total bonus) to the chosen target, who gains the benefit of it. This natural armor bonus stacks with existing natural armor bonuses that the target may have, but it does not stack with multiple castings of this spell (whether from the same caster or others).

ACIDIC CURSE

Evocation [Acid]

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One creature with eyes

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You cause a victim’s eyes to burst with acid, inflicting 1d6 points of acid damage and blinding the target for 1d4 rounds. Creatures who suffer no damage from the acid (due to a successful saving throw, an immunity, or a spell granting resistance) are not blind.

Material Component: A bit of ragweed

ACIDIC GLOBES

Evocation

Level: Sor/Wiz 3

Components: V, S

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Targets: Up to one creature or object/round

Duration: One minute/level (D)

Saving Throw: Reflex negates

Spell Resistance: Yes

You create one 1-inch diameter globe of acid per level that orbits around your head not unlike an *ioun stone*. Once you create the globes, you can launch them, as a free action, at a target you designate. You may not launch more than one globe per round. The globe inflicts 1d6 points of acid damage upon targets who fail the saving throw.



ACTIVATE BLOODLINE POWER

Transmutation

Level: Clr 3, Drd 3, Sor/Wiz 3**Components:** V**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Target:** One creature with a bloodline power**Duration:** 1 round/level**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes (harmless)

With a word of power, you activate the abilities locked within the heritage of certain subjects. If the target is 10th level or below, you activate the minor bloodline power that he has inherited from his family (if any). If the target is 11th level or above, you activate the major bloodline power (if any). For details on these abilities, see the bloodline abilities for each family in the “City in the Storm” section, starting on page 80.

Although the power gained depends upon the subject, all other aspects of the spell, such as range and duration, depend upon you (as normal).

ACUMINATE

Transmutation

Level: Sor/Wiz 2**Components:** V, S, M**Casting Time:** Standard action**Range:** Personal**Target:** You**Duration:** 10 minutes/level

You transform your own hand or other limb of your choosing into a sharp, pointed object of metallic hardness

and appearance. You may make attacks with this weapon with no nonproficiency penalty and a +1 magical enhancement bonus (both for attack rolls and for overcoming damage reduction). The pointed weapon inflicts 1d8 + 1 points of piercing damage, plus your Strength modifier.

Material Component: A sharpened bit of steel

Malhavoc Speaks

Alikaba's theft is useful and fairly straightforward. Don't underestimate its use, if you ready your action ahead of time, to steal the spell components from a caster's hands or other similar devious tricks.

Alikaba's gift requires a little more thought to come up with interesting uses. I have found that “gifting” an ally to a foe can prove useful, particularly if in so doing you disarm the foe as well. Gifting a cursed item, such as a stone of weight, is also interesting. The best use that I have found, however, involves coupling this spell with a delayed blast fireball.

After a bit of consideration, it becomes obvious that these spells were both conceived in the twisted mind of a demon.

ALIKABA'S GIFT

Transmutation [Teleportation]

Level: Sor/Wiz 3**Components:** V, S**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Target:** One object or creature**Duration:** Instantaneous**Saving Throw:** Reflex negates**Spell Resistance:** Yes

Whatever you hold in your hands you immediately transfer into the hands of a creature you designate at the time of casting. If the subject holds something else, he drops what he's holding to hold your gifted object instead. Should the subject have a free hand, it appears in his free hand, assuming it can be held in one hand. If both hands are full, however, he drops all other held objects to hold the gift in both hands. You may transfer only a single object or creature (with gear), although it can be a complex object (a bucket of water counts as one object). The object or creature must be something you can lift over your head. Failing the saving throw means the subject does not grab the gift; it appears and falls to the ground at his feet. If you transfer a creature, neither the creature nor the subject of the gift get an attack of opportunity. They now share the same space.

If you transfer an immediately harmful substance, such as a handful of acid or a burning-hot coal, the subject suffers damage immediately (if he fails his save) but can drop the object as a free action on his turn. If you transfer something the subject cannot sustain due to its weight or unwieldy nature, the subject drops it immediately and must make another Reflex saving throw to avoid dropping it on himself (such as on his foot) or falling down due to the weight, or both, as the DM sees fit to adjudicate. Only items unattached to a creature can be transferred or dropped because of this spell. A sword in a locked gauntlet or certain cursed items go unaffected.

If this spell is used to transfer a creature, the creature must be willing.

ALIKABA'S THEFT

Transmutation [Teleportation]

Level: Sor/Wiz 3**Components:** V, S**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Target:** One object or creature**Duration:** Instantaneous**Saving Throw:** Reflex negates**Spell Resistance:** Yes

You must have both hands free to cast this spell, which allows you to steal whatever someone is holding. Whatever she has in her hands, you now hold in yours. You may steal only a single object or creature, although it can be a complex object (a backpack full of gear counts as a single object). You may not steal an object the subject is wearing, such as a ring. You can steal a creature grappled by another creature. The object or creature must be something you can lift over your head. See *Alikaba's gift* for more details.

If this spell is to transfer a creature, it must be willing.

ANAVAR'S ANTICIPATED ATTACK

Divination

Level: Sor/Wiz 1**Components:** V, S**Casting Time:** Standard action**Range:** Personal**Target:** You**Duration:** 1 round/level

You peer momentarily into the future, enough to be warned of a coming attack. The first time you are attacked within the spell's duration, the attack suffers a –20 luck penalty. After the first attack, the spell's effects disappear.

ANIMATE NECROSIS

Necromancy

Level: Sor/Wiz 5**Components:** V, S, M**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Target:** One wounded living creature**Duration:** Instantaneous**Saving Throw:** Fortitude negates (later Will partial, see text)**Spell Resistance:** Yes

You animate the dead tissue in the wound of a wounded living creature. This spell can affect any creature currently below its maximum hit points due to injury. Bits of animated flesh form a sickly tendril that reaches up and out of a single wound, attacking the living portion of the creature. The creature must make a Will saving throw immediately or the sight of this horror stuns it for 1d3 rounds.

Whether the creature is stunned or not, the undead tendril of flesh makes attacks with a +15 bonus (Strength 20). It makes a grapple attack as a creature of the subject's size (even though it is actually smaller). If it achieves a hold, it immediately begins constricting and strangling the creature, inflicting 2d6 points of damage per round.

The necrotic tendril has 2 hit points per Hit Die of the original creature, and AC 15 (+2 for size, +3 for natural armor). A single casting of this spell affects only one wound.

Material Component: A bit of string coated in animal fat

ANIMATED TATTOO

Illusion

Level: Brd 0, Sor/Wiz 0**Components:** V, S, M**Casting Time:** One hour**Range:** Touch**Effect:** A 3-inch-square area of flesh**Duration:** Permanent**Saving Throw:** None**Spell Resistance:** No

You create a tattoo with the ability to move in place upon a creature's skin. Thus, the spell can create an animated tattoo of a lion roaring or a dragon breathing fire, a moving waterfall, or a warrior swinging a sword. The image and its movements are preset; once the spell is cast, one cannot change them.

The image is decorative only, with no other effects.

Material Component: 10 gp worth of expensive inks

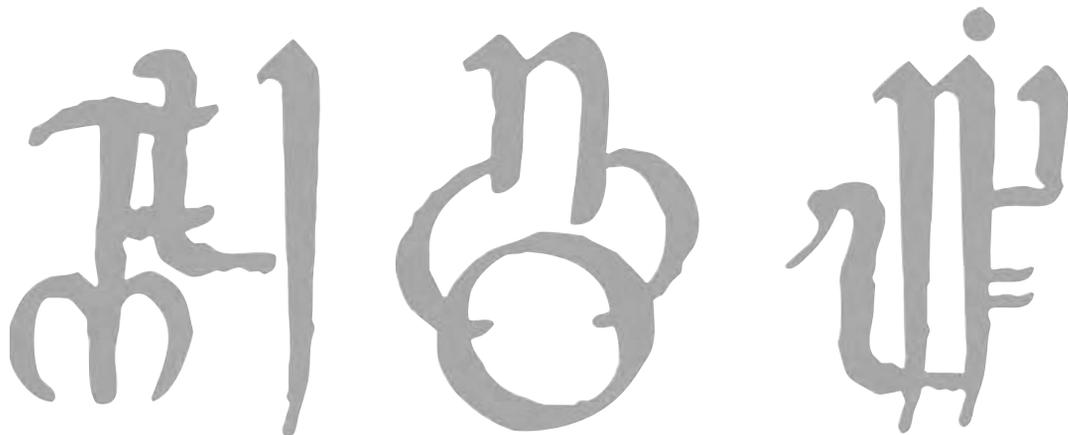
APOLIOTH'S CONDEMNATION

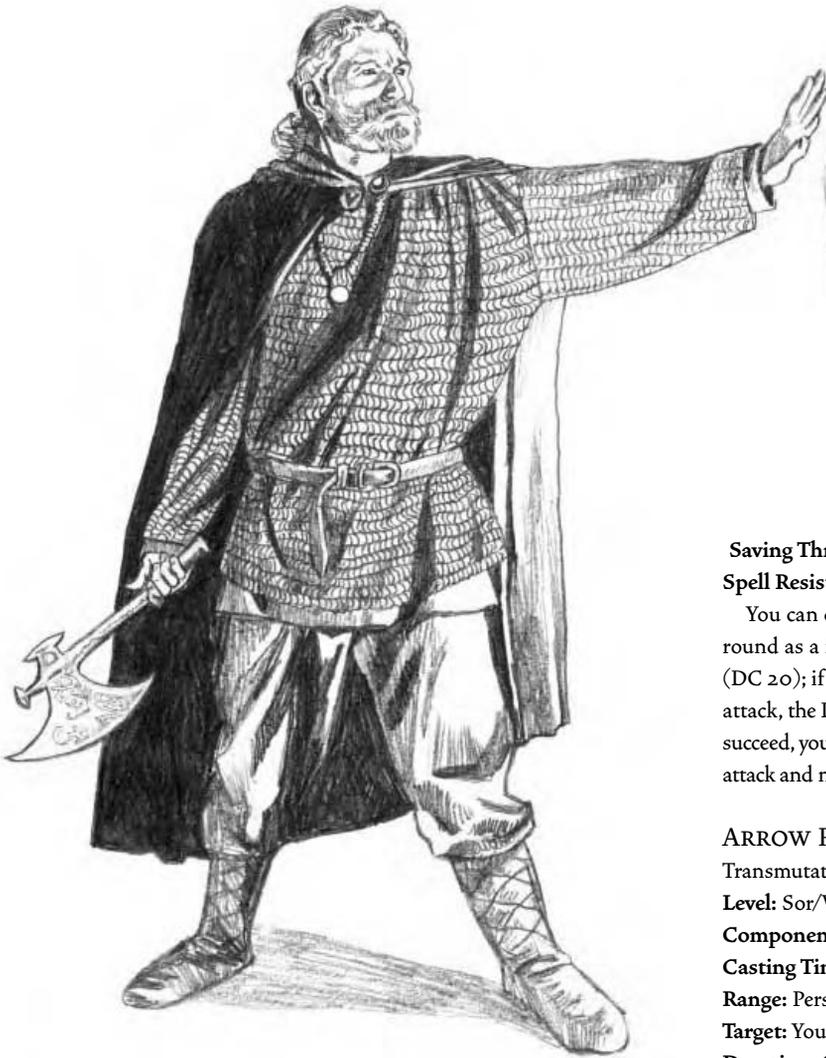
Evocation

Level:Clr 5, Drd 5, Sor/Wiz 4**Components:** V, S, M**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Area:** 20-foot-radius burst**Duration:** Instantaneous**Saving Throw:** Reflex half**Spell Resistance:** Yes

You create a burst of magical energy that deals 1d6 points per level in nonlethal damage (maximum 10d6). Further, those failing their saving throw become entangled by lingering threads of magical energy for 1d6 rounds. An entangled creature suffers a –2 penalty to attack rolls and a –4 penalty to effective Dexterity. He can move at half speed but can't run or charge. An entangled character who attempts to cast a spell must make a Concentration check (DC 15) or lose the spell. The spell affects only living creatures—objects, undead, and constructs remain unharmed.

Material Component: A ball of cotton and some spiderweb



**ARCANA FORM**

Transmutation

Level: Sor/Wiz 9**Components:** V, S**Casting Time:** Standard action**Range:** Personal**Target:** You**Duration:** 10 minutes/level**Saving Throw:** None**Spell Resistance:** No

You transform yourself into a being of pure magical energy. You are incorporeal, immune to critical hits, and can fly with good maneuverability at a speed of 100. Because you can draw magical essence from your own form, you can use this energy to cast spells. At the cost of 5 hit points per spell level, you can cast spells with no loss of prepared spells or spell slots (you can cast only spells you know, or those you have prepared for that day, if you prepare spells). At the cost

of 1 Constitution point (temporary damage), you can use a charged item and not expend a charge; 2 Constitution points will save two charges, if needed. If you enter an *antimagic field*, you cease to exist for the rest of the spell's duration (or the antimagic's duration, whichever is shorter).

ARROW DEFLECTION

Transmutation

Level: Sor/Wiz 1**Components:** V, S**Casting Time:** Standard action**Range:** Personal**Target:** You**Duration:** One minute/level**Saving Throw:** None**Spell Resistance:** No

You can deflect one ranged physical (nospell) attack per round as a free action if you make a Reflex saving throw (DC 20); if the ranged weapon has a magical bonus to attack, the Difficulty Class increases by that amount. If you succeed, you deflect the weapon. You must be aware of the attack and not flat-footed, however.

ARROW REDIRECTION

Transmutation

Level: Sor/Wiz 4**Components:** V, S**Casting Time:** Standard action**Range:** Personal**Target:** You**Duration:** One minute/level**Saving Throw:** None**Spell Resistance:** No

As *arrow reflection*, except that you may redirect the ranged attack at anyone of your choosing within the attack's normal range. The attack retains its initial attack roll to determine whether it hits the new target and inflicts damage normally. Thus, if an archer fires an arrow at you with an attack roll of +25, you direct it at another target, striking if the new target's Armor Class is 25 or less. You can redirect attacks back at the original attacker if you wish.

ARROW REFLECTION

Transmutation

Level: Sor/Wiz 3**Components:** V, S**Casting Time:** Standard action**Range:** Personal**Target:** You

Duration: One minute/level

Saving Throw: None

Spell Resistance: No

You can force one ranged physical (nonspell) attack back at its source each round as a free action. The attack retains its initial attack roll to determine whether it hits the source and inflicts damage normally. Thus, if an archer fires an arrow at you with an attack roll of +25, you reflect it back at the archer, striking if the archer's Armor Class is 25 or less. You must be aware of the attack and not flat-footed, however.

BESTOW MALADY

Transmutation [Intelligent Item-Affecting]

Level: Sor/Wiz 3

Components: V, S

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One intelligent item

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You give an intelligent item one malady of your choosing, as described on page 69.

BETRAY THE YEARS

Abjuration

Level: Adp1, Brd 1, Clr 1, Drd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: Standard action

Range: Touch

Target: One nonmagical object of no more than 10 lbs./level

Duration: Permanent

Saving Throw: None

Spell Resistance: No

You make one object immune to the effects of time. Wood doesn't rot, paper doesn't yellow, water doesn't evaporate, and so on. This spell does not protect against forces other than time. So, for example, a rock can still be worn down by the erosion of running water.

Material Component: A tiny hourglass-shaped piece of blue quartz worth 10 gp

BIND ITEM

Evocation [Force]

Level: Sor/Wiz 4

Components: V, S

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One object no larger than 3 feet across

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

The subject of this spell is encased in a globe of force no larger than 3 feet in diameter. If the target object is held by a creature, the creature can make a Reflex saving throw to resist the effects of the spell. The globe remains impervious to harm, much like a *wall of force*. However, the globe is weightless and can be moved (assuming enough force is available to move the weight of the object encased in the globe). This spell often proves useful in transporting dangerous substances.

BLACK MULCHING

Necromancy

Level: Drd 4, Sor/Wiz 4

Components: V, S, M

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Area: 20-foot-diameter sphere

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

All plants in the area with 3 HD or less blacken and die automatically, falling to shreds. Other plants suffer 1d10 points of damage. You can move the area anywhere within the range of the spell each round.

Material Components: A drop of any type of poison and a small pair of shears

BLAST OF COLD

Evocation [Cold]

Level: Sor/Wiz 1

Components: V, S

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One creature or object

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A blue-white bolt of screaming cold energy emanates from your fingertip and strikes a single target, inflicting 1d6 points of damage per two caster levels (maximum 5d6).

BLISSFUL SLEEP

Abjuration

Level: Adp1, Brd 1, Clr 1, Drd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: Standard action

Range: Touch

Target: One willing, living creature

Duration: Eight hours

Saving Throw: None

Spell Resistance: Yes

The target can get a good night's sleep even in horrible conditions. Even wearing armor, lying on a slimy dungeon floor surrounded by corpses, a character can sleep soundly. This sleep is not a compulsion, however—it affects only willing targets.

Characters who sleep for the full duration of this spell wake up so refreshed, they gain a +1 circumstance bonus to the first skill or ability check they make that day. Characters sleeping under the effects of this spell are immune to *nightmare*.

Material Component: A tuft of sheep's wool

BLOOD SPIKES

Transmutation

Level: Sor/Wiz 1

Components: V, S

Casting Time: Standard action

Range: Touch

Target: One creature with blood

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You cause the blood of one creature to suddenly coagulate and harden into spikes, which then thrust out of the creature's flesh. This eruption inflicts 3d6 points of damage on the subject. If the creature survives, it then can use the spikes as weapons for the duration of the spell. The spikes add 1d6 points of damage to any grapple or unarmed attack the subject makes.

BLUE BOLT

Evocation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You point your finger and from it erupts a thin blue bolt. You must make a ranged touch attack to use the bolt

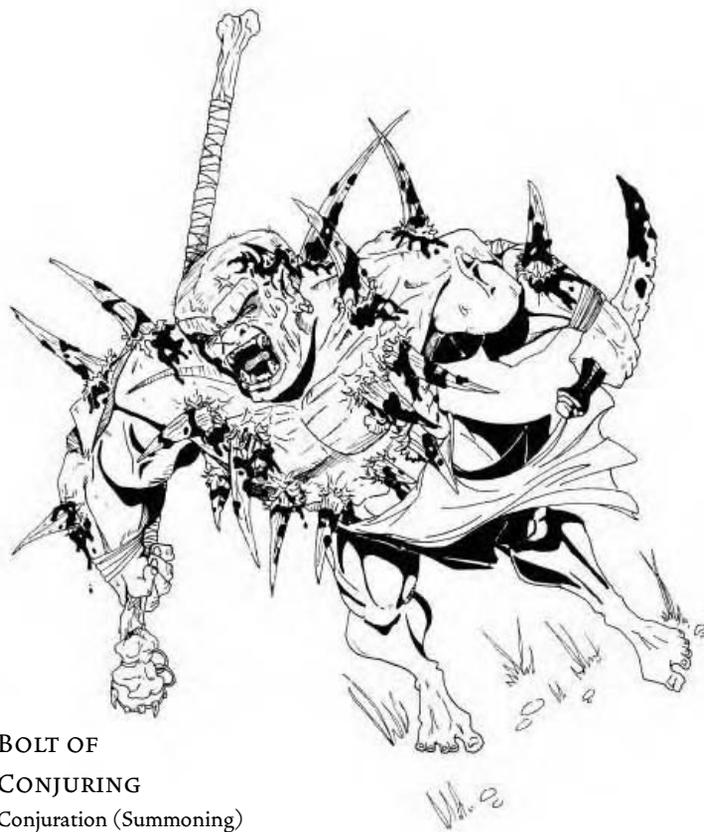
Malhavoc Speaks

I do not know exactly what to make of the spell blood spikes. At first glance, it seems like an attack spell—one with a strange side effect. Then again, perhaps it is an enhancement spell with a cost. Ultimately, I think the arcanist who created the spell did so to arm his more fanatic allies or followers, although he must have been fairly powerful, for casters of little experience certainly will inflict more damage on the subject than the subject could possibly deal out with the spikes in the allotted duration.

In any event, should I ever use it, I will do so with caution. It would be... inconvenient to cast a spell on a lackey or a summoned ally only to find it killed from within by its own blood.

to strike a foe. If it hits, you deal 1d6 points + 1 point per level of non-lethal damage (maximum +10). This spell has no effect on objects, undead, or constructs.

Material Component:
Any blue stone



BOLT OF CONJURING

Conjuration (Summoning)

Level: Sor/Wiz 3

Components: V, S

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One creature

Duration: Instantaneous (see text)

Saving Throw: Reflex half

Spell Resistance: Yes

You fire a blast of magical force that strikes a target unerringly, inflicting 1d4 points of damage per caster level (maximum 10d4). Further, at the time of striking, the bolt summons an outsider as if *summon monster I* had been cast. The summoned creature can act immediately upon appearing anywhere you desire within 5 feet of the target, as described in *summon monster I*. It remains for 1 round per caster level.

BONE TATTOO

Necromancy

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: One minute

Range: Touch

Target: One living creature

Duration: One minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This spell creates a bone-colored skull-and-bones tattoo pattern on the flesh of a living creature. As long as the tattoo lasts, the tattooed creature has spell resistance 10 + your

level against cold, polymorph, and mind-affecting attacks. Further, mindless undead creatures react to the tattooed creature as if he were undead. However, any creature with this tattoo can be turned as if he were undead with turn resistance +4.

Material Components: A bit of white ink and a needle

BROTHER'S REVENGE

Transmutation

Level: Sor/Wiz 4

Components: V, S

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One creature (see text)

Duration: One day/level (D)

Saving Throw: Fortitude partial

Spell Resistance: Yes

If the target inflicted damage or other harm upon a family member of yours (and you are aware of this fact), you can cast this spell to cause the target's body to rot and wither slowly. Each day, the target suffers 1d4+1 points of Constitution damage and a cumulative -1 penalty to attack rolls, saving throws, and checks. The ability score damage heals normally, but the penalty does not end until the duration of the spell elapses (at which point it ends completely) or until the spell's effects are removed magically. The spell's duration can be brought to an end with a *remove curse* spell cast by a cleric with a higher caster level than yours, or by a *heal*, *restoration*, *regeneration*, *miracle*, *limited wish*, or *wish* spell.

Targets who make a successful Fortitude saving throw still suffer 2 points of temporary Constitution damage.

BRUTAL SEETHING SURGE

Evocation [Acid]

Level: Sor/Wiz 3

Components: S

Casting Time: Standard action

Range: Touch

Target: Creature or object touched

Duration: Permanent until discharged

Saving Throw: Fortitude partial

Spell Resistance: Yes

By welling up corrosive power within your hand, you turn yourself into a powerful weapon, capable of a vicious touch attack. Your touch inflicts 1d8 points of acid damage, plus 1 additional point per level. Further, the victim must make a Fortitude saving throw or become dazed for 1d3 rounds (subject can take no actions other than self-defense). You can make a total of one successful touch attack per level (successful in that you touch the subject—not dependent upon actually inflicting damage or dazing him). You are still limited by your own total number of attacks per round.

CALL OF THE DIAMOND

Enchantment (Compulsion)

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: Full round

Range: Unlimited

Target: One creature of no more than 1 HD/level

Duration: See text

Saving Throw: None

Spell Resistance: Yes

A specific creature you name (a creature without a name is immune) must travel, using its fastest means possible (including magical items or spells if prepared or available) to appear before you, standing close enough to touch. Once the creature arrives at that spot, the spell ends.

The creature may have to go through threatened or dangerous areas (passing by guards or moving through a *wall of fire*) to get to you, or it even may have to break through a barrier (like a *wall of ice*). A barrier that requires more than 10 rounds to get through is considered impassable for the purposes of this spell. The spell ends immediately if the creature physically cannot reach you—including a situation forcing the creature to pass through an area that would, without a doubt, kill it. For example, a creature with only 25 hp that must navigate a pool of lava to reach you is unaffected by the spell, as is a creature on another plane that has no planar travel ability. If you cast the spell and then move to a spot where the creature cannot reach you, you have freed it from the compulsion.

While under the effects of *protection from evil* or a similar spell, the subject can ignore the compulsion, but such a ward does not prevent establishing *call of the diamond*, nor dispel it.

Material Component: A diamond worth at least 2,000 gp

CALL OF THE EMERALD

Enchantment (Compulsion)

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: Full round

Range: Unlimited

Target: One creature of no more than 1 HD/level

Duration: See text

Saving Throw: None

Spell Resistance: Yes

A specific creature you name (a creature without a name is immune) must immediately steal the nearest object it is aware of—something that's worth at least 500 gp and does not belong to it. Once the subject takes the object, the spell ends.

The creature may have to go through threatened or dangerous areas (passing by guards or moving through an area protected by a *glyph of warding*) to get at the object, or it may even have to break through a barrier or pick a lock. A barrier that requires more than 10 rounds to get through is

considered impassable for the purposes of this spell. The spell ends immediately if the creature physically cannot reach the object—including a situation forcing the creature to pass through an area that would, without a doubt, kill it. For example, a creature with only 30 hp that must swim through acid to reach the object is unaffected by the spell.

While under the effects of *protection from evil* or a similar spell, the subject can ignore the compulsion, but such a ward does not prevent establishing *call of the emerald*, nor dispel it.

Material Component: An emerald worth at least 1,000 gp

CALL OF THE RUBY

Enchantment (Compulsion)

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: Full round

Range: Unlimited

Target: One creature of no more than 1 HD/level

Duration: See text

Saving Throw: None

Spell Resistance: Yes

A specific creature you name (a creature without a name is immune) must immediately attack the nearest creature it is aware of. After the subject attacks once, the spell ends (regardless of success).

The subject may have to pass through dangerous areas (moving through a region covered by enemy archers) to get at the creature, or it may even have to break through a barrier. A barrier that requires more than 5 rounds to get through is considered impassable for the purposes of this spell. The spell ends immediately if the subject physically cannot reach the creature—including a situation forcing the subject to pass through an area that would, without a doubt, kill it. For example, a subject that breathes only in water but must cross land to reach its target is unaffected by the spell.

While under the effects of *protection from evil* or a similar spell, the subject can ignore the compulsion, but such a ward does not prevent establishing *call of the ruby*, nor dispel it.

Material Component: A ruby worth at least 500 gp

CALL OF THE SAPPHIRE

Enchantment (Compulsion)

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: Full round

Range: Unlimited

Target: One creature of no more than 1 HD/level

Duration: See text

Saving Throw: None

Spell Resistance: Yes

A specific creature you name (a creature without a name is immune) must immediately go to its home. Once the subject arrives home, the spell ends. Creatures with no home or lair

cannot be affected by this spell, although even a regular place to sleep could be considered a “home.”

The creature may have to traverse threatened or dangerous areas (passing by hostile beasts or moving through a *cloudkill*) to get home, or it may even have to break through a barrier (like a *wall of ice*). A barrier that requires more than 5 rounds to get through is considered impassable for the purposes of this spell. The spell ends immediately if the creature physically cannot reach its home—including a situation forcing the creature to pass through an area that would, without a doubt, kill it. For example, a creature with only 25 hp that must navigate a pool of acid to get home is unaffected by the spell, as is a creature with no planar travel ability whose home is on another plane.

While under the effects of *protection from evil* or a similar spell, the subject can ignore the compulsion, but such a ward does not prevent establishing *call of the sapphire*, nor dispel it.

Material Component: A sapphire worth at least 1,000 gp

CALL OF THE TOPAZ

Enchantment (Compulsion)

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: Full round

Range: Unlimited

Target: One creature of no more than 1 HD/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A specific creature you name (a creature without a name is immune) must immediately stand perfectly still as though paralyzed for 1 round. While under the effects of *protection from evil* or a similar spell, the subject can ignore the compulsion, but such a ward does not prevent establishing *call of the topaz*, nor dispel it.

Material Component: A topaz worth at least 300 gp

CHAINS OF ANTIMAGIC

Evocation

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One creature or object

Duration: 10 minutes/level (D)

Saving Throw: Reflex negates

Spell Resistance: Yes

You wrap the target in magical chains that not only bind with the strength of real chains (rendering the victim immobile and helpless) but suppress any active spells, spell-like abilities, or supernatural abilities, including magic items. Further, this spell keeps the target from activating any new spells, spell-like abilities, or supernatural abilities, or being

affected by those that others cast. It is as if the victim were in his own personal *antimagic field*.

Material Component: A link of an iron chain

CHAINS OF VENGEANCE

Evocation [Fire]

Level: Sor/Wiz 4

Components: V, S

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One creature

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

Chains of fire wrap around the target, rendering her helpless and dealing her 2d6 points of fire damage each round. The subject may attempt to break free, requiring a Strength check (DC 25) or an Escape Artist check (DC 30). These attempts, however, automatically inflict an additional 2d6 points of fire damage upon the subject. Others may attempt to help (see the cooperation rules in the *Player's Handbook*, Chapter Four), but they suffer 1d6 points of fire damage if they try.

CHANGE WEAPON

Transmutation

Level: Sor/Wiz 1

Components: V, S

Casting Time: Standard action

Range: Touch

Target: One weapon

Duration: One minute/level (D)

Saving Throw: None

Spell Resistance: No

This spell alters one weapon, transforming it into another weapon of your choice with the same quality and magical abilities (if any). *Change weapon* can increase or decrease a weapon's size by up to three categories, so one could transform a dagger into a dire flail but not into a Huge greatsword. For the purposes of this spell, a "weapon" is anything designed specifically for fighting; a dagger or sword counts as a weapon, but a butter knife or a chair leg doesn't. This spell cannot affect or create siege engines or ranged weapon ammunition (bolts, arrows, etc).

This spell can transform a weapon's ammunition, such as an arrow or a sling stone, into another weapon, such as a melee weapon. However, the ammunition's magical abilities (if any) can be used only once before they are forever lost.



**CHARM ITEM**

Enchantment (Charm) [Intelligent Item-Affecting]

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One intelligent item

Duration: One hour/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This charm makes an intelligent item regard you as its trusted friend and ally. If the item is currently under threat or attack by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the *charmed item*, but it perceives your words and actions in the most favorable way. You can try to give the item orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do (retries not allowed). A *charmed item* never obeys self-destructive or obviously harmful orders. Any act by you or your apparent allies that threatens the *charmed item* breaks the spell. Note also that you must speak the item's language to communicate your commands, or else be good at pantomiming.

CIRCLE OF BINDING

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 4

Components: V, S

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Area: Circle with a radius of up to 5 feet/level

Duration: One minute/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

When you cast this spell, energy lances from your hands and traces a circle on the ground. Anyone touching the ground within the circle at the time of casting is trapped within it. They can take any sort of normal action, but they cannot leave the circle (even spells such as *teleport* fail).

Those not touching the ground, those making their saving throw, or those entering the circle later, go unaffected. If the caster enters the circle, the spell ends.

COAX FORTH POWER

Transmutation

Level: Sor/Wiz 4

Components: V

Casting Time: Standard action

Range: Touch

Target: One magic item

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

This spell allows you to enhance the amount of damage a spell-completion or command-word magic item inflicts: For the duration, the item inflicts 50 percent more damage than normal with each use. Thus, a *wand of fireball* (5th-level caster) deals 5d6 points of damage. The user rolls 21 points of damage. Under the effects of this spell, the wand inflicts 31 points of damage instead. This spell does not affect weapon damage.

COLDSCREAM

Evocation [Cold, Sonic]

Level: Sor/Wiz 4**Components:** V, S**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Area:** Cone**Duration:** Instantaneous**Saving Throw:** Reflex half**Spell Resistance:** Yes

You emit a shrill shriek that inflicts 1d6 points of damage per level (maximum 10d6). Half this damage is cold damage, and half is sonic. Further, you can designate one object in the area that must make another Reflex saving throw. If it fails, the object shatters. (See illustration, next page.)

COMA

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 6, Sor/Wiz 6**Components:** S, M**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Target:** One living creature**Duration:** One hour/level**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

You put a living creature in a coma. The subject falls prone immediately—alive, but unable to take actions.

Material Component: A mixture of ground spices

COMPELLING QUESTION

Enchantment (Compulsion) [Language-Dependent,

Mind-Affecting]

Level: Sor/Wiz 1**Components:** V, S**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Target:** One creature**Duration:** Instantaneous**Saving Throw:** Will negates**Spell Resistance:** Yes

You ask another creature a single, simple question that can be answered with a single word. On the creature's next turn, as a free action, it answers you as truthfully as possible. The DM is free to assign modifiers to the saving throw based on how important the target considers the answer. Asking someone whether she is the king's murderer, for example, involves a closely guarded secret and may earn a trained assassin a +4 competence bonus to the save.

COMPELLING QUESTION, GREATER

Enchantment (Compulsion) [Language-Dependent,

Mind-Affecting]

Level: Sor/Wiz 3**Components:** V, S**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Target:** One creature**Duration:** Instantaneous**Saving Throw:** Will negates**Spell Resistance:** Yes

As *compelling question*, except that the answer may require up to 25 words. Answering the question remains a free action, and the details of the answer still modify the saving throw.

COMRADE'S IMMUNITY

Transmutation

Level: Sor/Wiz 3**Components:** V, S, M**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Target:** One willing creature**Duration:** 10 minutes/level (D)**Saving Throw:** None**Spell Resistance:** No

You render a creature immune to the effects of your spells, so that each time you cast a spell at the target or while she remains in the area of effect, it is as if you failed a spell resistance check to affect her. Thus, spells that do not allow spell resistance can still affect her. The target must be willing and you must state her name as part of the spell.

Wizards frequently use this spell on their fighter allies, allowing them to hurl *fireballs* and similar spells with impunity, knowing that they will not harm their friends. Since you know your spell cannot harm your friend, you may make a ranged attack with a spell at a foe engaged in melee with your comrade without suffering the normal –4 penalty for firing into melee.

Material Component: A scrap of parchment with your comrade's name on it

COMRADES' TRAIL

Conjuration (Creation)

Level: Adp1, Sor/Wiz 0**Components:** V, S, M**Casting Time:** Standard action**Range:** Touch**Area:** A trail up to one mile long/level**Duration:** One hour/level (D)**Saving Throw:** None**Spell Resistance:** Yes

You create a trail, like a glowing thread, visible only to those whom you name while casting the spell. You can name only one creature per level. Nothing can disturb the trail physically, but it can be dispelled, and even 1 point of damage inflicted from a magical source destroys it. You can

use this spell to create a visible trail through a maze, through a thick woods, or anywhere where you want your friends to follow.

Material Component: A handful of bread crumbs

CONDITIONAL SPELL

Evocation

Level: Sor/Wiz 6

Components: V, S

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One creature or object

Duration: Until discharged

Saving Throw: Will negates

Spell Resistance: Yes

You cast this spell as well as another spell of 3rd level or lower to be “stored.” When a specific spell you name (of any level) is cast upon the subject, the stored spell releases in a preset manner. The stored spell takes effect immediately after the target spell in the same round.

For example, you store *fireball* within your friend the barbarian and designate *lightning bolt* as the impetus spell. Now, when a *lightning bolt* is next cast, placing the barbarian in its area, a *fireball* is cast in the manner you chose when you cast *conditional spell*. You might have caused the spell to be cast “at the individual who cast *lightning bolt*,” or “100 feet straight ahead,” or “at the subject’s feet.” The barbarian still suffers damage from the *lightning bolt* normally.

You could also designate a door as the subject, with an impetus spell of *knock* store the *web* spell, to be cast in the area around the door. Or, you could identify an impetus spell of *charm person* that, when cast upon a cohort (as the subject), releases the stored spell *dispel magic*, cast on the cohort.

A target and his gear may have only one *conditional spell* active at a time, meaning you cannot cast this spell on both a barbarian and the barbarian’s axe. If the impetus spell does not affect the target because of a successful save or spell resistance, the *conditional spell* still triggers. If the stored spell cannot be cast as designated by the caster (due to range, line of sight, etc.), the spell has no effect and the *conditional spell* is lost.



CONTROL CREATURE OF THE MIST

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 4, Drd 4, Sor/Wiz 4**Components:** V, S, M**Casting Time:** Standard action**Range:** Touch**Target:** One creature of the mist**Duration:** One hour/level**Saving Throw:** Will negates**Spell Resistance:** Yes

This spell enables you to command a creature of the mist (see Chapter Nine). You command the creature by voice. There is no telepathic communication, but the creature understands you, whatever language you speak. Even if communication proves impossible, the controlled creature of the mist does not attack you. At the end of the spell, the controlled creature reverts to its normal behavior. A creature with at least Intelligence 2 remembers that you controlled it.

If you attempt to control a creature of the mist that you did not create, the creature gains a +4 bonus to its saving throw.

Material Component: Powdered gold worth at least 200 gp

CREATE CREATURE OF THE MIST

Conjuration (Creation)

Level: Clr 7, Drd 7, Sor/Wiz 7**Components:** V, S, F, M**Effect:** One creature of the mist of up to CR 9

As *create lesser creature of the mist*, except you create a creature of the mist from a base creature of up to CR 8 (making the resultant creature CR 9 or less).

CREATE GREATER CREATURE OF THE MIST

Conjuration (Creation)

Level: Clr 9, Drd 9, Sor/Wiz 9**Components:** V, S, F, M**Effect:** One creature of the mist of up to CR 12

As *create lesser creature of the mist*, except you create a creature of the mist from a base creature of up to CR 11 (making the resultant creature CR 12 or less).

CREATE LESSER CREATURE OF THE MIST

Conjuration (Creation)

Level: Clr 4, Drd 4, Sor/Wiz 4**Components:** V, S, F, M**Casting Time:** One hour**Range:** Touch**Effect:** One creature of the mist of up to CR 5**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

You create a creature out of mist. The creature can be any type of being you have encountered or studied (given the limits of the template, see Chapter Nine). It has CR 4 or less and carries the

creature of mist template, making the resultant creature CR 5 or less. The creature appears floating immediately above you out of a brazier in which you burn special herbs and alchemical mixtures. This spell does not give you any special control or even rapport with the creature, which immediately begins to act as befits its alignment and intelligence. Although the creature is newly created, the magic of this spell grants it its full intellect—thus, it is not foolish or naïve just because it is new.

Focus: A brazier made of brass worth at least 100 gp

Material Components: 500 gp worth of herbs and chemicals per Challenge Rating point of the base creature

CREATURE LORESIGHT

Divination

Level: Sor/Wiz 1**Components:** S**Casting Time:** Standard action**Range:** Touch**Target:** One living creature or one corpse**Duration:** Instantaneous**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes

You learn something significant about a creature (living or dead) that you touch. Go through this list, in order, and the first bit of lore you do not know, you learn through this spell:

1. Creature's race or type
2. Creature's name (if none, then skip)
3. Creature's class (if none, then skip)
4. How the creature died (if not applicable, skip)
5. Creature's most recent, basic goal (obtain food, carry out the orders of its superior, get some sleep, etc.)
6. Creature's attitude toward you
7. Creature that this creature interacted with most recently (other than you)
8. Creature's most valuable possession, if any
9. Location of the creature's home or lair, if any
10. Creature's alignment

Multiple castings allow you to gain multiple bits of information. If you know all of the above information, this spell teaches you nothing.

CROSS OF LIGHTNING

Evocation [Electricity]

Level: Sor/Wiz 5**Components:** V, S, M**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)

Area: Four bolts, 5 feet wide to Medium range (100 feet + 10 feet/level) or 10 feet wide to 50 feet + 5 feet/level

Duration: Instantaneous**Saving Throw:** Reflex half**Spell Resistance:** Yes

As *lightning bolt*, except four lightning bolts leap from you at the same time in different directions. You choose the direction that one bolt travels. Two others travel away from you at 90-degree angles to the left and right; the last travels in the exact opposite direction of the first. You may make the bolts 10 feet or 5 feet wide (as *lightning bolt*), but they all must be the same. Each bolt inflicts 1d6 points of damage per level of the caster (maximum 15d6 per bolt).

Material Components: Four bits of fur and an amber, crystal, or glass rod

CUIGNA ARTHANATH (CONSUME MAN)

Necromancy [Death]

Level: Sor/Wiz 9

Components: V, S, Dragon Magic†

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One humanoid

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Calling upon ancient pacts and forgotten powers, the caster annihilates a humanoid target, causing the target to cease to exist. Only a *wish* or *miracle* spell, followed by a *true resurrection*, can restore the target to life again.

Targets who make their saving throws suffer 10d6 points of damage.

DETECT DISEASE

Divination

Level: Adp 0, Clr 0, Drd 0, Pal 1, Sor/Wiz 0

Components: V, S

Casting Time: Standard action

Range: 60 feet

Area: A quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to one minute/level (D)

Saving Throw: None

Spell Resistance: No

You can detect in a creature the presence of disease or disease-causing filth or conditions, etc. The amount of information revealed depends on how long you study a particular area or subject:

1st Round: Presence or absence of disease.

2nd Round: Number of disease or disease-ridden areas and the location of each. If a disease source lies outside your line of sight, then you discern its direction but not its exact location.

3rd Round: The general type of disease: the damage it inflicts, the incubation period, contagion factors, and the relative difficulty of the save.

Note: Each round, you can turn to *detect disease†* in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 1 yard of wood or dirt blocks it

DETOIM NAR (GUIDED STRIKE)

Divination

Level: Sor/Wiz 2

Components: V, Dragon Magic†

Casting Time: Standard action

Range: Personal

Target: Caster

Duration: 1 round/level or until used

Saving Throw: No

Spell Resistance: No

This spell guides the caster's claw (or other weapon) with supernatural knowledge. The next attack the caster makes during the duration that would miss its target gains a +20 bonus. The spell affects only one attack and then ends.

DEVLIN'S BARB

Conjuration (Creation)

Level: Asn 1, Sor/Wiz 0

Components: V, S

Casting Time: Standard action

Range: Personal

Effect: One arrow, bolt, bullet, or sling stone

Duration: One minute/level

Saving Throw: None

Spell Resistance: No

You create an arrow, bolt, bullet, or sling stone (with no magical or masterwork properties). The created object disappears when the duration ends. Assassins use this spell even when ammunition is plentiful, because it leaves no trace of the weapon that caused the wound.

DEVLIN'S VENOMBLADE

Conjuration (Creation)

Level: Asn 3, Sor/Wiz 3

Components: V, S

Casting Time: Standard action

Range: Personal

Effect: One poisoned slashing weapon

Duration: One minute/level

Saving Throw: None

Spell Resistance: No

You create any slashing weapon desired (with no magical or masterwork properties) that is coated with poison. The venom inflicts 1d4 points of Strength damage and 1d4 more a minute later. The blade lasts until it inflicts a wound or until the duration expires, whichever comes first.

DIABOLICH PORTAM (DEVIL'S GATE)

Conjuration (Summoning) [Evil]

Level: Sor/Wiz 7**Components:** V, S, Dragon Magic†**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Effect:** A magical door leading to Hell**Duration:** 1 round/level (D)**Saving Throw:** No**Spell Resistance:** No

The caster creates a doorway of balefire and brimstone. Once per round, a barbazu, kyton, or erinyes (equal chance of each) passes through the gate and arrives in the presence of the caster. If the caster speaks an Infernal word of greeting (not an action), there is a 50 percent chance the devil will remain and obey the caster's commands for the duration of the spell as if summoned by a *summon monster* spell. If it chooses not to stay, there is a 5 percent chance that it attacks the caster for the duration of the spell. Otherwise, it leaves. If the caster does not speak the word of welcome, the devil always chooses not to stay.

If the caster moves out of range of the gate, it ceases to exist and the spell ends. Any summoned creatures disappear.

DISDAIN THE DIVINE

Abjuration

Level: Sor/Wiz 1**Components:** S, M**Casting Time:** Full round**Range:** Touch**Target:** One creature**Duration:** One minute/level**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes (harmless)

The creature that you touch gains a resistance bonus of +1 plus an additional +1 for every four caster levels to saves made against divine spells (maximum +5).

Material Component: A broken holy symbol

DISINTEGRATION FIELD

Transmutation

Level: Sor/Wiz 8**Components:** V, S**Casting Time:** Full round**Range:** Close (25 feet + 5 feet/two levels)**Area:** One 10-foot cube/five levels**Duration:** 1 round/level**Saving Throw:** Fortitude partial**Spell Resistance:** Yes

This spell creates an area that destroys matter. Creatures and objects within the area are disintegrated unless they make successful Fortitude saves (unattended nonmagical objects get no saving throw; attended objects are treated as part of the creature holding or wearing them). Those that

make their saves are only partially affected, suffering 5d6 points of damage instead of disintegrating. Even an object passing quickly through the field, like a fired arrow, is disintegrated. Like the spell *disintegrate*, this spell even affects magical matter or energy of a magical nature, such as *big forceful hand* or a *wall of force*, but not a *globe of invulnerability* or an *antimagic field*.

DOMINATE ITEM

Enchantment (Charm) [Intelligent Item-Affecting]

Level: Brd 4, Sor/Wiz 5**Components:** V, S**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Target:** One intelligent item**Duration:** One day/level (D)**Saving Throw:** Will negates**Spell Resistance:** Yes

You can control the actions of any intelligent item.

Through this spell you establish a telepathic link with the subject's intelligence. If you share a common language, you can generally force the item to perform as you desire, within the limits of its abilities. With no common language, you can communicate only basic commands, such as "come here," "go there," "fight," "stay still," etc. You know what the subject is experiencing but receive no direct sensory input from it.

Subjects resist this control, and those forced to take actions against their natures receive a new saving throw with a bonus of +1 to +4, depending on the type of action required. Subjects do not carry out obviously self-destructive orders. Once you establish control, there is no limit to the range at which you can exercise it, as long as you and the subject are on the same plane. You need not see the subject to control it.

Magic circle against evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject remains so warded, but it does not prevent the establishment of *dominate item*† or dispel it.

DOORWAY TO ELSEWHERE

Transmutation

Level: Wiz/Sor 9**Components:** V, S, M**Casting Time:** Six hours**Range:** See text**Effect:** A one-way magical doorway**Duration:** Permanent**Saving Throw:** None**Spell Resistance:** No

This spell creates a doorway through which you view another location. The doorway is a 5-foot-by-8-foot, one-way magical hole that allows you or anyone else to step into the desired location. You cannot choose or change the position, orientation, or angle of the doorway. Any spell that protects

an area from teleportation or scrying also prevents a *doorway to elsewhere* from opening into it.

Any creature in the destination location with an Intelligence of 12 or higher can notice the doorway by making an Intelligence check (DC 20). Even if the doorway is noticed, however, it remains one-way and the creature cannot look or step in—he merely knows it is there.

When creating the doorway, choose a place known to you that the doorway leads to—a place you have been or have had described to you. It can even be on another plane. To determine if the doorway appears where you want it to, roll on the following table.

	On	Off	Similar	
Familiarity	Target	Target	Area	Mishap
Very familiar	01–97	98–99	100	—
Studied carefully	01–94	95–97	98–99	100
Seen casually	01–88	89–94	95–98	99–100
Viewed once	01–76	77–88	89–96	97–100
Description	01–52	53–76	77–92	93–100
False destination (roll 1d20+80)	—	—	81–92	93–100

Familiarity: “Very familiar” refers to a place where you have been very often and where you feel at home. “Studied carefully” is a place you know well, either because you’ve been there often or because you have used other means (such as *scry*) to study the place. “Seen casually” is a place you have seen more than once but with which you are not very familiar. “Viewed once” is a place you have seen once, possibly using magic. “Description” is a place whose location and appearance you know through someone else’s description, perhaps even from a precise map.

“False destination” is a place that doesn’t exist, such as if you have mistranslated an ancient tome and tried to step into a nonexistent treasure vault that you believe you read about, or if a traitorous guide has carefully described an enemy’s sanctum to you wholly inaccurately. When looking into a false destination, roll 1d20+80 to obtain results on the table, rather than rolling percentile dice, since there is no real location for you to hope to see or even be off target from.

On Target: The doorway opens into the place you want.

Off Target: The doorway opens into a location a random distance away from the desired location in a random direction. Distance off target measures 1d10 × 1d10 percent of the distance between you and the original location. If the door goes to another plane, the off-target location is another plane.

Similar Area: The doorway opens into a location that’s visually or thematically similar to the target area. Generally, you step into the closest similar place, but since the spell has no range limit, you could conceivably step somewhere else across the globe.

Mishap: The doorway’s energy explodes around you, inflicting 3d6 points of damage to you and all within 10 feet of you.

Material Component: A 5-foot-by-7-foot pane of quality glass with a silver frame, worth at least 5,000 gp

DRAGONSKIN

Conjuration (Creation)

Level: Brd 3, Sor/Wiz 3

Components: S, M

Casting Time: Standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You give yourself scales like a chromatic dragon’s, of a color that you select. You gain a +4 natural armor bonus as well as 10 points of resistance against a particular element:

- *Black:* Acid
- *Blue:* Electricity
- *Green:* Acid
- *Red:* Fire
- *White:* Cold

Material Component: A scale of actual dragonhide

DUPLICATE

Necromancy

Level: Sor/Wiz 9

Components: V, S, M

Casting Time: Full round

Range: Personal

Target: You

Duration: 1 round/level

You create a temporary duplicate of yourself and your gear. This is not a *clone*—you control the duplicate as surely as you control yourself, for you and it are one person: one mind with two bodies. Both you and the duplicate can do anything that you can do, independently. For example, if you are an 18th-level sorcerer, so is the duplicate—you can both cast spells, communicate with your familiar, walk across the room, use items, and so on. In any given round of the duration, you can both take independent actions, so the duplicate can cast a spell and you can use a wand. You and the duplicate do not need to stay close to each other. If you create a duplicate, you can have it step through a magic *gate* to explore what lies beyond, while the “real you” stays safe on this side. You share the same thoughts—your thoughts are the duplicate’s.

The duplicate is an exact replica of you as you are at the moment you cast the spell. If you are down 11 hit points and 1 point of Constitution, so is the duplicate. If you are diseased, so is the duplicate. The duplicate does not carry lingering spell effects (neither beneficial ones, such as *cat’s grace* or *stoneskin*, nor harmful ones, such as *slow* or *doom*), even if you do when you cast the spell. After the duplicate is created, you can cast spell effects on it (or the duplicate can

cast them), but even then, spell effects are not necessarily shared by both of you. The duplicate cannot be commanded to hurt you any more easily than you can be commanded to harm yourself.

Spells cast by either the duplicate or you come from your spell total. For example, if you are a wizard and have one *lightning bolt* spell prepared, when the duplicate casts the spell, it is no longer available to you. Charged items (or items or abilities with a number of available uses per day) that you or the duplicate use count against the total number of daily charges or uses.

If the duplicate dies, the spell duration ends. If you die, the duplicate becomes the permanent version of you, its gear becomes the “real gear,” and your gear disappears. You suffer an immediate loss of $2d4 \times 1,000$ XP as you transition your soul into the new form. The duplicate is now you (and can cast *duplicate* again).

You cannot have more than one duplicate at a time (and a duplicate cannot have a duplicate). This spell cannot be made permanent, other than by the death of the caster, as mentioned above.

Material Component: Two perfectly matched diamonds, each worth at least 1,000 gp

ELECTRICAL DELUGE

Evocation [Electricity]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: Standard action

Range: 100 feet

Area: A spread centered on you, 5 feet high and 200 feet across

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

As *lightning bolt*, except lightning arcs from you in all directions in a single plane out to 100 feet, 5 feet high. The effect inflicts 1d6 points of electricity damage per level of the caster (maximum 15d6) to all within the area except you.

Material Components: A bit of lodestone and a square plate of iron

ELEMENTAL SHROUD

Necromancy [Varies]

Level: Sor/Wiz 5

Components: V, S

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: Up to one animate dead creature/level

Duration: Permanent

Saving Throw: None

Spell Resistance: No



You cover undead creatures that you have animated with a shroud of energy. This energy can be whatever type you wish: acid, cold, electricity, fire, or sonic. Acid shrouds drip with dark, bubbling effluvium; cold shrouds are icy blue and glistening; electricity shrouds crackle with lightning; fire shrouds appear to be molten and burning; and sonic shrouds appear as distortions in the air accompanied by a shrill shriek. The undead is granted +2 turn resistance, +2 natural armor. It inflicts an additional 1d6 points of elemental damage (whatever type is appropriate to the shroud) when it strikes a foe. It also inflicts 1d6 points of damage when it is touched or when struck by natural weapons.

An undead creature may have only one *elemental shroud* cast upon it at a time.

ENCHANTING FLAVOR

Transmutation [Mind-Affecting]

Level: Sor/Wiz 0

Components: V, S, M

Casting Time: Full round

Range: Touch

Target: One meal

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You give an intense and pleasant flavor to a single meal for up to four people. Once they have finished eating the satisfying meal, you receive a +2 circumstance bonus on a single Charisma-based check (Bluff, Diplomacy) against the diners.

Material Components: Spices and seasonings

ENERGY LASH

Evocation [Force]

Level: Blk 1, Sor/Wiz 2

Components: V, S, M

Casting Time: Standard action

Range: Personal

Effect: 10-foot-long whip

Duration: One minute/level (D)

Saving Throw: None

Spell Resistance: No

You create a whip made of energy that comes out of the palm of your hand. You can wield the whip as though you were proficient with it. The weapon has a 10-foot reach and inflicts 1d6 points of force energy damage + 1 point for every two levels (maximum +10). You can also make grapple attacks with the weapon without provoking attacks of opportunity.

Material Component: A 3-inch strip of leather

ENHANCE FAMILIAR

Transmutation

Level: Sor/Wiz 1

Components: V, S

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: Your familiar

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No



Your familiar gains a +2 enhancement bonus to Constitution and Dexterity. It gains a +10-foot bonus to its speed. You cannot share this effect, nor can it be cast on any other creature.

ENHANCE MAGICAL FLOW

Universal

Level: Clr 2, Sor/Wiz 2

Components: V, S, M

Casting Time: Standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Saving Throw: None (harmless)

Spell Resistance: No

All the Difficulty Classes of your spells increase by a +1 enhancement bonus.

Material Component: A small jewel worth at least 10 gp

ENHANCE MAGICAL FLOW, GREATER

Universal

Level: Clr 4, Sor/Wiz 4

Components: V, S, M

Casting Time: Standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Saving Throw: None (harmless)

Spell Resistance: No

All the Difficulty Classes of your spells increase by a +2 enhancement bonus.

Material Component: A small jewel worth at least 50 gp

ERIAADOR'S PERMANENT LEVITY

Enchantment [Mind-Affecting]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: Standard action

Range: Touch

Target: One creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

This spell fills the subject with extremely good spirits and a jovial nature—a state which has both benefits and drawbacks. The subject gains a +4 circumstance bonus to saving throws against any mind-affecting spell. He gains a similar +4 circumstance bonus to Diplomacy, Gather Information, and Perform checks, except in special situations where levity is considered inappropriate (such as at a funeral).

However, the subject cannot initiate combat. If attacked, the subject can defend himself, and can then make attacks

and act normally. But he cannot take an action that directly begins combat, nor can he take an offensive action against a foe that has not attacked him.

Material Component: A feather and a drop of brandy

EXTENDED CHARGE

Transmutation

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: Standard action

Range: Touch

Target: One magic item

Duration: 1 round/2 levels (D)

Saving Throw: None

Spell Resistance: No

When cast on a wand, this spell lets the item be used throughout the duration without expending any charges (no more than once per round).

Material Component: A liquid mixture of water and powdered silver worth 50 gp

FAMILY CURSE

Transmutation

Level: Clr 3, Sor/Wiz 3

Components: V, S, M

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Targets: See text

Duration: See text

Saving Throw: Will negates

Spell Resistance: Yes

You cast a spell that affects not only the target, but 1d6 random members of the target's family (if applicable). Each subject suffers a –1 luck penalty to attack rolls, saving

throws, and checks. If

a target remains

within 50 feet of

another family mem-

ber (cursed or not),

the penalty worsens

by 1 for each family

member. Thus, a

cursed subject who

stands within 50 feet

of four family mem-

bers suffers a –4 penalty. If one of the other family mem-

bers is similarly cursed, that person also suffers a –4 pen-

alty (assuming that all four other family members stand with-

in 50 feet of her).

The curse does not end for any one individual until all

cursed subjects have a *remove curse* spell cast upon them.

Material Component: A drop of the family's blood used to

write the family name on a small piece of parchment

Malhavoc Speaks

I find that casting Eriador's permanent levity on my prisoners makes for a much more... pleasant prison—although the effect does make spells harder to use against them. Nevertheless, a spell of such utility at this power level is worth the drawback.

FEEDBACK

Evocation [Electricity]

Level: Sor/Wiz 4**Components:** V, S**Casting Time:** Standard action**Range:** Medium (100 feet +10 feet/level)**Target:** One living creature**Duration:** 1 round/level (D)**Saving Throw:** Will negates**Spell Resistance:** Yes

Once this spell is cast, if the target takes a certain action (which you choose at the time of casting), she suffers 1d8 points of electricity damage + 1 point per caster level (maximum +20). She suffers this damage each time she commits the action, with no chance to resist the damage, although she cannot suffer it more than once per round.

Choose the action that activates the damage from the list below:

- Make a physical attack (not a spell, spell-like ability, or an attack from a nonweapon item);
- Cast a spell or use a spell-like ability;
- Use a magic item (you can specify the item, or you can keep it general); or
- Move (to a new location—simply moving one's head or flinging one's arm about is not enough).

FERROD ADUL VESTORIMIN

(VESTORIMIN'S GOLDEN AURA)

Abjuration [Good]

Level: Sor/Wiz 6**Components:** V, Dragon Magic†**Casting Time:** Standard action**Range:** Personal**Area:** 20-foot radius, centered on caster**Duration:** One minute/level**Saving Throw:** None**Spell Resistance:** No

Filling the area around the caster with golden light, this spell acts like an *antimagic field*, but it suppresses only magic with the evil descriptor. All such spells and effects cease to function while in the spell's area. Evil spells and magic effects cannot enter the area, and evil spells cast within the area are nullified and lost. Continuous evil magical effects brought into the area are suppressed (but not dispelled).

Corporeal undead and evil outsiders can enter the area, but evil creatures summoned or conjured cannot, nor can incorporeal undead. Spells and effects unaffected by *antimagic field*, including artifacts, remain unaffected by this spell as well.

FEY STORAGE

Transmutation

Level: Sor/Wiz 1**Components:** V, S**Casting Time:** Standard action**Range:** Personal**Target:** You**Duration:** 24 hours (D)**Saving Throw:** None**Spell Resistance:** No

You create an extradimensional space hidden on your person that can store up to 5 lbs. per level of objects able to fit through a 6-inch-square opening. This space resembles a *bag of holding* in most ways. If this spell ends with objects stored, they fall to the ground at your feet. Although some say the spell gains its name from the fact that you could store a pixie in the space, it actually comes from the fact that it was created by a fey caster.

FEY WARD

Abjuration

Level: Drd 3, Sor/Wiz 3**Components:** V, S**Casting Time:** Standard action**Range:** Personal**Area:** 20-foot-radius globe centered around you**Duration:** 1 round/level (D)**Saving Throw:** None**Spell Resistance:** No

A sphere of yellowish magical energy surrounds you. No fey with fewer Hit Dice than you can get through the globe. The spell moves with you.

Note: This spell may be used only defensively, not aggressively. Forcing a *few ward†* against creatures the spell keeps at bay collapses the barrier.

FLAMING CORROSION

Evocation [Fire, Acid]

Level: Sor/Wiz 4**Components:** V, S**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Area:** Cone**Duration:** Instantaneous**Saving Throw:** Reflex half**Spell Resistance:** Yes

You blast from your hand a cone of burning acid that inflicts 1d6 points of acid damage per level (maximum 10d6). Half the damage is fire damage, and half is acid. Further, you can designate one creature in the area that gets particularly doused in the dangerous gout of liquid. That creature must make another Reflex saving throw. If either save fails, that creature sustains full damage.

FLY, MASS

Transmutation

Level: Sor/Wiz 7**Components:** V, S, M**Casting Time:** Standard action**Range:** Touch**Targets:** Up to one creature/level touched**Duration:** 10 minutes/level**Saving Throw:** None**Spell Resistance:** Yes (harmless)

As *fly*, except that this spell affects a number of targets. All recipients can fly with a speed of 60 feet (40 feet if the creature wears Medium or Heavy armor). They can fly up at half speed and descend at double speed. Their maneuverability rating is good. Using the *mass fly* spell requires as much concentration as walking, so you can attack or cast spells normally. A *mass fly* spell recipient can charge but not run. You cannot carry aloft more weight than your heavy load limit, plus any armor you wear.

Should the spell duration expire while a subject is aloft, the magic fails slowly. A subject drops 60 feet per round for 1d6 rounds. Subjects that reach the ground are safe. Those that don't, fall the rest of the distance (falling damage is 1d6 points per 10 feet of the fall). Since dispelling a spell effectively ends it, subjects also fall in this way if the *mass fly* spell is dispelled.

Material Components: A wing feather from any bird for each target

FOIL TRACER

Abjuration

Level: Sor/Wiz 3**Components:** V, S**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Target:** One creature**Duration:** One minute/level**Saving Throw:** None**Spell Resistance:** No

While this spell remains in effect, no teleportation spell cast by the subject can be traced by *teleport tracer*.

FORCEBLAST

Evocation [Force]

Level: Sor/Wiz 3**Components:** V, S**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Area:** Rectangle 5 feet wide and up to medium range long**Duration:** Instantaneous**Saving Throw:** Reflex half**Spell Resistance:** Yes

From your hand you project a blast of pure magical force that deals 1d4 points of damage per caster level (maximum

10d4). Corporeal creatures size Large or smaller who fail the saving throw are knocked down. Because magical force harms incorporeal creatures and objects, some casters refer to this spell as "spiritslayer."

FORGE INHERITED BOND

Evocation

Level: Sor/Wiz 2**Components:** V, S, M**Casting Time:** Standard action**Range:** 20 feet**Targets:** One relative**Duration:** One minute/level (D)**Saving Throw:** None**Spell Resistance:** No

You create an energy link between you and a relative. As long as you and the relative stay within range of each other, you both gain a +1 luck bonus to attack rolls, saving throws, and checks. Cast multiple times with other relatives, this spell stacks with itself. For example, if you are within range of three relatives and you cast this spell three times (one time on each), you gain a +3 luck bonus, while they each gain a +1 luck bonus.

Material Component: A drop of your blood

FREEZING CLAW

Conjuration (Creation) [Cold]

Level: Drd 6, Sor/Wiz 6**Components:** V, S, M**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Effect:** A small claw of ice**Duration:** 1 round/level**Saving Throw:** Fortitude partial**Spell Resistance:** Yes

You create a 2-foot-diameter ice-blue claw that floats in the air. You direct it to move anywhere within range, making one ranged touch attack each round with your own attack bonus. Those touched by the claw suffer 3d6 points of cold damage and must make a Fortitude save. Failing the save freezes the victim solid. Frozen creatures remain alive but cannot take actions. They stay frozen until they suffer 20 points of fire damage, after which point they are free (but sustain the 20 points of damage). If the claw suffers 10 points of fire damage, the spell ends (the claw has AC 12).

Material Component: A chunk of ice

FUSE LINE

Transmutation

Level: Clr 7, Drd 8, Sor/Wiz 8**Components:** V, S**Casting Time:** One day**Range:** Touch**Targets:** Two creatures

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You ensorcel two creatures so that, if either or both of them reproduces, their offspring will have some trait of the other creature. A “trait” in this sense is a bloodline power (as described in the “City in the Storm” section of Chapter Five), an extraordinarily ability, a mode of movement (such as wings or fins), an innate ability (such as the ability to breathe water), or a supernatural or spell-like ability, if such ability does not replicate a spell of above 6th level or accomplish something that a 7th-level spell or higher might do. Supernatural or spell-like abilities are always usable once per day by the offspring.

For example, if the spell were cast upon an ancient blue dragon and a human, the human’s future offspring could be given wings, an immunity to electricity, or damage reduction 10/magic, but not the dragon’s ability to use the *veil* spell or its breath weapon (20d8 points of damage in a cone being out of the scope of a 6th-level spell).

GARRIS ADON (SEEMING OF FORM)

Illusion (Glamer)

Level: Sor/Wiz 2

Components: V, S, Dragon Magic†

Casting Time: One minute

Range: Touch

Target: One nonliving object no larger than the caster

Duration: One hour/level (D)

Saving Throw: Will negates (object) and Will disbelief (if interacted with)

Spell Resistance: Yes (object) and No

This illusion makes an object seem to all senses to be something else. The caster can change the shape, texture, color, and smell as desired, and can even change the size by one category. The spell also grants an object the inherent qualities of another object—a chair can be wielded as a battleaxe, or a table can serve as a hinged door.

However, the object retains its original hardness and hit points. Objects not actually weapons used as such suffer a –1

attack and damage penalty. This spell cannot bestow magical abilities, nor grant masterwork quality. Magical qualities in an item remain inaccessible while the character attempting to use the item believes in the illusion.

Unattended magical items, and those in the possession of another, get a saving throw to resist the effects of this spell.

GAZE OF DESTRUCTION

Transmutation

Level: Sor/Wiz 4

Components: V, S

Casting Time: Standard action

Range: Personal

Target: You

Duration: One minute/level or until discharged (D)

Saving Throw: None

Spell Resistance: No

You treat the next offensive, single-target spell of 3rd level or lower that you cast as a gaze attack with a range of 50 feet. You possess the gaze attack for a full round. Use all the normal rules for gaze attacks; foes can avert their eyes or take whatever actions they would normally take when dealing with a creature with a gaze attack.

Victims make saving throws normally allowed with the spell, using the spell’s level (not the level of *gaze of destruction*). A *charm person gaze* thus allows a Will saving throw, as does a *hold person gaze*. A *blast of cold†* gaze allows a Reflex save, and an *acidic curse†* allows a Fortitude save. Spells that require attack rolls or do not allow saving throws cannot be turned into gaze attacks. Thus, *Mel’s acid arrow* cannot become a gaze attack. Spells beneficial to the target, such as *bull’s strength* or *spider climb*, also cannot be made into gaze attacks.

GESTALT

Transmutation

Level: Sor/Wiz 6

Components: V, S

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Area: Two living, nonplant creatures, both of which are no farther apart than 10 feet

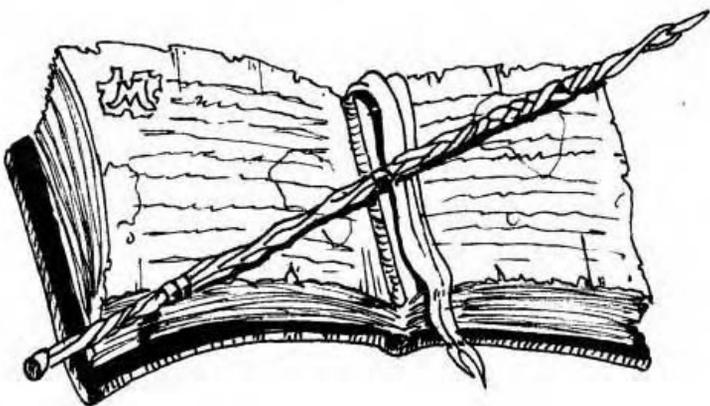
Duration: One minute/level (D)

Saving Throw: Fortitude and Will partial

Spell Resistance: Yes

This strange spell fuses two creatures together for a time. If either or both of them are not willing subjects, they both make Fortitude and Will saving throws. The effects of the spell depend on which saving throws fail (as always, willing targets can choose to fail their saves on purpose):

All four saving throws fail: The creatures fuse into one creature, whose type becomes aberration. It has a bizarre appearance, with all the limbs of both subjects, a two-sided



head with both faces (if applicable), and the rest a strange amalgam. It is the size of the larger of the two subjects. This new creature has the higher of the two subjects' hit points, ability scores, saving throw bonuses, Armor Class, skill bonuses, and speed. It retains all the movement capabilities, special abilities, spells, feats, and knowledge of both creatures. Redundant abilities, such as if both of them possessed the feat *Cleave*, produce no special effect beyond the fact that the gestalt creature has the feat. The new creature has all the gear of both subjects, although in the case of redundancy (two sets of armor, two *rings of protection*, or two cloaks, for example) only the better of the two remains, while the other is subsumed into the creature's form for the duration. Since the gestalt creature has multiple arms, multiple weapons are not redundant. While the creature does not gain more actions, it does automatically gain the Two-Weapon Fighting feat.

With both minds still active within the gestalt creature, the two subjects must agree on all actions the body takes (or it does nothing). If they cannot agree, one mind can attempt to assert dominance by making an opposed Charisma check against the other mind. The winner gains control of the gestalt creature for 1d10 rounds.

All spell effects active on either subject before the spell is cast affect the gestalt creature as well. Thus, if one was *charmed* and the other was *hasted*, the gestalt creature is both *charmed* and *hasted*. When the spell ends, so do magical effects on both subjects, whether beneficial or detrimental. Damage dealt to the gestalt creature is evenly divided between the two subjects where possible. Damage that cannot be equally divided (such as 1 point of drained Strength) is ignored. After the spell ends, both creatures remember some details of the other's thoughts and memories (DM's discretion).

If the gestalt creature dies, both subjects are dead.

One creature fails just one saving throw, and the other succeeds at both: The creature failing the saving throw suffers 4d6 points of damage. The other subject remains unaffected, and there is no fusing.

One creature fails just one saving throw and the other fails both: The creature succeeding at one saving throw suffers 2d6 points of damage. The other suffers 6d6 points of damage. There is no fusing.

One creature fails just the Fortitude saving throw, one fails just the Will save: The creature failing the Fortitude saving throw disappears, its mind transported into the other creature's body. This transported mind now controls the other creature's body for the duration. The controller keeps its Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. For example, a fish's body breathes water, and a troll's body regener-

ates, regardless of the mind controlling it. A body with extra limbs does not allow the controlling creature to make more attacks (or more advantageous two-weapon attacks) than normal. The controlling creature can't choose to activate the body's extraordinary or supernatural abilities. The controlled creature's spells and spell-like abilities do not stay with the body.

Both creatures fail the Fortitude saving throws but succeed at the Will saves: The subjects fuse into one creature, as described above, but have no control over the new body. They spend the entire duration of the spell paralyzed.

Both creatures fail the Will saving throws but succeed at the Fortitude saves: Both creatures are stunned for the duration, their minds (but not their bodies) fused together in a confusing jumble. When the spell ends, both subjects remember some details of the other's thoughts and memories (DM's discretion).

One creature fails both saves, the other succeeds at both: The creature failing the saving throws suffers 8d6 points of damage. The other subject remains unaffected, and there is no fusing.

Both creatures succeed at both saves: Nothing happens.

A subject that fused (at least partially successfully) with a creature it finds particularly repelling may suffer additional drawbacks from this spell, at the DM's discretion. In these cases, such as if a paladin fused with a demon or a ranger with its favored enemy, one or both may suffer a morale penalty to attacks, damage, saves, and checks for up to 10 minutes after the spell ends. The aforementioned paladin may even find *atonement* appropriate in the aftermath of the *gestalt*.

If the caster fails to overcome the spell resistance of either subject, the entire spell has no effect on either creature.

GIRD THE WARRIOR

Transmutation

Level: Sor/Wiz 4

Components: V, S

Casting Time: Standard action

Range: Touch

Target: One creature

Malhavoc Speaks

Gestalt is one of those strange spells that can be used as a boon or as a weapon. Once, in a pitched battle near the underground city of Nessus, I cast gestalt upon a lamia and an otyugh. They ended up in a hideous amalgamated form that would haunt a lesser creature's dreams for many nights afterward. When I cast the same spell on a beholder and a blue dragon in an encounter within the city itself, the strategy failed and I created a fused entity with a breath weapon and deadly rays—a dragon with eye stalks. Now I save this spell to use only on willing targets. It is an interesting way to grant temporary special abilities to another creature. For example, if you fuse a spellcaster with a giant, you effectively create a spellcasting giant.

Duration: One minute/level (D)

Saving Throw: None

Spell Resistance: No

This spell enshrouds its target with tangible, visible force energy in the form of a mighty set of plate armor. The target gains a +10 armor bonus to Armor Class and a +4 enhancement bonus to attack and damage rolls made with melee weapons. The armor has no associated armor check penalties or spell failure chances and weighs nothing. No proficiency is needed to use this armor.

GLAMOUR

Illusion

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: Standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Malhavoc Speaks

It is the rare mage that avoids the temptation to use magic for vanity. I myself have a permanent cantrip that blows a chill wind around me—I like the impression it makes upon others. Vain? Perhaps. But I am not alone. I cannot possibly recall the number of times that I have cast dispel magic upon arcanist foes only to dispel the glamour they had cast upon themselves. How many of us have defeated our dread and beautiful foe only to find him misshapen, pocked, and fat? Years spent sitting in ancient, dust-ridden libraries or stooped over in fume-filled laboratories rarely produce an appealing appearance. Never fool yourself into considering glammers anything but extremely common.

This spell does not change any specifics of your appearance, such as gender, race, and so forth, although it proves useful to cast in conjunction with *disguise self* or *alter self*.

Material Component: A drop of perfume

GRANT MOBILITY

Transmutation [Intelligent Item-Affecting]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: Standard action

Range: Touch

Target: One intelligent item

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

An intelligent item that you designate can move as if it had the Float item feat (see the “Vabrin’s Forge” section of Chapter Five for item feats). It can also make attacks as if it had the Attack item feat.

Material Component: A feather

GRANT SENSES

Transmutation [Intelligent Item-Affecting]

Level: Sor/Wiz 2

Components: V, S

Casting Time: Standard action

Range: Touch

Target: One intelligent item

Duration: One minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

An intelligent item that you designate now can see and hear.

GRANT SPEECH

Transmutation [Intelligent Item-Affecting]

Level: Sor/Wiz 2

Components: V, S

Casting Time: Standard action

Range: Touch

Target: One intelligent item

Duration: One minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

An intelligent item that you designate now can speak, using any language that you know.

GUIDE CRAFT

Transmutation

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: Standard action

Range: Touch

Target: See text

Duration: One hour/level

Saving Throw: None

Spell Resistance: No

A cart, wagon, boat, or ship moves as you command. The vehicle can be no larger than 10 feet long + 2 feet per level (a 10th-level sorcerer can steer a 30-foot-long vessel). The craft must have its normal means of locomotion (or you must cast *power craft*). You do not need to concentrate to maintain this effect, so you could cast it on a horse-drawn wagon, command it to “go straight,” and take a nap. The horse will pull the wagon straight until you tell it otherwise or the spell’s duration ends. The spell does not imbue a craft (or the animals pulling it) with intelligence. It cannot avoid obstacles that you do not tell it to avoid. Nor can it follow a command that requires intelligence, such as, “Sail to the port city of Andrecon” or even, “Follow the road.” Only simple instructions work, such as “straight,” “left,” “right,” and so on.

Material Component: An arrowhead

**GUILT**

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Clr 1, Sor/Wiz 1

Components: V, S, AF

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One living creature of nongood alignment

Duration: 1d4 rounds

Saving Throw: Will negates

Spell Resistance: Yes

A nongood creature is forced to think about some evil deed it performed, denying it any actions except to defend itself.

Arcane Focus: A small mirror

HARASSING WEAPON

Evocation [Force]

Level: Sor/Wiz 1

Components: V, S

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Effect: A magical weapon of force

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

A melee weapon of pure force springs into existence and attacks a designated opponent when he provokes attacks of opportunity, dealing 1d8 points of damage per hit with a critical threat range of 19–20/× 2. The weapon is visible

and takes the shape of any appropriately-sized simple or martial weapon you desire. It uses your base attack as its attack bonus. It strikes as a spell, not as a weapon, so, for example, it can strike incorporeal creatures.

The weapon follows the foe you choose as long as he remains within range. Occupying the same area as the foe, it makes attacks of opportunity whenever that particular foe provokes them, but otherwise it takes no actions. Your feats (such as Weapon Focus) or combat actions (such as charge) do not affect the weapon. If the weapon goes beyond the spell's range, the spell ends. Once you've designated a foe, you cannot choose a new opponent to harass with this spell. The *harassing weapon* cannot be attacked or damaged.

If an attacked creature has spell resistance, check for resistance the first time the *harassing weapon* strikes it. Successfully resisting the weapon dispels the spell. Otherwise, the weapon retains its normal full effect for the duration.

HARROC ADULESE (HUNTER SERPENT)

Evocation

Level: Sor/Wiz 5

Components: V, S, M, Dragon Magic†

Casting Time: Full round

Range: Personal

Effect: One magical serpent

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

The caster creates a serpent made of red energy that appears in his talon (or hand). The caster then whispers a type of creature (humanoid, fey, magical beast, etc.) to the hunter serpent as a free action. The serpent immediately flies through the air at a speed of 90 feet toward the nearest creature of that type. It travels until it reaches an appropriate target, no matter how far it must travel, at which point it makes a touch attack with a +10 bonus. If successful, it inflicts 1d6 points of damage per caster level (maximum 15d6) and 1d3 points of Strength damage as well. After the attack, it disappears.

The *hunter serpent* always goes for the closest appropriate target, even if, as it travels toward one, the situation changes. In such a case, it immediately switches targets. The *hunter serpent* cannot travel through matter. If the nearest target of the named type remains within a closed area (such as in a castle with all windows and doors shut), it waits for one hour outside the area. If still unable to find an appropriate target, it disappears. If, however, a closer appropriate and available target appears during that waiting period, it leaves to pursue that target.

There is a drawback to using the spell. As the *hunter serpent* strikes, it speaks. It names and describes the caster and gives his or her general current location—even if that location changed since the spell's casting. It speaks in whatever language is appropriate to the target, or Common if the target has no language. For example, the *hunter serpent* says, "I am sent by Talgorim, the Black Dragon, who waits six miles to the south in his lair."

Material Component: A snake fang

HELM OF WARDING

Abjuration

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: Standard action

Range: Touch

Target: One creature

Duration: One minute/level (D)

Saving Throw: None

Spell Resistance: No

The creature that you touch—if the creature has a head but is currently not wearing a helmet, hat, headband, or other headgear—suddenly appears to don a golden helmet of energy. The creature then gains a +5 resistance bonus to all saving throws against mind-affecting spells and powers.

Material Component: A small piece of metal hammered to near-paper thinness

HIDDEN OBJECT

Transmutation

Level: Sor/Wiz 4

Components: V, S

Casting Time: Standard action

Range: Touch

Target: One object

Duration: Permanent (see below)

Saving Throw: None

Spell Resistance: No

As *invisibility*, except that the subject must be an object. It becomes immune to divination spells such as *see invisibility* or *true seeing*. You must designate a piece of glass no smaller than 1 inch in diameter, through which a person can view the object. The object and the piece of glass must remain within 30 feet of each other or the spell ends. Wizards sometimes use this spell to hide their spellbooks from all detection; they keep the viewing glass so they may still find and read the book.

HYGIENE

Transmutation

Level: Adp 0, Brd 0, Clr 0, Drd 0, Pal 1, Sor/Wiz 0

Components: V, S

Casting Time: Standard action

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You clean one creature, ridding it of dirt, sweat, contamination, foul odors, and so on. This spell not only makes its subject presentable for fine company, it promotes better health. For 24 hours after the casting, the affected creature gains a +1 circumstance bonus on all saves against disease. Used frequently, this spell can help stave off tooth decay and other such minor maladies, although this has no in-game effect.

ICEBOLT

Evocation [Cold]

Level: Drd 2, Sor/Wiz 2

Components: V, S

Casting Time: One action

Range: Medium (100 feet + 10 feet/level)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A bolt of razor-sharp ice launches from the palm of your hand at a single target. You must make a normal ranged attack roll; if you succeed, the bolt inflicts 2d6 points of piercing damage and 1d6 points + 1 point per level (maximum +10) of cold damage. If the attack roll misses, calculate whether it would have hit as a ranged touch attack. If so, then the bolt strikes and inflicts only the cold damage. If the ranged touch attack misses, there is no effect.

ICED FIRE

Conjuration (Creation)

Level: Asn 1, Sor/Wiz 1**Components:** V, S**Casting Time:** Standard action**Range:** Touch**Effect:** A small chunk of ice**Duration:** Up to one hour/level**Saving Throw:** Reflex half**Spell Resistance:** Yes

This spell creates a chunk of ice about the size of a human fist with a red, glowing center. Over the course of the duration, the ice melts. You determine the spell's exact duration when you cast it, but it can be no longer than one hour per level and no shorter than one minute. When the duration ends, the ice finishes melting, and the exposed center bursts with heat and flame, inflicting 2d6 points of damage to all within 5 feet. This spell proves useful as a minor sort of "time bomb" with a potentially long duration.

Heat, however, can alter the duration set by the caster. Every point of fire or heat damage applied to the ice chunk reduces the spell's duration by 10 minutes. If the duration falls to 0 or below, the ice's core detonates.

IDENTIFY SCRIER

Divination

Level: Sor/Wiz 1**Components:** V, S, M**Casting Time:** Standard action**Range:** See text**Target:** Magical sensor**Duration:** One minute/level**Saving Throw:** None**Spell Resistance:** No (Variant: Yes)

If you become aware that you are being scried, either through a Will save or a *detect scrying* spell, you can learn the identity of the creature scrying you. You learn only the name of the scrier, not the scrier's location or anything else about this individual. Normal proof against divination magic (such as *nondetection*) protects the scrier.

Material Component: A small mirror

ILROSOS TOBOR (ROSES OF LIFE)

Conjuration (Healing)

Level: Sor/Wiz 4**Components:** V, S, M, Dragon Magic†**Casting Time:** 10 minutes**Range:** Touch**Effect:** One magical rose/level**Duration:** One hour/level**Saving Throw:** Will half (harmless)**Spell Resistance:** Yes (harmless)

The caster creates roses made of glistening (positive) magical energy. Characters can use one of these roses at any time during the duration to heal themselves of 1d8 points of damage as a standard action. Thus, casters can keep the roses they create for later, they can use them immediately, or they can give them to allies. One also can use a single rose to make a touch attack against an undead creature that inflicts 1d8 points of damage as a standard action.

Material Component: Crumbled rose petals and powdered ruby worth at least 300 gp

IMBUE GUARDIAN

Transmutation

Level: Sor/Wiz 8**Components:** V, S**Casting Time:** One hour**Range:** Medium (100 feet + 10 feet/level)**Target:** One creature**Duration:** Instantaneous (see below)**Saving Throw:** None**Spell Resistance:** No

You cast this spell on a willing creature that has remained in a single location (an area no bigger than a 100-foot radius) for at least 24 hours. From this point on, while remaining in this area the creature gains the following benefits: +4 competence bonus to Spot and Listen checks, +8 bonus to Sense Motive checks, the ability of *true seeing*, and 360-degree vision. The guardian does not need to eat or sleep and does not age. Lastly, no effect can move an unwilling guardian out of the area—the character cannot be unwillingly teleported away, charmed, or compelled to leave, nor physically pushed or carried out of the keyed location.

All these benefits are forever lost if the guardian freely decides to leave.

INDUCE VULNERABILITY

Transmutation

Level: Sor/Wiz 3**Components:** V, S, M**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Target:** One creature/5 levels**Duration:** One minute/level (D)**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

You make the affected targets particularly vulnerable to an energy type of your choosing (acid, cold, electricity, fire, or sonic). The targets suffer double damage from attacks using that energy type. If a creature has any sort of resistance to that energy type, this spell nullifies the resistance for the duration (but the creature suffers normal damage during that time, not double). Creatures completely immune to an energy type (inherently, not from a spell) cannot be made vulnerable to it.

Material Component: A small piece of leather that has been exposed to the energy type in question

INSTILL FAMILIAR

Transmutation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: Standard action

Range: Touch

Target: Your familiar

Duration: Up to one hour/level or until discharged

Saving Throw: None

Spell Resistance: No

Your familiar gains the ability to cast one 4th-level or lower spell that you know, once. You actually cast the spell you are transferring into the familiar, so you lose the prepared spell or the spell slot. The familiar casts the spell

when it decides to do so, although you can give it instructions as normal. It casts the spell as if it were you, using your level and ability scores where applicable. If the spell requires material components, you must provide them. If the spell costs experience points, you must pay.

Material Component:
An owl feather

Malhavoc Speaks

I've found it incredibly useful to send my invisible familiar ahead—into a danger I do not wish to risk, myself—and command it to launch a lightning bolt at a foe, while I remain far behind. But perhaps that's just me. I am, after all, on familiar number nine.

Perhaps I should research some protective spells for one's familiar.

INVIGORATE ITEM

Transmutation

Level: Sor/Wiz 2

Components: V, S

Casting Time: Standard action

Range: Touch

Target: One magic item

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Cast upon a magic item that allows a saving throw, this spell increases the Difficulty Class of the item's powers by +1. The affected item sparkles with a sudden magical luster for the duration.

INVISIBLE FAMILIAR

Illusion

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: Standard action

Range: Touch

Target: Your familiar

Duration: One hour/level (D)

Saving Throw: None

Spell Resistance: No

Your familiar is rendered invisible to sight as if you cast *invisibility* upon it. It must remain in physical contact with you or it becomes visible. You cannot share this effect, and it cannot be cast on any other creature.

Material Component: A dollop of wax

ITEM FROM BEYOND

Divination

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: Standard action

Range: See text

Target: One object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Once you have successfully found a subject with a *scrying* spell or a device such as a *crystal ball*, this spell allows you to transfer an object from your location to the subject's location, using the magical sensor created by the spell or device as a conduit. The item can weigh no more than 10 lbs. per caster level and appears at the scried subject's feet. The transferred item cannot be wholly magical (such as the glowing bead of a *delayed blast fireball*) but it can be a magic item (such as a *wand of cure serious wounds* or a +2 *longbow*). Creatures cannot be transferred.

If you become aware that you are being scried, either through a check or a *detect scrying* spell, you can cast this spell to transfer an object to the scrier's location. You gain no information about the scrier or her location through use of this spell.

Material Component: A strand of silver threads worth at least 150 gp, tied into a loop through which the object must pass

JEVICCA'S FOURFOLD OSTRACISM

Transmutation

Level: Sor/Wiz 7

Components: V, S, F

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Targets: One to four creatures or objects

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You send one to four creatures or objects into the Ethereal Plane for a very short time. At the end of the duration, the subjects return to the exact location from which they left, unless that spot is no longer safe (it has been filled with stone, a fire has been set there, and so on); in that case, they appear in the nearest safe spot.

During their time on the Ethereal, the creatures can take whatever actions are available to them—if they have the power on their own, they can even return to the Material Plane. They cannot, however, move outside the range of the spell, nor can they see into the real world. Unless the creatures ostracized to the Ethereal take actions against each other, however, assume they stay safe on that plane for the duration. The point of the spell is simply to get rid of them for a short while, so that actions can take place in their absence.

Unattended objects gain no saving throw unless they are magical. The object must be smaller than a 10-foot cube to be affected. Creatures, however, can be of any size.

Due to the “fourfold” nature of this spell, if the caster chooses to affect fewer than four targets, she can force one or more of them to make multiple saving throws. If any of the saves fail, the spell affects the subject. For example, if the caster affects three targets, one (caster’s choice) must make two saving throws while the others each make one, as normal. If the spell targets two subjects, both must make two saves, or one must make three and the other just one. If this spell is cast upon one target, that creature or object must make four saving throws and succeed at all of them or suffer the spell’s effect. A creature with spell resistance calls for a check against the spell resistance for each save required of it.

This spell has no effect if cast on the Ethereal Plane.

Focus: A bit of copper wire bent four times into a square

JEVICCA’S JUST REVERSAL

Abjuration

Level: Sor/Wiz 3

Components: V, S

Casting Time: One minute

Range: Personal

Target: You

Duration: One minute/level

Saving Throw: None

Spell Resistance: No

When a foe casts an enchantment (charm) upon you while you’re under the effects of *Jevicca’s just reversal*, make a saving throw as normal for the charm. If you succeed, the foe must immediately make a saving throw as if you had cast the charm upon him (with the same DC you faced). Should the foe fail the save, the charm takes effect as if you had cast it upon him.

JISGUS SEPA (DISGUISE SOUL)

Necromancy

Level: Sor/Wiz 8

Components: V, S, Dragon Magic†

Casting Time: Standard action

Range: Touch

Target: The caster and one creature

Duration: One year/level (D)

Saving Throw: No

Spell Resistance: Yes

This spell makes the caster’s soul appear to be the soul of another creature and vice versa to all spells that target souls. Spells that target souls include any spells that require a caster to know the name of the target or spells that require preparation ahead of time regarding a specific target (like *binding*), *scrying*, and similar divinations, and obviously soul-related spells like *soul bind*. Thus, someone attempting to cast *binding* on a target with this spell cast would bind the wrong target. (This happened to the character Nan Dur in *Skreyn’s Register: The Bonds of Magic*.)

KEEP DRY

Abjuration

Level: Adp o, Brd o, Clr o, Drd o, Sor/Wiz o

Components: V, S, M

Casting Time: Standard action

Range: Touch

Target: One object

Duration: Eight hours (D)

Saving Throw: None

Spell Resistance: No

You magically protect one object from getting wet. Even if submerged underwater, the object remains dry. Objects that normally would absorb water (cloth, paper, a sponge) under the influence of this spell do not. Characters often cast this spell to protect their spellbooks or scrolls when in damp areas.

Material Component: A pinch of dust

KEEP FRESH

Abjuration

Level: Adp o, Brd o, Clr o, Drd o, Sor/Wiz o

Components: V, S, M

Casting Time: Standard action

Range: Touch

Target: 1 lb. of food

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

Food under the effect of this spell does not spoil, rot, or decay in any way. It doesn’t even change temperature (hot food stays hot, cold food stays cold). It remains as fresh at the end of the duration as it was at the beginning.

Material Component: A pinch of salt



KEVESSA GUL (SPINES OF DEATH)

Conjuration (Creation)

Level: Sor/Wiz 5**Components:** V, S, Dragon Magic†**Casting Time:** Standard action**Range:** Personal**Target:** Caster**Duration:** 1 round/level**Saving Throw:** No (see text)**Spell Resistance:** No

This spell conjures eight spines to grow on the caster's body. The caster can hurl them like longspear (with no proficiency penalty), up to six at a time as a standard action, with each spine requiring its own attack roll. The spine bearer cannot target multiple foes in a single attack volley. Each spine deals 1d8 points of damage (plus the caster's Strength modifier) as well as poison, with venom that inflicts 1d4 Constitution/1d4 Constitution. Those hit by the spines must make a Fortitude save to avoid the effects of the poison.

In melee, the caster can make attacks with the spines as nonreach weapons that he is proficient with. He deals 1d8 points of damage plus his Strength modifier no matter how many spines he currently has. Each successful strike with a spine in melee potentially injects poison as well.

After throwing a spine, the caster grows a new poisoned spine each round of the spell's duration, or until he has eight again (he can never have more than eight spines at once). So if, on the first round, the caster hurls six, he has two left. But next round he grows another, so he has three. He can wait 3 rounds more—perhaps making melee attacks during that time—to get six, and then hurl them all at once, or hurl three now and one each round thereafter, and so on.

If the caster is grappled, the grappler automatically suffers spine damage and must make a save to resist the poison.

KIN CURSE

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 5, Sor/Wiz 5**Components:** V, S**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Targets:** One creature**Duration:** Permanent (D)**Saving Throw:** Will negates**Spell Resistance:** Yes

The target is compelled to travel to the location of his nearest blood relative and kill her. This spell cannot be dispelled, but a *remove curse* cast by a spellcaster of a higher level than the caster of this spell rids the target of the compulsion. Once the target “chooses” a relative, the target continues to track and attack that relative until successful or until someone removes the curse.

KIN LINK

Divination

Level: Clr 3, Sor/Wiz 3**Components:** V, S**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Targets:** One relative/two levels, no two of whom can be more than 30 feet apart**Duration:** 10 minutes/level**Saving Throw:** None**Spell Resistance:** No

You forge a mental connection among characters related to you by blood. Each relative included in the link is linked to all the others. The link can be established only among willing subjects, who therefore receive no saving throw or spell resistance. The creatures can communicate mentally, sharing words, thoughts, concepts, and even pictures. No special influence occurs as a result of the bond. Once the link is formed, it works over any distance (although not from one plane to another).

Sometimes, very rarely, extremely close relatives (such as twins) are born with this link inherently active and permanent.

KNAVESCOUR

Abjuration [Acid]

Level: Sor/Wiz 4**Components:** V, S**Casting Time:** 10 minutes**Range:** Touch**Target:** One object/level**Duration:** One day/level (D)**Saving Throw:** Reflex half**Spell Resistance:** Yes

A particularly useful foil for thieves, *knavescour* allows you to designate one object per level (maximum 10). You must touch the object(s) at the time of casting, and again once per day to maintain the spell.

If anyone intentionally touches any of these objects without your spoken permission, this spell causes it to spray corrosive energy at the creature, dealing 1d6 points of acid damage per caster level (maximum 10d6). After this discharge, the object becomes safe for anyone to handle, and the other objects retain diminished protection. The second object touched without your permission deals one less die of damage than the first. The third deals two dice less than the first, and so on.

Malhavoc Speaks

When I was exploring the ruins of Jasa Korel, looking for Nerik's staff of power, I came upon the sudden image of Nerik himself warning me of the terrible fate that would befall anyone who violated his sanctum. This use of the legacy spell was interesting, impressive, and informative—but ultimately it did not deter me.

LEARN HERITAGE

Divination

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0**Components:** V, S**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Targets:** One creature**Duration:** Instantaneous**Saving Throw:** Will negates**Spell Resistance:** Yes

You learn details of the family and ancestry of a chosen target. You learn the race of the target as well as detecting the presence of any other unusual elements (dragon blood, for example). You also can mentally check for one specific bloodline (blood of the Aovavunt family, for example; see the “City in the Storm” section of Chapter Five) and get a yes/no indication. To check for more than one bloodline, you must cast the spell multiple times.

LEGACY

Illusion (Figment)

Level: Sor/Wiz 2**Components:** V, S, M**Casting Time:** One minute**Range:** Touch**Effect:** An image of you**Duration:** One year/level or until discharged**Saving Throw:** None**Spell Resistance:** No

This illusion is meant to fool no one. Instead, this programmed visual lets you store an image of yourself in a location of your choosing. The image, activated by a visual or audible trigger, is faint, makes no sound or smell, and has no substance—thus, it’s clearly an image to all who see it. It looks like you and persists for up to 1 round per level. During this time, you can compel the image to take whatever actions you wish, although it cannot move more than 10 feet from the spot where it’s stored. The image cannot manipulate objects or affect creatures physically.

The trigger for the effect reacts to appearances: Disguises and illusions can fool it. Normal darkness does not defeat a visual trigger, but magical *darkness* or *invisibility* does. Silent movement or magical *silence* defeats an audible trigger. You can key an audible trigger to general types of noises (footsteps, metal clanking) or to a specific noise or spoken word (when a pin drops, when anyone says “abracadabra”). Actions can serve as triggers if they are visible or audible. The spell cannot distinguish alignments, level, Hit Dice, or class except by external garb.

It is common to use this spell in conjunction with a hidden *magic mouth* so that the lasting image has both visual and verbal components.

Material Component: 10 gp worth of platinum dust

LEGACY OF ELDRITCH MIGHT

Transmutation

Level: Sor/Wiz 9 (sorcerer only)**Components:** V, S, M**Casting Time:** One minute**Range:** Touch**Targets:** One relative**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

This strange spell is one virtually never prepared. Instead, it is almost exclusively transcribed onto scrolls. With the power of this spell, you transfer a portion of your personal arcane power and knowledge to a relative. The relative must be younger than you. When the spell is finished, you die—and cannot be raised or returned from the dead by any means. Your body fades away forever.

The recipient of the spell’s energies instantly gains a level of sorcerer. This level gain is permanent, as if the character earned the level through gaining experience. The character’s new experience point total is 1 point above what normally would be needed to reach the new level.

You must cast this spell of your own free will. If you cast it as a result of someone’s charm or compulsion effect upon you, the spell fails, the charm or compulsion effect ends, and the charming or controlling character gets feedback worth 1d6 points of damage per spell level of the charm or compulsion used upon you (no save). The subject, however, need not be willing or even aware of your actions.

Material Component: You

LETHALITY DENIED

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 3, Sor/Wiz 2**Components:** V, S, M**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Target:** One creature**Duration:** One minute/level or until triggered**Saving Throw:** Will negates**Spell Resistance:** Yes

The next time the target makes a melee or ranged attack that will kill a foe by inflicting more hit points than the foe has left, the damage becomes nonlethal instead—the attack does not slay the foe but merely knocks her unconscious. This

Malhavoc Speaks

I once discovered legacy of eldritch might on a scroll. I thought about my father, a minor death god. I thought about my half-brother, an assassin with his priorities all askew.

I sold the scroll.

spell does not affect the attack roll, only the type of damage inflicted. No more than one creature can be saved with a single casting of this spell, regardless of the circumstances.

Material Component: A bit of cotton fluff

LONG FLAME

Transmutation

Level: Adp 1, Sor/Wiz 0

Components: V, S

Casting Time: Standard action

Range: Touch

Target: One candle, lantern, or torch

Duration: See text

Saving Throw: None

Spell Resistance: No

You take one lit candle, torch, or lantern and increase the amount of time it will burn without consuming additional fuel or wick by a factor of 1 + your level. Thus, a 1st-level caster increases the amount of time a torch lasts—usually an hour—by 2 (thus, three hours).

MAGICAL PERFORMANCE

Transmutation

Level: Brd 0, Clr 1, Sor/Wiz 1

Components: V, S

Casting Time: Standard action

Range: Personal

Target: You

Duration: One minute/level

Saving Throw: None

Spell Resistance: No

You gain a +5 circumstance bonus to Perform checks. This bonus applies only to checks made while attempting normal Perform checks, not for checks that have to do with feat or item activation or for bardic special abilities.

MAGMA BURST

Conjuration (Creation) [Fire]

Level: Drd 9, Sor/Wiz 9

Components: V, S

Casting Time: Full round

Range: Medium (100 feet + 10 feet/level)

Area: 50-foot radius

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You cause the earth to explode like a volcano vent, spraying rock and magma up and inflicting 20d6 points of damage to everything in the area of effect (half of this is fire damage, the other is impact). From that point on, the entire area remains a pool of lava, inflicting 20d6 points of fire damage per round.

MANTLE OF EGREGIOUS MIGHT

Transmutation

Level: Sor/Wiz 8

Components: V, S, AF

Casting Time: Full round

Range: Touch

Target: One creature

Duration: 10 minutes/level

Saving Throw: None (harmless)

Spell Resistance: No

You bestow upon a subject a scintillating aura around his head, imbuing him with great power. A character with this mantle gains a +4 luck bonus to Armor Class, attack rolls, saving throws, and all ability scores.

Arcane Focus: A golden circlet worth at least 1,000 gp

MARGUL (DREADED FREEZE)

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 1

Components: V, Dragon Magic†

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/two levels)

Target: One creature/five levels

Duration: 1 round (D)

Saving Throw: Will partial

Spell Resistance: Yes

The target(s) of this spell freezes motionless, as described in *hold person*. Targets who succeed at a saving throw still suffer a –1 penalty to attacks, saves, and checks for the duration.

MARK OF AIR

Evocation

Level: Drd 3, Sor/Wiz 2

Components: V, S

Casting Time: Full round

Range: Touch

Target: One creature

Duration: 10 minutes/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The energy of this spell creates a white, swirled mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +2 enhancement bonus to Dexterity. They also possess the ability to conjure a shield of swirling air that provides a +5 deflection bonus to Armor Class for 10 rounds. Using this shield of air ability is a standard action that immediately dismisses the *mark of air*.

MARK OF AIR, GREATER

Evocation

Level: Drd 5, Sor/Wiz 4

As *mark of air*, except that the mark allows the subject to fly with a speed of 40 feet (good maneuverability) for the

spell's duration or until the subject uses the greater shield of air ability: as under *mark of air*, but the wall of churning air created works exactly like a *wind wall* that lasts 10 rounds.

MARK OF DEATH

Evocation [Death]

Level: Sor/Wiz 8

Components: V, S

Casting Time: Full round

Range: Touch

Target: One creature

Duration: One hour/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The energy of this spell creates a black, skull-shaped mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain an immunity to all death effects. They also possess the ability to launch a pale gray ray of energy, which requires a ranged touch attack to hit the target. Targets struck must make a Fortitude saving throw or die. Even those who save suffer 1d4 points of temporary Constitution damage. Using this ray of death ability immediately dismisses the *mark of death*.

MARK OF EARTH

Evocation

Level: Drd 2, Sor/Wiz 2

Components: V, S

Casting Time: Full round

Range: Touch

Target: One creature

Duration: 10 minutes/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The energy of this spell creates a brown, block-shaped mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +2 enhancement bonus to Strength. They also possess the ability to conjure and throw a large mass of rock, which requires a normal ranged attack roll and inflicts 5d6 points of damage to a target it hits within medium range (100 feet + 10 feet/level). Using this mass of rock ability is a standard action that immediately dismisses the *mark of earth*.

MARK OF EARTH, GREATER

Evocation

Level: Drd 5, Sor/Wiz 4

As *mark of earth*, except that the mark grants the subject damage reduction 10/magic for the spell's duration or until the spell has protected the subject from up to 10 points of damage per caster level, or until the subject uses the greater mass of rock ability: as under *mark of earth* but the 40-foot cone of earth and rock blasted from the caster's hand inflicts 6d6 points of damage. A successful Reflex saving throw allows half damage.



MARK OF FIRE

Evocation [Fire]

Level: Drd 3, Sor/Wiz 2**Components:** V, S**Casting Time:** Full round**Range:** Touch**Target:** One creature**Duration:** 10 minutes/level or until discharged**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes

The energy of this spell creates a red, flame-shaped mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +2 enhancement bonus to Dexterity. They also possess the ability to cast from the palm of the hand a ray of fire that inflicts 3d6 points of fire damage, if a ranged touch attack strikes the target within medium range (100 feet + 10 feet/level). Using this ray of fire ability is a standard action that immediately dismisses the *mark of fire*.

MARK OF FIRE, GREATER

Evocation [Fire]

Level: Drd 5, Sor/Wiz 4

As *mark of fire*, except that the mark provides 20 points of fire resistance each round for the spell's duration or until the subject uses the greater ray of fire ability: as under *mark of fire* but the resulting 6d6 fireball explodes with a 20-foot spread. A successful Reflex saving throw allows half damage.

MARK OF FROST

Evocation [Cold]

Level: Drd 3, Sor/Wiz 2**Components:** V, S**Casting Time:** Full round**Range:** Touch**Target:** One creature**Duration:** 10 minutes/level or until discharged**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes

The energy of this spell creates a blue-white, angular mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +1 natural armor bonus due to a hard, icy coating that protects their skin. They also possess the ability to conjure a spear of ice, which can be thrown once as a normal shortspear (no proficiency required) to inflict 1d8 points of damage + 2d6 points of cold damage. Using this spear of ice ability is a standard action that immediately dismisses the *mark of frost*.

MARK OF FROST, GREATER

Evocation [Cold]

Level: Drd 5, Sor/Wiz 4

As *mark of frost*, except that the mark provides 20 points of cold resistance each round for the spell's duration or until the subject uses the greater spear of ice ability: as under *mark of frost* but the resulting 6d6 coldball explodes with a 20-foot spread. A successful Reflex save allows half damage.

MARK OF WATER

Evocation

Level: Drd 3, Sor/Wiz 2**Components:** V, S**Casting Time:** Full round**Range:** Touch**Target:** One creature**Duration:** 10 minutes/level or until discharged**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes

The energy of this spell creates a blue, wavy mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +2 enhancement bonus to Constitution. They also possess the ability to cast from the palm of the hand a stream of water, which requires a normal ranged attack roll and inflicts 5d6 points of damage to a target it hits within medium range (100 feet + 10 feet/level). Using this stream of water ability is a standard action that immediately dismisses the *mark of water*.

MARK OF WATER, GREATER

Evocation

Level: Drd 5, Sor/Wiz 4

As *mark of water*, except that the mark allows the subject to breathe water for the duration or until the subject uses the *greater mark's* other effect: to safely teleport the caster from any completely submerged location to the surface of the water directly above. If something solid occupies the space the caster would teleport into, the character is shunted in a random direction until there is room for him. If the body of water has no surface (for example, it fills an underwater cave) the spell fails.

MASTER CREATURE OF THE MIST

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 7, Drd 7, Sor/Wiz 7**Components:** V, S, M**Duration:** Permanent

As *control creature of the mist*, except as noted above.

Material Component: Powdered gold worth at least 1,000 gp

MENTAL ALARM

Divination

Level: Sor/Wiz 0**Components:** S**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Targets:** One creature/level (maximum eight creatures)**Duration:** One hour/level**Saving Throw:** None**Spell Resistance:** No

All subjects are mentally alerted simultaneously at some predesignated moment in time. The moment is chosen by the caster, and must be within the duration of the spell. This spell is often used by small groups to coordinate actions.

MINOR LASTING IMAGE

Illusion

Level: Brd 1, Sor/Wiz 1**Components:** V, S**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Area:** 1 square foot**Duration:** Permanent**Saving Throw:** Will disbelief (if interacted with)**Spell Resistance:** No

You create a very small, immobile illusion of any object, force, or creature you visualize. The illusion does not create sound, smell, texture, or temperature, nor does it move. The resulting illusion matches your visualization exactly, even if the image in your mind differs somehow from the real object, force, or creature—if such exists at all.

MINOR WARD

Abjuration

Level: Sor/Wiz 0**Components:** V, S, M**Casting Time:** 10 minutes**Range:** Touch**Target or Area:** Object touched or up to 20 square feet**Duration:** One day/level**Saving Throw:** See text**Spell Resistance:** Yes (object)

This inscription harms those who enter, pass, or open the warded area or object. A *minor ward* can guard a bridge or passage, ward a portal, trap a chest or box, and so on.

You set the conditions of the ward. Typically, any creature of a specific type or alignment violating the warded area is subject to the magic it stores. Wards can be set according to creature type, subtype, or species (such as “dark elf” or “aberration”). Wards also can be set with respect to good, evil, law, or chaos, or to pass those of your religion. They cannot be set according to appearance, class, Hit Dice, or level. Wards respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple *minor wards* cannot function within 30 feet of each other.

When casting the spell, you mark a clear design in paint, chalk, blood, scratch marks, or some other means. The ward can conform to any shape up to the limitations of your total square footage. When the spell is completed, the ward remains quite obvious.

Wards cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled.

Mislead and *nonetection* can fool a *minor ward*.

Read magic allows you to identify a *minor ward* with a successful Spellcraft check (DC 13).

Identifying the *minor ward* does not discharge it, but it allows you to know the basic nature of the glyph (version [see below], type of damage caused, what spell is stored).

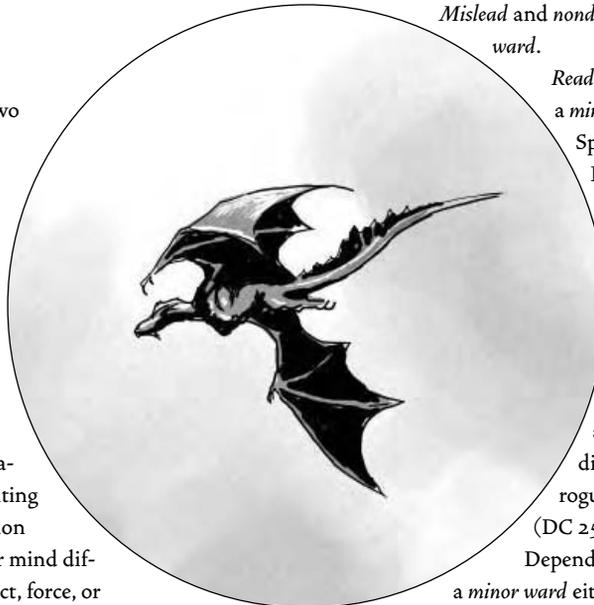
Note: Magic traps such as *minor wards* are hard to disable. A rogue—and only a rogue—can use *Disable Device* (DC 25) to thwart one.

Depending on the version selected, a *minor ward* either blasts the intruder or activates a spell:

Blast Ward: A blast deals 1d4 points of damage to one target. This damage is acid, cold, electricity, fire, or sonic (your choice, made at time of casting). Those affected can make Reflex saves to take half damage.

Spell Ward: You can store any harmful 0-level spell that you know. All level-dependent features of the spell are based on your level at the time of casting. If the spell has targets, it targets the intruder. If the spell has an area or an amorphous effect (such as a cloud), the area or effect centers on the intruder. All saving throws operate as normal, except that the Difficulty Class is based on the level of the *minor ward*.

Material Component: You trace the ward with paint, chalk or some other appropriate substance



MIRROR BLAST

Evocation

Level: Special (mirror master† 5th-level bonus spell)**Components:** V, S, M**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Area:** Cone**Duration:** Instantaneous**Saving Throw:** Reflex half**Spell Resistance:** Yes

Upon shattering a small mirror, you create a magical blast of force energy and mirror shards. The blast inflicts 1d6 points of damage per caster level (maximum 15d6). Half the damage is force energy, and half is slashing damage from the glass shards.

Material Component: A small mirror

MIRROR CALLING

Conjuration (Calling) [see text]

Level: Special (mirror master† 6th-level bonus spell)

Effect: Up to 16 HD worth of summoned elementals and outsiders, no two of which can be more than 30 feet apart when they appear.

As lesser mirror calling†, except you may call one creature of up to 16 HD or a number of creatures of the same type whose Hit Dice total no more than 16. The creatures as a group agree to perform a task for you and request a favor in return.

MIRROR CALLING, LESSER

Conjuration (Calling) [see text]

Level: Special (mirror master† 4th-level bonus spell)**Components:** V, S, AF**Casting Time:** 10 minutes**Range:** Touch**Effect:** One summoned elemental or outsider of up to 8 HD**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

Upon casting this spell, you gaze into a mirror and view a random location occupied by a creature on another plane. You call forth an elemental or outsider (of up to



8 HD) that you can see. If you know an individual creature's name, you may request that individual by speaking the name during the spell (though you might get a different creature anyway).

You may ask the creature to perform one task for you, and the creature may request some service in return. The more demanding your request, the greater return favor the creature asks for. This bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives. If you agree to the service, the creature performs the task you requested, reports back to you afterward (if possible), and returns to its home plane. You are honor bound to perform the return favor.

A creature may accept some form of payment, such as a magic item, in return for its service. The creature does with the item whatever it pleases.

Note: A calling spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature is considered a spell of that type. For example, *lesser mirror calling* is a fire spell when it calls a fire elemental.

Arcane Focus: A small mirror of polished silver

MIRROR PORTAL

Transmutation

Level: Special (mirror master† 7th-level bonus spell)

Components: V, S, AF, XP

Casting Time: 10 minutes

Range: Touch

Targets: Two mirrors

Duration: One day/level

Saving Throw: None

Spell Resistance: No

You create a one-way magic passage between any two mirrors. Once the spell is cast, the mirrors can be moved any distance apart. Anyone stepping into one mirror comes out the other. To make the passage two-way, cast the spell twice. A creature or object must be able to pass through the mirror physically, as if it were a doorway, so it is important that the mirrors are big enough. If you look through one mirror, you see a blurry view of whatever is reflected in the other mirror, as well as the normal reflection.

Arcane Focus: Two fine mirrors of highly polished silver, each costing at least 500 gp

XP Cost: 500 XP

MIRROR SHIELD

Abjuration

Level: Special (mirror master† 3rd-level bonus spell)

Components: V, S, AF

Casting Time: Standard action

Range: Touch

Target: One mirror

Duration: One minute/level

Saving Throw: None

Spell Resistance: No

A useful protection against ray attacks, this spell creates a device that automatically reflects any ray spell directed at you back at the caster. You make a ranged attack roll (as if you cast the ray spell yourself) against the caster's Armor Class. If you hit, you inflict damage per the original spell.

Arcane Focus: A mirror of any size, which must remain with you for the duration of the spell

MIRROR THEFT

Transmutation

Level: Special (mirror master† 5th-level bonus spell)

Components: V, S, AF

Casting Time: Full round

Range: Touch

Target: One mirror

Duration: 1 round

Saving Throw: None

Spell Resistance: No

While using Mirror Sight† (see Chapter Two: Feats) on a mirror, you may reach into the mirror and grab one unattended object that you can see, pulling it through to your side. The object must be something that you can lift and that will fit through the mirror.

In the location being viewed, your hands seem to appear out of nowhere, grasping the object and pulling it away into nothingness. Creatures in that location cannot harm or affect you, but they can attempt to grab the object. If they succeed, the spell ends.

Arcane Focus: A finely made mirror of highly polished silver, which costs at least 800 gp

MIRROR TRUTH

Illusion (Glamer)

Level: Special (mirror master 6th-level bonus spell)

Components: V, S, M

Casting Time: 10 minutes

Range: Close (25 feet + 5 feet/two levels)

Area: One 10-foot cube/level (S)

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell creates a powerful illusion that can be overcome only by looking through a mirror. The caster creates an illusory image over the target area as described in the spell *screen*. No amount of normal interaction with the illusion helps characters discern the truth. However, if they look at the area in a mirror, the reflection shows what is actually there. Magical means of detecting or seeing through illusions, such as *true seeing*, are handled as if this were a normal illusion. Unlike *screen*, this spell does not foil scrying.

Material Component: A mirror at least 2 feet across

MISSIVE TOKEN

Transmutation [Language-Dependent]

Level: Clr 3, Sor/Wiz 3**Components:** V, S, M, F**Casting Time:** Standard action**Range:** Touch**Effect:** A magical token**Duration:** Until used**Saving Throw:** None**Spell Resistance:** Yes

You imbue a nonmagical object of Tiny size (or smaller) with a special communication magic. Anyone possessing this token can contact you telepathically and send you a message up to 25 words long; you are aware of the sender's identity.

Malhavoc Speaks

The spell missive token is indispensable. Any good wizard should have a network of spies, agents, and lackeys. If each of them carries one (or more) such tokens, he can ensure that he always knows immediately when something important happens.

This spell does not give you the power to respond, nor does the possessor of the token know your location or any detail about you (even whether you are alive to receive the message). Once used, the object retains no special abilities.

Material Component: A pinch of platinum dust worth at least 25 gp, sprinkled on the token

Focus: The object to be used as the token

NONESS TOMA (SLIP BETWEEN SIGHT)

Illusion (Figment)

Level: Sor/Wiz 1**Components:** V, Dragon Magic†**Casting Time:** Standard action**Range:** Personal**Target:** You**Duration:** 1 round/level**Saving Throw:** None**Spell Resistance:** No

This illusion obscures accurate vision. The caster gains a +5 bonus to Hide checks and does not necessarily need something to hide behind (but he must remain unobserved while initially hiding). This spell negates any size penalties as they apply to Hide checks.

NONESUCH SPELL

Transmutation

Level: Sor/Wiz 6**Components:** V, S**Casting Time:** Full round**Range:** Personal**Area:** 50-foot radius**Duration:** 10 minutes/level**Saving Throw:** None**Spell Resistance:** Yes

You specify a spell that you can cast of 4th level or lower; for the duration, no one may successfully cast that spell in the area. Casters outside the area can still cast the spell normally, but all within the area remain immune to its effects. The effect is suppressed if it is brought within the *nonessuch spell's* area. For example, if a wizard casts *nonessuch spell* and specifies *charm monster*, no one may cast *charm monster* within 50 feet of her, no creature within 50 feet of the wizard can be affected by *charm monster*, and any creature already under the compulsion of *charm monster* coming within 50 feet of the wizard can ignore the effects of the *charm* while remaining in the area.

You may only have one *nonessuch spell* cast at any time.

OBJECT LORESIGHT

Divination

Level: Sor/Wiz 1**Components:** S**Casting Time:** Standard action**Range:** Touch**Target:** One object**Duration:** Instantaneous**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes

You learn something significant about an object you touch. Go through this list, in order, and the first bit of lore you do not know, you learn through this spell:

1. Age of object
2. Name of last creature to touch the object, if any (other than you)
3. Race of last creature to touch the object, if any (other than you)
4. Name of the object's creator (a natural object, like a rock, was created by nature)
5. Race of the object's creator, if any
6. Object's purpose
7. Material(s) that makes up the object
8. Location of the object's creation
9. Name of the most recent owner of the object, if any
10. Magical ability of the object, if any (random if more than one)

Multiple castings allow you to gain multiple bits of information. If you know all of the above information, this spell teaches you nothing.

ONE STEP BEYOND

Abjuration

Level: Clr 9, Sor/Wiz 9**Components:** V, S, M**Casting Time:** 10 minutes**Range:** Touch



Target: One creature per level

Duration: One day/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The targets protected by this abjuration remain completely immune to divination spells of any level, including *discern location* and even a *wish* or *miracle* spell used as a divination. Similar to *mind blank*, this spell provides foolproof protection against scrying and mind-reading attempts of any kind, and the subjects cannot be seen with a spell like *arcane eye*.

Material Component: A gem of any kind, worth at least 1,000 gp, for each target

OROSTER'S REVENGE

Abjuration [Force]

Level: Sor/Wiz 6

Components: V, S

Casting Time: Standard action

Range: Personal

Target: You

Duration: One minute/level (D)

Saving Throw: None

Spell Resistance: Yes

Any creature that attacks you suffers magical feedback that inflicts 2d6 points of force energy damage + 1 point per caster level.

For the purposes of this spell, an attack is any action that requires an attack roll, whether or not the attack succeeds. If you willingly allow someone to touch you (such as a cleric casting a curative spell), no attack roll is needed, and thus the action does not trigger this spell's effect.

OVERCOME FORCE

Abjuration

Level: Sor/Wiz 5

Components: V, S

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level or until discharged

Saving Throw: None

Spell Resistance: Yes

This spell protects a creature from damage by force effects, such as *magic missile*, in a manner similar to *protection from energy*. When the spell absorbs 12 points per caster level of force damage, *overcome force* ends. The spell also provides the creature touched with a special ability. The creature can move through a *wall of force* once, ignoring it as if it were not there. If the creature uses this ability, the spell ends immediately afterward. *Overcome force* does not grant the creature the ability to make attacks through a *wall of force*, only to move through it.

Malhavoc Speaks

Annoying clerics—and, I suppose, some mages—have a spell called discern location that has proven the bane of many a rogue or arcanist. The spell one step beyondt, however, is proof against any kind of location attempt. Even a god would have a difficult time finding someone protected by this spell. I try not to go anywhere without it.

PHANTOM FOIL

Illusion (Phantasm)

Level: Sor/Wiz 5**Components:** S**Casting Time:** Standard action**Range:** Personal**Effect:** One programmed illusion/level**Duration:** 10 minutes/level**Saving Throw:** Will negates**Spell Resistance:** Yes

This spell prepares and stores within you special programmed phantasms geared to protect you when you find yourself caught unprepared. When a foe attempts to make a sneak attack against you, or when anyone makes an attack against you while you are flat-footed (even a spell cast with you as the target), a phantasm appears to distract the foe.

The phantasm is a disturbing image designed to momentarily surprise, confuse, or otherwise distract the attacker. It could be an image of a wounded friend, a terrible monster, a blast of fire, or anything else (the specifics are determined by the attacker's subconscious, not the caster). It appears immediately in front of the attacker. As the phantasm interacts with the attacker directly, the attacker makes an immediate Will saving throw. If successful, the attack proceeds normally. If not successful, the attack is prevented.

The spell creates one programmed phantasm per level.

PIERCE

Evocation [Force]

Level: Sor/Wiz 2**Components:** V, S**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Target:** One creature or object**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** Yes

The *pierce* spell allows you to hurl a bolt of force energy that has two effects. You make a single attack roll when casting *pierce*, and if you succeed at a ranged touch attack, you automatically destroy (dispel) any defensive spell of 2nd level or below with the force descriptor (such as *mage armor* or *shield*). It even suppresses *bracers of armor* for 1d4 rounds. If your attack roll also succeeds in hitting the target with a normal ranged attack (discounting any Armor Class bonus from a force effect or *bracers of armor*) you inflict 1d8 points of damage per two caster levels (maximum 5d8).

PLAY THE FOOL

Abjuration

Level: Sor/Wiz 2**Components:** V, S, M**Casting Time:** Standard action**Range:** Touch**Target:** One creature/level**Duration:** 10 minutes/level**Saving Throw:** None**Spell Resistance:** No

The target fools someone who cast a spell upon her—if she makes her saving throw, the caster instead believes she failed it. Thus, she could convince an opposing spellcaster attempting to *charm* her that the spell succeeded, or that an answer she gives to a *compelling question*† is the truth when it is a lie.

Material Component: A short stick with a bell on the end

PLUNGE DEEP TO THE CORE

Transmutation

Level: Sor/Wiz 2**Components:** V, S**Casting Time:** Standard action**Range:** Touch**Target:** One weapon**Duration:** One hour/level (D)**Saving Throw:** None**Spell Resistance:** No

This spell allows a weapon to ignore damage reduction of a specific type (magic, good, etc.) chosen by the caster at the time of casting.

POWER CRAFT

Transmutation

Level: Sor/Wiz 2**Components:** V, S, M**Casting Time:** Standard action**Range:** Touch**Target:** See text**Duration:** 10 minutes/level**Saving Throw:** None**Spell Resistance:** No

You provide a source of locomotion for a cart, wagon, boat, or ship. The vehicle can be no larger than 10 feet long + 2 feet per level (a 5th-level sorcerer can power a 20-foot-long vessel). The vehicle can move at any speed up to its normal maximum speed as if it had a natural source of locomotion. Thus, a carriage could be made to move without a horse pulling it, up to the speed it could normally attain with a horse to pull it. Likewise, a sailing ship moves as if powered by a favorable wind.

Prevailing conditions—wind, inclines, and so on—affect movement normally. Thus, this spell cannot move a sailing ship against a gale-force wind.

Material Component: A white feather

PRECISE VISION

Transmutation

Level: Sor/Wiz 1**Components:** V, S, M

Casting Time: Standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You can see details, either small or distant, much more clearly than normal. In addition, you gain a +5 competence bonus to Search and Spot checks.

Material Component: An eagle feather

PRETUR AR NUADE (HOARD WARD)

Transmutation [Teleportation]

Level: Sor/Wiz 8

Components: V, S, M, Dragon Magic†

Casting Time: 10 minutes

Range: Touch

Area: One 10-foot cube/level (S)

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

The caster creates a powerful protective ward throughout an area. If anyone enters the ward other than the caster or those named by the caster at the time of casting, this spell teleports the intruders to a specific location designated at the time of casting, with none of their equipment. The equipment remains in the ward, although intelligent magic items are immune and do travel with the wielder, if they so choose.

Material Component: Gold dust worth at least 1,000 gp

PRIMAL RELEASE

Transmutation

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One living creature (not you)

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

You release the primal savage within a single creature. The creature gains a +10 inherent bonus to Strength and Constitution, a +2 inherent bonus to Dexterity, and a –6 penalty to Intelligence and Charisma, as well as a –2 penalty to Wisdom. The creature cannot cast spells or use spell-like abilities, but its base attack bonus becomes +1 per Hit Die (if its current base attack bonus is something else). The creature can fight as though it had the Power Attack, Cleave, Great Cleave, and Improved Sunder feats.

Material Component: A bit of raw meat

PRIVATE CONVERSATION

Transmutation

Level: Asn 1, Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: Standard action

Range: Touch

Target: Two creatures + one creature/three levels

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes



The targets can converse without anyone overhearing what they are saying. Characters who can read lips might still be able to determine what is said, but no Listen check can possibly allow one to overhear the conversation.

While under the effect of this spell, a character can speak to someone not affected by this spell, but all can hear that conversation normally. Only when an affected character speaks to another affected character does the conversation remain private.

PROFICIENCY

Transmutation

Level: Sor/Wiz 1

Components: V, S

Casting Time: Standard action

Range: Personal

Target: You

Duration: One hour/level

Saving Throw: None

Spell Resistance: No

You gain proficiency with a single weapon that you hold in your hand at the time of casting. This spell gives you no special bonus with the weapon, but you do not suffer the nonproficiency penalty while using the weapon.

PROHIBIT KIND

Transmutation

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Area: 30-foot-radius spread

Duration: 1 round/two levels

Saving Throw: None

Spell Resistance: Yes

Developed by particularly haughty elves long ago (but usable by all races), this strange spell allows you to select a specific race or humanoid subtype, such as human, dwarf, halfling, or goblinoid, or in the case of non-humanoids, a type, such as dragon, giant, or fey. Within the bounds of the spell, only creatures of the specified race or type can take actions. All other creatures remain frozen within an energy field—held in a stasis that does not allow them to be harmed or affected in any way.

Material Component: A piece of amber worth at least 50 gp

PROROGATE DEATH

Necromancy

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One living creature

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

With this spell active, the subject does not fall unconscious at -1 hp or lower and does not die upon reaching -10 hp. Instead, during this time he can continue to take actions as normal (although at -1 to -9 hp he continues to lose 1 hp per round and has no chance to stabilize without a successful Heal check). At -10 hit points, the subject may take only a single move or standard action and can live only another round for every two of the caster's levels. After reaching -10 hp, even as the spell keeps him alive, a Heal check cannot save him—only magical healing can.

Material Component: A bit of wax and a bit of thread

PROTECT FAMILIAR

Abjuration [Force]

Level: Sor/Wiz 1

Components: V, S

Casting Time: Standard action

Range: Touch

Target: Your familiar

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

Your familiar gains a +1 armor bonus per caster level (up to a maximum of +10). The armor is invisible and made of magical force. It proves useful against incorporeal attacks. You cannot share this effect, nor can you cast it on any other creature.

QUICK BOOST

Transmutation

Level: Clr 0, Sor/Wiz 0

Components: V, S

Casting Time: Standard action

Range: Touch

Target: One living creature

Duration: 1d4 rounds (D)

Saving Throw: None

Spell Resistance: Yes

Calling up a short-lived but intense burst of positive energy, you bestow a +2 enhancement bonus to the Constitution, Dexterity, or Strength score of one creature.

QUINTELEMENTAL BLAST

Evocation

Level: Sor/Wiz 5

Components: V, S

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A blast of quintelemental energy shoots from your fingertips in a cone, inflicting 1d6 points of damage per level (maximum 15d6). This energy affects creatures as the energy type to which they are most vulnerable, if applicable. Thus, the spell affects a creature with resistance to fire 30 as if it were an energy type other than fire. Creatures with a vulnerability to an energy type, such as cold creatures who suffer a –10 penalty to their saving throws against fire, suffer as if exposed to their vulnerability. Even if a creature has both protection and a vulnerability to one energy type, this spell bypasses the protection and still affects the vulnerability. So if a wizard cast *protection from energy* (fire) on a frost worm, *quintelemental blast* would ignore the protection spell, and the creature would still suffer a –10 penalty to its saving throw.

Creatures with resistance or immunity to all energy types have appropriate protection from the damage this spell inflicts. A cleric carrying the effects of five different *resist energy* spells (for all five energy types—acid, cold, fire, lightning, and sonic) subtracts 12 points of the damage she normally would suffer from this spell.

RECENT OCCUPANT

Divination

Level: Asn 1, Brd 0, Drd 1, Rgr 1, Sor/Wiz 0

Components: V, S

Casting Time: Standard action

Range: 20 feet

Area: 20-foot radius centered around you

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You learn the name and race of the last creature with Intelligence 3 or higher who occupied the area for at least 1 round. You also learn how long ago this creature occupied it. This spell proves very useful for tracking (or avoiding) foes.

RESIST SCRYING

Abjuration

Level: Clr 1, Sor/Wiz 1

Components: V, S, M

Casting Time: Standard action

Range: Touch

Target: One living creature

Duration: One hour/level (D)

Saving Throw: None

Spell Resistance: No

You add +5 to the target's saving throws made against any scry attempts (spell or device). The effects of this spell stack with those of *static veil*.

Material Component: A 3-ounce piece of lead

ROBE OF REFLECTION

Conjuration (Summoning)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: Standard action

Range: Touch

Target: One creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

You create a robelike aura of energy around a single subject, then specify one energy type (acid, cold, electricity, fire, or sonic). The wearer ignores any damage suffered from that energy type, from any source, whether a targeted or area effect. The wearer can, in fact, choose to redirect the damage to any target within 100 feet. Thus, if you wear a *robe of reflection* (fire) and walk through a *wall of fire*, you suffer no damage and can inflict the wall's damage on anyone within 100 feet of you. The damage reflected can equal no more than 3 hp per caster level, and the target gains a Reflex saving throw to reduce the damage by half (DC 14 + caster's appropriate ability score modifier). Spell resistance also applies to reflected damage. You need not reflect the damage if you choose not to.

Material Component: Five threads woven around a small mirror worth at least 20 gp

ROGUE'S STAB

Transmutation

Level: Asn 1, Blk 1, Brd 2, Rgr 1, Sor/Wiz 2

Components: V, S

Casting Time: Standard action

Range: Touch

Target: One creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

The target gains the ability to make sneak attacks as a rogue against opponents denied their Dexterity bonus or those that are flanked. The target inflicts +1d6 points of damage making such an attack. If the target can already make sneak attacks, the damage she inflicts with her sneak attacks increases by +1d6.

SAFE SEARCH

Abjuration

Level: Brd 1, Rgr 1, Sor/Wiz 1

Components: V, S

Casting Time: Standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

You can thoroughly search an object or area (within the limits of the spell's duration) without fear of personal harm. While searching an area slowly and carefully, you will not set off traps, although other actions—such as stepping on a pressure plate—may still activate one. Neither will you unleash curses or contract a disease when you perform a search, even of dangerous, trapped, or hazardous substances. However, this spell does not influence whether characters find what they're searching for—they still must succeed at a Search check.

SAMPLE

Abjuration

Level: Sor/Wiz 0

Components: V, S, F

Casting Time: Full round

Range: Touch

Target: 1 ounce of a liquid or solid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You gather a small bit of some hazardous or potentially hazardous substance and magically place it within a crystal flask—casting the spell transports the sample into the

flask instantly. *Sample* protects you from harm in the process. You don't even have to physically touch the substance. This spell allows you to safely handle and store, for instance, poison from a wyvern's stinger, a small amount of acid found in an ancient vat, or a tiny piece of a disease-ridden robe.

Focus: A crystal flask worth at least 10 gp

Malhavoc Speaks

Obviously, many spells dealing with scrying are incredibly specific. One may not need them all the time. However, when dealing with an opposing mage or cleric who uses scrying against you, they are invaluable. They are useful to keep in your spellbook for just such an occasion, or—if one's talent is sorcery—having them available on scrolls works just as well.

Not every spell is as universally useful as mage armor or fireball, but a smart arcanist knows the importance of the specific as well as the general, when determining effective defense and offense.

SCRY BLAST

Evocation [Force]

Level: Sor/Wiz 6

Components: V, S

Casting Time: Standard action

Range: See text

Target: One creature being scried

Duration: Instantaneous

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

Once you have successfully found a subject with a *scrying* spell or device such as a *crystal ball*, this spell allows you to

channel a blast of destructive energy through the scry sensor at the subject. The energy inflicts 1d4 points of damage per two caster levels (maximum 10d4). Because this spell allows you to hurl damage upon a foe from great range without putting yourself at risk, many covet and fear it. However, the truth is, this spell does involve a risk to yourself. If the target makes a successful saving throw, the energy rebounds back through the scry link and strikes you (you may attempt a Reflex saving throw to negate the attack).

In any event, a *scry blast* ends a scrying attempt. You must cast a new *scrying* spell to scry the target again, or use your *crystal ball* once more.

SCRY RETALIATION

Evocation [Force]

Level: Sor/Wiz 3

Components: V, S

Casting Time: Standard action

Range: See text

Target: A creature scrying you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

If you become aware that you are being scried, either through a Will save or a *detect scrying* spell, you channel a blast of destructive energy at the scrier. The energy inflicts 1d6 points of damage per caster level (10d6 maximum). This spell does not provide any information about the scrier. The damage harms only the scrier, and not the means of scrying (a mirror or *crystal ball*). It does not disrupt the scrying attempt unless, of course, the scrier is killed or knocked unconscious.

Alternatively, rather than channeling a blast of destructive energy, you can channel a single-target spell effect of 3rd level or lower at the scrier. Spells requiring touch or an attack roll cannot be channeled. Since you have no knowledge of the scrier, you don't always know if a spell will prove effective. For example, you can channel a *charm person* spell, but the scrier might be undead or someone otherwise unaffected by *charm person*. You must have the spell currently prepared (sorcerers must know the spell), and after channeling the effect, the spell slot is used.

SCRY REVERSE

Divination

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: Standard action

Range: See text

Target: Magical sensor

Duration: One minute/level (D)

Saving Throw: None

Spell Resistance: No

If you become aware that you are being scried, either through a Will save or a *detect scrying* spell, you immediately begin scrying the scrier as if you had successfully cast *scrying* to find him. This spell functions even if you know nothing about the scrier, and you can continue to scry him even if he ends his own scry. This reversal does not end the original scry.

Material Component: A small silver mirror worth at least 50 gp

SCRYTALK

Divination

Level: Sor/Wiz 2

Components: V, S

Casting Time: Standard action

Range: See text

Target: Magical sensor

Duration: One minute/level (D)

Saving Throw: None

Spell Resistance: No

Once you have successfully found a subject with a *scrying* spell or device such as a *crystal ball*, this spell allows you to set up a direct verbal communication with that subject, using the magical sensor created by the spell or device as an audio conduit. For the duration, you hear everything the subject says, and the subject hears everything you say. The spell ends if either the duration runs out or the scrying link is broken.

SEEK THE SOULLESS

Necromancy

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: Standard action

Range: Close (25 feet + 5 feet/2 levels)

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Seek the soulless creates a cone of strange magical energy. Within its area, living mortal creatures with souls (all creatures other than undead, constructs, plants, or outsiders) find themselves surrounded by a momentary nimbus of light that protects them from the spell's influence. All those not protected suffer 1d6 points of damage per caster level (maximum 10d6). Inanimate objects suffer full damage from this blast of energy. This spell proves useful for fighting undead or other creatures without worrying about harming your friends.

Material Component: A feather dipped in lacquer

SHIELDBREAKER

Transmutation

Level: Sor/Wiz 2

Components: V, S

Casting Time: Standard action

Range: Touch

Target: One weapon

Duration: Until triggered

Saving Throw: None

Spell Resistance: No

The weapon you cast this spell upon becomes particularly useful against opponents with shields. The wielder ignores armor and enhancement bonuses to a foe's Armor Class gained from a shield. Further, instead of making a normal attack, the weapon's wielder can make a sundering attack against a nonmagical shield that automatically destroys the shield if the attacker wins the opposed roll. (See the rules for attacking an object in the *Player's Handbook*.) Shields with a +3 enhancement bonus or the equivalent in magical abilities are immune to this spell. If used against a foe with the *shield* spell active, this weapon immediately dispels the spell. The wielder may use this shieldbreaking effect only once per casting of the spell.

SHRAPNEL GLOBE

Conjuration (Creation)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: Standard action

Range: Touch

Affect: One metal sphere

Duration: 2 rounds/level

Saving Throw: Reflex half

Spell Resistance: Yes

You create a small metal sphere that exists for no longer than the duration. At any point during the duration, if you hurl or drop the globe, it detonates, spraying metal shards in all directions within a 20-foot radius. The shrapnel inflicts 1d6 points of damage per two caster levels, to a maximum of 5d6. Throwing or dropping the sphere where you want requires a standard action, resolved as a grenadelike missile. You can give the globe to another creature to use, but it requires a standard action to do so.

Material Component: 1 ounce of steel

SILENT SOUND

Evocation [Sonic]

Level: Brd 1, Sor/Wiz 1

Components: S

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You fire from your fingertip a focused beam (i.e., a ray) of sonic energy too shrill to hear. To do so, make a ranged touch

attack roll. On a hit, you inflict 1d6 points of sonic damage per level (5d6 maximum).

SLAY ILLUSION

Illusion [Figment]

Level: Sor/Wiz 4

Components: V, S

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Effect: One illusory creature

Duration: 1 round/level (D)

Saving Throw: Will negates (if interacted with)

Spell Resistance: None

You create an illusion of a horrible creature of Large size that you choose (or design). The illusion has both visual and audible components. This illusion moves at a speed of 40 to the nearest illusion within range, detecting it without possibility of error. Your illusion can charge and double move, but not run, and its movement requires no action on your part.

As soon as it reaches the other illusion, it destroys it in a visual display of illusory obliteration. The remnants of the destroyed illusion fade. The next round, your illusion moves again to the nearest illusion within range and does the same thing, continuing the attacks until the spell ends. If there are no illusions within range, the illusory creature disappears in a blast of illusory fire.

For example, say you cast this spell near an illusion of a dragon. You make your illusionary creature a troll. The “troll” moves to the illusion of the dragon and tears it apart, the bloody dragon bits fading after a moment. The next round, the “troll” moves across the room to an *illusory wall* (which you did not even know was an illusion) and destroys it, ripping the rocks and mortar apart. The rocks and mortar fade, and, with no other illusions within range, the “troll” disappears.

Like all illusions, interaction with the illusory creature allows other characters a saving throw, although their belief or disbelief in the illusion has no effect on its ability to seek out and destroy other illusions.

SLEEP, GREATER

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Area: Several living creatures within a 15-foot-radius burst

Duration: One minute/level

Saving Throw: Will negates

Spell Resistance: Yes

As *sleep*, except that you roll 4d6 to see how many Hit Dice of creatures are affected; no creature with more than 10 HD is affected.

Material Component: A pinch of dust

SOUL BURST

Necromancy

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: Standard action

Range: Medium (100 feet +10 feet/level)

Area: 20-foot-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You summon a burst of energy that harms all living creatures that have a soul. Thus, inanimate objects suffer no damage, but neither do undead, constructs, plants, or outsiders. Those affected sustain 1d6 points of damage per level (to a maximum of 15d6). This spell was developed by mages in charge of defending the citadel of their king against invaders—they did not want to damage their own defenses or the structure itself. *Soul burst* is also favored among necromancers who wish to damage their enemies but not their own undead guardians.

Material Component: A crushed feather

SPELLMASTER

Transmutation

Level: Sor/Wiz 7

Components: V, S

Casting Time: Full round

Range: Personal

Target: You

Duration: 1 round/level

You control your spells with delicacy and precision. With this spell active, the range and duration of the spells you cast can increase up to 50 percent (spells with range of Touch or Personal, or durations of Instantaneous, go unaffected). Your spell effects can be delayed up to 3 rounds. You can shape spell areas (without changing their sizes) to the point of excluding single targets from bursts if you desire—in other words, creatures within spell areas are affected only if you want them to be.

For example, a 15th-level wizard casts *spellmaster*, then *fireball*. He can increase the range up to an extra 500 feet, but he cannot affect the instantaneous duration. He can delay the explosion of the *fireball* up to 3 rounds (at which time, different creatures might be in the area) and can choose who in the area must make a saving throw, and who suffers no damage at all.

SPELLTRAP

Abjuration

Level: Sor/Wiz 4

Components: V, S, AF

Casting Time: Full round

Range: Touch

Target: One gem

Duration: Until triggered (and then one minute/level)

Saving Throw: None (see below)

Spell Resistance: Yes (object)

Spelltrap imbues a gem with the power to absorb a spell, then release its energy. The gem becomes invisible and incorporeal and is tied to a specific creature, object, or 10-foot-cube of space, designated by you. If associated with a creature or object, the gem moves when the creature or object moves, remaining always within 1 foot.

The gem stays dormant until someone casts a particular spell (any level), which you specified earlier, on the creature, object, or area. At this time the gem activates, absorbing the spell and becoming visible and tangible. An active gem no longer moves, even if it had been tied to a moving creature or object. The triggered gem floats right where it is, defying gravity. If anything or anyone touches the gem after it has become active, it explodes, inflicting 2d6 points of damage for each level of the spell it absorbed to all within a 20-foot spread (Reflex save for half damage).

Arcane Focus: A gem worth at least 100 gp

SPHERE OF DETERIORATION

Transmutation

Level: Sor/Wiz 9

Components: V, S, M

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Targets: All living creatures within range

Duration: 1 round/level (D)

Saving Throw: Fortitude negates (each round)

Spell Resistance: Yes (each round)

This potent spell affects only living creatures, causing them to wither and crumble, eventually reducing them to dust. On the first round of the duration, all within the range (except you) suffer 1d6 points of damage. The next round, they suffer 2d6 points of damage. The next round deals 3d6, and so on, to a maximum of 10d6 points of damage each round.

Characters are allowed a Fortitude save to resist the damage, but they must attempt a new saving throw each round. A saving throw is required of anyone who spends any amount of time in the range of the spell, so that even a character who



entered the area and backed out again on the same action would still need to make a save.

The damage progression always starts at 1d6 points of damage. So even if the spell has been going for 5 rounds, a new target entering into range suffers 1d6 points of damage on his first round, 2d6 the next round, and so on. Exiting and reentering the spell's range, however, restarts the damage the victim was suffering as if he had not left—it does not start over. So, say a character stays in range for 4 rounds, then leaves for 2 rounds. On his first round back in range, he suffers 5d6 points of damage.

The spell's effect moves as you do, since it affects everyone in range of you.

Material Components: A brass statuette of a living creature, worth 100 gp, and a handful of brass dust, worth 50 gp

SPINE TENDRIL

Transmutation

Level: Sor/Wiz 5

Components: V, S

Casting Time: Standard action

Range: Personal

Target: You

Duration: 1 round/level

This gruesome spell causes your own spine to lengthen considerably, thrusting up from the base of your skull to become a prehensile weapon (or limblike tendril) under your control.

Each round, in addition to whatever actions you would normally make, the *spine tendril* can make either an “unarmed” disarm or grapple attack with a reach of 10 feet, neither of which draws an attack of opportunity. It is treated as Medium and has an attack bonus of 10 + your caster level. Its Strength score is your Strength + 5. While grappling, once it achieves a hold, the *spine tendril* can inflict 1d6 points of damage plus its Strength modifier, if any.

SQUAMOUS PULSE

Transmutation

Level: Drd 8, Sor/Wiz 9

Components: V, S, M

Casting Time: Standard action

Range: Long (400 feet + 40 feet/level)

Area: All creatures with natural armor within a 50-foot burst

Duration: Instantaneous

Saving Throw: Fortitude half (see below)

Spell Resistance: Yes

The bane of scaly beasts everywhere, this strange spell turns a creature's natural armor against it—in fact, it causes the creature's hide to burst and hemorrhage. First, *squamous pulse* halves the subject's natural armor for 3d6 rounds fol-



lowing the casting. In addition, for every point of a creature's natural armor, it suffers 1d6 points of damage. So, a creature with a +21 natural armor bonus finds its Armor Class reduced by 10 for 3d6 rounds and suffers 21d6 points of damage.

Material Component: A bit of flesh from a scaly creature

STATIC VEIL

Abjuration

Level: Clr 2, Sor/Wiz 2

Components: V, S, F, AF

Casting Time: 10 minutes

Range: 0 feet

Area: One 10-foot cube/level

Duration: One hour/level

Saving Throw: None

Spell Resistance: No

You create an area that resists scrying. Anyone within the protected area receives a +1 bonus per caster level on the Will saving throw to resist scrying attempts, thanks to this spell.

Arcane Focus: A lodestone

STRENGTH TO STRIKE

Transmutation

Level: Sor/Wiz 4**Components:** V, S, M**Casting Time:** One action**Range:** Touch**Target:** One weapon**Duration:** 1 round/level**Saving Throw:** None**Spell Resistance:** No

You devote 2 points of your own Strength (which you suffer as ability damage) to a weapon you touch. That weapon inflicts +2d6 points of damage for the duration of the spell. (Note to DMs: This spell should not become the basis for a magic item, nor should it be made permanent with a *permanency* spell.)

Material Component: A needle

STUN ITEM

Enchantment (Compulsion) [Intelligent Item-Affecting]

Level: Clr 2, Sor/Wiz 2**Components:** V, S**Casting Time:** Standard action**Range:** Touch**Target:** One intelligent item**Duration:** 1 round/level**Saving Throw:** Will negates**Spell Resistance:** Yes

You stun an intelligent item, preventing it from taking any actions or allowing another to use its powers. A magic sword is still a sword, however, and can be used as such.

SUDDEN WAVE

Conjuration (Creation)

Level: Drd 6, Sor/Wiz 6**Components:** V, S, M**Casting Time:** Standard action**Range:** Medium (100 feet +10 feet/level)**Effect:** A wave of water 20 feet high, 20 feet wide, and 3 feet thick**Duration:** 1 round/two levels**Saving Throw:** Reflex half**Spell Resistance:** No

You summon a tall wave of seawater that immediately moves away from you along the ground at a speed of 50 feet (so it moves 100 feet in a given round). If part of the wave strikes a secured object that it does not destroy, that portion of the wave falls away harmlessly. In other words, the wave conforms to the shape of its surroundings. For example, if the wave moves across a room toward a corridor 10 feet wide and tall, it becomes a wave 10 feet wide and tall, retaining its 3-foot thickness. (Its remaining mass splashes to the ground and flows away wherever that much water would normally go

in that situation.) If the entire wave crashes into a solid barrier it cannot move or destroy (like a wall), the water splashes to the ground and the wave stops. The wave leaves a light trail of seawater wherever it goes. A hole or fissure in the ground deeper than 20 feet causes the part of the wave that moves over it to collapse. A wave created in an area smaller than its normal size conforms immediately to the size allowed. So a wave cast in a 10-foot-wide corridor is never wider than 10 feet. Casting the spell in an area narrower than 10 feet in either height or width causes the spell to fail.

The wave deals 10d6 points of damage to anything it strikes as it moves. Creatures of Large size or smaller that are struck and fail their Reflex saving throws must also make Strength checks (DC 20) or be swept along with the wave. Each round, those swept up in the wave can attempt Swim checks (DC 20) to break free.

Unattended, unsecured objects of Large size or smaller automatically get swept along. Creatures carried along suffer no further damage unless the wave strikes a barrier. If a portion of the wave strikes such an object—something

it cannot destroy or sweep along—while it is carrying one or more creatures, they each suffer 5d6 points of damage from the impact (Reflex save for half). In addition, they have a 50 percent chance of being knocked out of the wave. If the entire wave strikes a barrier, all within the wave suffer 5d6 points of damage (no save). Given enough room, in the right circumstances, *sudden wave* can leave a swath of destruction unlike most other spells.

If the wave suffers at least 40 points of cold damage in 1 round, it freezes solid, becoming a *wall of ice* with the *sudden wave*'s dimensions. Any creatures inside at that time are ejected. Otherwise, only spells that can stop it (such as a *wall of iron* or *wall of force*) or completely destroy it (like *disintegrate*) have any effect. Physical attacks of any kind accomplish nothing. Fire elemental creatures suffer double damage from this spell. The wave douses nonmagical flames that are smaller than it.

Material Component: An ounce of seawater

SUPPRESS LESSER

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 4**Components:** V, S**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Target:** One arcane spellcaster of a level lower than you**Malhavoc Speaks**

Although very specific in its use, squamous pulset proves invaluable against creatures like dragons, or a horde of smaller beasts like troglodytes. Despite its name, it works well against any creature with natural armor, not just those with scales. I myself once used this spell to good effect against a rakshasa riding a dragon turtle.

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You cast this spell on another, lesser, arcane spellcaster (not just a creature with spell-like abilities) to keep her from casting spells. The affected target cannot cast spells or use spell completion or spell-trigger magic items. She can use other magic items or spell-like abilities.

SUSAR'S DEATH

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One living creature (see text)

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Susar of Inshabiv (see the "Bastion of the D'Stradi" section in Chapter Five) created this spell as a means of taking down a powerful enemy quickly. It transforms the blood of a living creature (one that has blood) to molten lead. If the target creature fails its saving throw and has no immunity to fire and heat, it dies immediately. If the creature fails its save but does have immunity to fire and heat, it dies in 1d4 agonizing rounds; a *heal* spell cast during this time saves the

creature's life. Creatures successful in their saving throws but not immune to fire and heat suffer 4d6 points of heat damage from the partial transformation.

Material Component: A small glass vial, a drop of blood, and a small piece of lead

Malhavoc Speaks

Of course, a maximized lightning bolt and a disintegrate spell work very well, but neither carries quite the satisfaction associated with a spell like Susar's death when you are dealing with a foe you truly despise. I try not to let such base emotions drive my actions . . . but sometimes I fail.

TELEPORT BLOCK

Abjuration

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: Full round

Range: 0 feet

Area: Three 10-foot cubes/level

Duration: One hour/level

Saving Throw: None

Spell Resistance: No

You create an area in which no teleportation spell will work, either coming in or going out.

Material Component: 10 gp worth of gold dust

TELEPORT COORDINATES TRANSFER

Divination

Level: Clr 4, Sor/Wiz 4

Components: V, S

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

If you know a location well, you can communicate information about it mentally to someone else with enough accuracy and detail to allow the other person to teleport to the area as if personally familiar with the location. Alternatively, if you learn of a location through a spell like *discern location*, *teleport tracer*, or *legend lore*, you can use this spell to teleport there as if you were very familiar with the location.

In no way does this spell provide the actual means of teleportation. You provide your own mode of teleport.

TELEPORT REDIRECT

Evocation [Teleportation]

Level: Sor/Wiz 5

Components: V, S

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

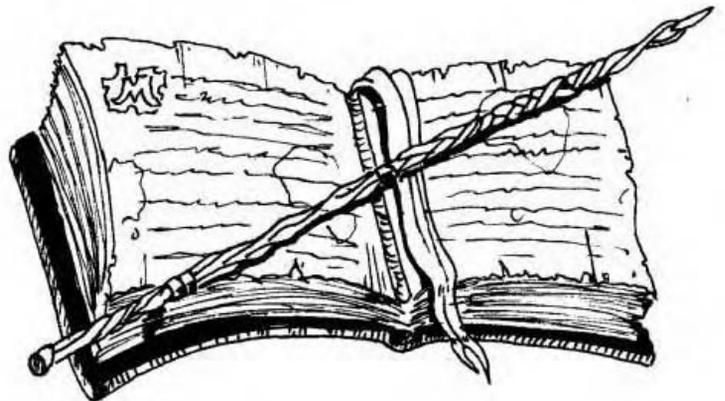
Area: 20-foot-diameter sphere

Duration: One hour/level

Saving Throw: None

Spell Resistance: Yes

If any teleportation subtype spell is cast within the radius of this spell, or if the area of the spell is the target of a teleportation spell, the destination of the teleport spell is redirected to a location you chose when you cast *teleport redirect*. For example, you cast *teleport redirect* in a king's throne room with a prison cell as a destination. Now, if a hamatula in the throne room attempts to use its *greater teleport* ability, it ends up in the cell.



TELEPORT TRACER

Divination

Level: Sor/Wiz 6**Components:** S**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Effect:** One teleportation spell**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

You immediately know the destination of the most recent spell with the teleportation subtype cast within the range. You know the location well enough to teleport to it immediately with no chance of error, although the spell confers no ability to teleport.

TEMPORAL VENOM

Conjuration (Creation)

Level: Sor/Wiz 3**Components:** V, S, M**Casting Time:** One minute**Range:** Touch**Effect:** One dose of venom/level**Duration:** 1 round/level**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

You create a number of drops of a magical “poison” that you can deliver by a touch attack or put on a weapon for use against a struck foe. Rounds the venom spends on a weapon or your hand count against the total duration. Unlike true poisons, there is no secondary effect a minute later, but creatures immune or with special resistances to poison gain no benefit against this spell.

Those afflicted with *temporal venom* find their ability to interface with time damaged. Their movements become erratic, and they almost seem to flicker or stutter in and out of reality. At the beginning of each round, roll on the following table to determine the effects on the victim:

1d20	Effect
1–4	Victim “flickers” in time and gets no action this round. Victim is unaware of time passing.
5–8	Victim “blinks” to a random spot within a single move for that character (a spot she could physically reach), although she retains no memory of moving there (nor does anyone else).
9–10	Victim moves slowly, getting either a standard or a move action this round (but not both).
11–12	Victim can act normally but cannot sense anything around her this round. She becomes effectively blind and deaf, with no sense of smell or touch.
13–14	Victim appears disoriented as she stutters and strobes through reality for a round. She suffers a

–4 circumstance penalty to attack rolls, saving throws, and checks.

15–18 No effect. Victim can act normally for 1 round.

19–20 Victim speeds up in time, getting an extra standard or move action this round (but not both).

The elven starlight mages (see Chapter Three) created this spell centuries ago. It is said to tie into the time-related (or time-resistant) properties of the stars themselves.

Material Components: A mirror created under the stars at night, and a drop from a basin of water with 1 gp worth of powered silver in it

THIEF OF SPELLS

Transmutation

Level: Brd 5, Sor/Wiz 4**Components:** V, S**Casting Time:** Standard action**Range:** Touch**Effect:** One or more spells cast upon another creature**Duration:** 1 round/level or until used**Saving Throw:** None (see text)**Spell Resistance:** Yes

You touch a creature and attempt to take on any or all spell effects currently active upon it.

Touching the creature makes you immediately aware of the highest-level spell active on the target, and you can try to steal it. To steal it, make a level check: a d20 roll + your caster

level (maximum +10). The Difficulty Class for this check is 10 + the caster level of the spell in question. If you succeed, you steal the spell, ending the spell’s effect on the creature, and gaining the effect as if you had the spell cast upon yourself for the remainder of its duration and effect. After a successful theft, or if you did not attempt to steal the spell, you learn of the next highest-level spell affecting the target. You can then decide to steal that one. This continues until you fail in an attempt or you’ve discovered all the creature’s spell effects. You cannot steal more spell levels than a total equal to your own level. The whole process happens in an instant, no matter how many spells you steal.

Since you can choose not to steal a spell, but you do not know how many spells the creature has cast on it, you might identify the spells active upon a creature but accidentally pass on the chance to steal any. For example, if you pass up a

Malhavoc Speaks

One of the oddest spells I know, temporal venom† is far more interesting to cast than a mere slow spell on a victim. Overall, it may be no better than the more reliable slow, and it requires a successful attack to succeed—still, the spell remains fascinating in its effects.

It makes me eager to research a higher-level version of this type of power. What would happen if an arcanist could utterly destroy one’s ability to interface with time? I predict it would result in an imprisonment-like spell, but even harder to undo.

chance to steal the first two spells you learn about, but the creature only carries two spells cast upon it, your spell ends and you have stolen nothing.

As an extended example, a 9th-level wizard casts *thief of spells* and touches a 10th-level sorcerer. He learns immediately that the highest-level spell active upon the sorcerer is *stoneskin*. The wizard attempts to steal the spell, and rolls a 14 ($14 + 9 = 23$). The sorcerer cast the spell himself (DC 21). The wizard now has *stoneskin* active upon himself, with whatever duration the spell has left (and he keeps the hit point total the spell has already prevented as well). Next, he learns that the sorcerer has *haste* cast upon him. The wizard is already *hasted*, so he decides not to steal it, knowing that if he fails, the spell ends. The next spell is *cat's grace*, which the wizard attempts to steal. He rolls a 3, getting a 12 as a result. The spell has DC 21 just like the first one, so he fails to steal it and the *thief of spells* ends.

THIEF WARD

Abjuration

Level: Sor/Wiz 2

Components: S, M

Casting Time: Standard action

Range: Personal

Area: 50-foot-diameter sphere centered on you

Duration: One minute/level

Saving Throw: None

Spell Resistance: No

Thief ward creates an area where sounds are magnified, shadows lessened, and details brightened. All Hide and Move Silently checks made within the area suffer a -10 penalty.

Material Component: A small magnifying glass

THREATENING WEAPON

Evocation [Force]

Level: Sor/Wiz 2

Components: V, S

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Effect: A magical weapon of force

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

A melee weapon made of pure force springs into existence and attacks opponents when they provoke attacks of opportunity, dealing 1d8 points of damage per hit with a critical threat range of $19-20 \times 2$. The weapon takes the shape of any appropriately sized simple or martial weapon you desire. It is visible and takes up a 5-foot-square area, like a Medium creature. It uses your base attack as its attack bonus. It strikes as a spell, not as a weapon, so, for example, it can strike incorporeal creatures.

The weapon threatens the 5-foot area around it and makes attacks of opportunity to anyone within this area that pro-

vokes them, even you or your allies. The weapon can make one attack of opportunity per level per round, but otherwise it takes no actions. If in a position where it is flanking an opponent with another combatant, it provides a flanking bonus for the other attacker and gets one itself if it has the opportunity to strike. Your feats (such as Weapon Focus) or combat actions (such as charge) do not affect the weapon. If the weapon goes beyond the spell range, if it leaves your sight, or if you are rendered helpless, it returns to you and hovers.

Each round after the first, you can use a standard action to move the position of the weapon to threaten a new area anywhere within range. If you do not, the weapon remains where it is. The *threatening weapon* cannot be attacked or damaged.

If an attacked creature has spell resistance, check for resistance the first time the *threatening weapon* strikes it. If the creature successfully resists the weapon, it dispels the spell. If not, the weapon retains its normal full effect for the spell's duration.

TONGUE OF ANGELS

Transmutation [Good]

Level: Clr o, Sor/Wiz o

Components: S

Casting Time: Standard action

Range: Personal

Target: You

Duration: 1 round/level



Saving Throw: None (harmless)

Spell Resistance: No

You can speak Celestial, allowing you to confer with celestials and celestial beings, as well as give commands to your summoned celestial creatures.

TONGUE OF FIENDS

Transmutation [Evil]

Level: Clr 0, Sor/Wiz 0

Components: S

Casting Time: Standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None (harmless)

Spell Resistance: No

You can speak Infernal, allowing you to confer with demons, devils, and fiendish beings, as well as give commands to your summoned fiendish creatures.

TRANSCRIBE

Transmutation

Level: Brd 0, Clr 0, Sor/Wiz 0

Components: V, S

Casting Time: Full round

Range: Touch

Target: One piece of paper or parchment up to 1 foot square

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You fill a piece of paper or parchment up to 1 foot square with nonmagical text of your choosing. For example, if you needed to create a message to give to a courier or leave for a friend, you could do so instantly. You can make such a transcription only in languages you know. The resulting text appears in your handwriting.

UNDAUNTED FIXTURE

Transmutation

Level: Sor/Wiz 2

Components: V, S

Casting Time: Standard action

Range: Touch

Targets: Two objects (see below)

Duration: Permanent

Saving Throw: None

Spell Resistance: No

You touch two objects together, one of which is no larger than Medium size. This spell binds the objects together with a magical force. A Strength check (DC 30) is required to break the bond. Depending on the material of the objects involved, the objects themselves may break first.

UNHAND

Evocation [Force]

Level: Sor/Wiz 1

Components: S

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Targets: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell allows you to attempt to disarm a creature with a blast of force. You and the defender make opposed rolls. You make a caster level check plus both your Dexterity and your Intelligence modifiers (d20 + caster level + Dexterity modifier + Intelligence modifier). The defender uses his attack bonus with the weapon in question (if the object is not a weapon, use the defender's base attack bonus and Strength modifier). The size of the weapon or object is irrelevant. If the defender uses his weapon in two hands, he gets an additional +4 bonus. If you beat the defender's check, the defender is disarmed. The object falls to the ground at the defender's feet.

UTTER THRALL

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 8

Components: V, S

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One Medium or smaller humanoid

Duration: Permanent (D)

Saving Throw: Will negates

Spell Resistance: Yes

As a more powerful version of *dominate person*, this spell allows you to completely enslave any humanoid of Medium or smaller size. You establish a telepathic link with the subject's mind and can convey your wishes even if you share no common language. You know what the subject is experiencing, but you do not receive direct sensory input from him.

Subjects cannot resist this control and always act in the best interests of their controller, even if not commanded to do so. The subjects truly believe you are their rightful master and serve you lovingly with utter devotion. They carry out even self-destructive orders—in fact, thralls will give their lives willingly for the good of their controller, even if not commanded to do so. Once the caster establishes control, he can exercise it at unlimited range. You need not see the subject to control it.

Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but it does not prevent the establishment of *utter thrall* nor dispel it.

VESSA KORNARI (STEAL HEART)

Necromancy

Level: Sor/Wiz 7**Components:** V, S, Dragon Magic†**Casting Time:** Full round**Range:** Touch**Target:** One corpse**Duration:** Instantaneous**Saving Throw:** No**Spell Resistance:** No

The heart of a dead creature (or portion of the creature's body with similar symbolic importance) is torn from the corpse and placed in the caster's talon (or hand), whereupon the caster must eat it. Thereafter, the dead creature cannot be brought back to life until the caster dies.

VICIOUS SUMMONS

Conjuration (Summoning) [Evil]

Level: Sor/Wiz 5**Components:** V, S, M**Casting Time:** Full round**Range:** Close (25 feet + 5 feet/two levels)**Effect:** One fiendish dire weasel**Duration:** 1 round/level (D)**Saving Throw:** None**Spell Resistance:** No

You summon a fiendish dire weasel as if using a *summon monster* spell. The difference is, the monster appears on top of a creature within range (caster's choice), with its teeth already sunk into the creature as if it had made a successful bite attack. The weasel then uses its attach and blood drain powers on subsequent rounds. If the fiendish dire weasel kills the target or becomes unattached, it attacks as it would under the effects of a normal *summon monster* spell. Unlike other summoned monsters, even if the caster speaks the creature's language, it cannot receive commands other than to attack.

Material Component: An animal's tooth

VIVID DISCHARGE

Evocation [Electricity]

Level: Sor/Wiz 2**Components:** V, S**Casting Time:** Standard action**Range:** Touch**Targets:** One creature**Duration:** One minute/level or until discharged**Saving Throw:** None**Spell Resistance:** Yes

This spell wraps you in a scintillating sheath of energy. The next time anyone strikes you in melee, the attacker suffers 1d6 points of electricity damage per level (maximum 10d6). You cannot prevent the discharge from happening—it happens the next time you are struck.

WALL OF FORCE, LESSER

Evocation [Force]

Level: Sor/Wiz 3**Components:** V, S, M**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Effect:** A wall whose area measures up to one 10-foot square/level**Duration:** One minute/level (D)**Saving Throw:** None**Spell Resistance:** No

You create an invisible wall of force. The *lesser wall of force* cannot move. It has no hardness but can absorb up to 10 points of damage per caster level before being destroyed. Unlike greater versions of this spell, it does not prove immune to *dispel magic*. *Disintegrate* immediately destroys it, as does a *rod of cancellation*, a *sphere of annihilation*, or *Mord's disjunction*. Spells and breath weapons cannot pass through the wall in either direction, but they may inflict damage normally upon the wall and can potentially destroy it as easily as physical attacks. *Dimension door*, *teleport*, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material creatures (though ethereal creatures usually can get around the wall by floating under or over it through material floors and ceilings).

The *lesser wall of force* must be continuous and unbroken when formed. If any object or creature breaks its surface, the spell fails.

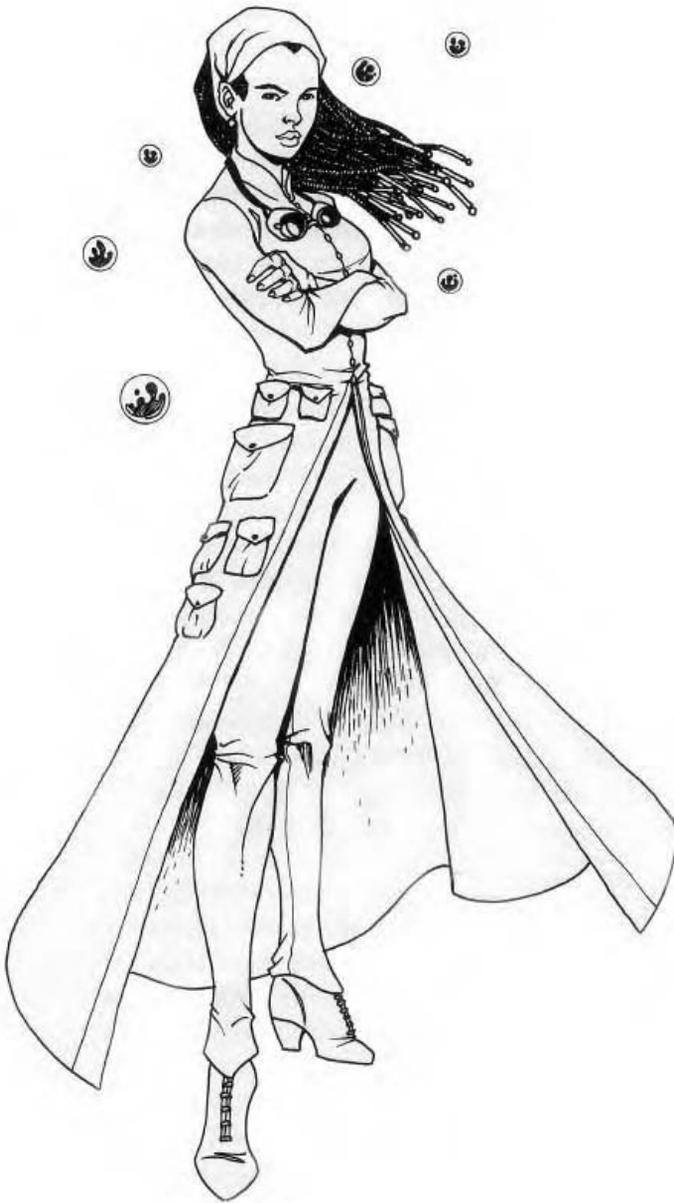
Material Component: A pinch of powdered glass

WARDING GLOBES

Evocation [Force]

Level: Sor/Wiz 4**Components:** V, S, M**Casting Time:** Standard action**Range:** Personal**Effect:** One 2-inch globe/two levels (maximum six)**Duration:** One minute per level or until discharged**Saving Throw:** Reflex half**Spell Resistance:** Yes

You create a number of small globes of force energy that float around your body within 5 feet of you. (The ignorant might mistake them for *ioun stones*.) These globes hover protectively around you, granting a +1 deflection bonus to your Armor Class per globe (so a caster with three globes enjoys a +3 bonus to Armor Class). Further, whenever a foe attempts to make an attack of opportunity against you, a globe intercepts the attack (foiling it) and deals 2d6 points of force damage to the attacker (Reflex save for half). This action discharges and destroys the globe. If the attacker makes the assault with a reach weapon (not a natural weapon with reach), the globe still foils the attack but inflicts no damage: The foe was out of its range. This action also discharges and destroys the globe.



The spell distinguishes attacks of opportunity based on your actions: Whenever you let your guard down—described in game terms as “provoking an attack of opportunity”—the globes are there to protect you. Attackers cannot specifically target the globes—they unerringly dodge such attacks.

Each time a creature with spell resistance makes an attack of opportunity against a caster with *warding globes*, the caster must make a spell resistance check. Failure means the creature can make the attack of opportunity as normal that round.

Material Component: A small glass sphere worth 10 gp for each globe to be created

WEB SPLAT

Conjuration (Creation)

Level: Sor/Wiz 0

Components: V, S

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Area: 3 inches by 3 inches

Duration: 1 round/level or until destroyed

Saving Throw: Reflex negates

Spell Resistance: Yes

You create a tiny bit of spiderweb that possesses the strength of an average person. You can use this webbing to stick two objects together, stick an object to the floor, or attempt to stick a creature’s foot to the floor or its hand to an object. You can even attempt to put the webbing over the creature’s eyes to partially blind it (everything has 50 percent concealment to the creature). The creature gets a saving throw, and those who fail it must take a standard action and attempt a Strength check (DC 10) to tear the webs away. Likewise, if you web together two objects, a creature can tear them apart with a Strength check (DC 10), using a standard action. The webbing can support about 100 lbs., which means you could stick a 100-lb. rock to the ceiling for the duration, if you wanted. The *web splat* can be destroyed in 1 round by fire.

WEB STRAND

Conjuration (Creation)

Level: Sor/Wiz 1

Components: V, S

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Area: A 1-inch-thick strand that measures 25 feet + 5 feet/two levels long

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

You create a single ropelike strand of spiderweb that possesses the strength of an above-average person. One end of the strand is adhesive, the rest is not. You can use the sticky end to shoot the strand to the ceiling of a cave and swing across a chasm on it. You could even attempt to stick one end to a creature so it could not get away. In this case, the creature gets a saving throw, and those who fail must take a standard action to attempt a Strength check (DC 15) to tear the strand away. The *web strand* can support the weight of about 200 lbs. If you use it as rope (tying it to something rather than relying on the adhesive) it proves about twice as strong as a normal rope. The *web strand* can be destroyed in 1 round by fire. The strand has a hardness of 2 and 5 hit points.

WELTER

Evocation [Force, Chaotic]

Level: Brd 2, Clr 1, Sor/Wiz 2**Components:** V, S, M**Casting Time:** Standard action**Range:** Medium (100 feet +10 feet/level)**Targets:** One creature/level, all of which are within 20 feet of each other**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** Yes

You cause chaotic energies to violently shake and disorient the targets of this spell. Those affected are shaken (–2 morale penalty on attack rolls, weapon damage rolls, and saving throws) for 1 round and must make Balance checks (DC 20) or fall prone.

Material Component: An empty eggshell with tiny stones inside it, forming a rude rattle

WINDOW TO ELSEWHERE

Divination

Level: Sor/Wiz 7**Components:** V, S, M**Casting Time:** One hour**Range:** See text**Effect:** A one-way windowlike aperture**Duration:** Permanent**Saving Throw:** None**Spell Resistance:** No

This spell creates a windowlike aperture through which you view another location. Unlike scrying, the window allows you to view a specific location, not a specific person. Thus, it uses a different means to determine success, more like teleporting than scrying.

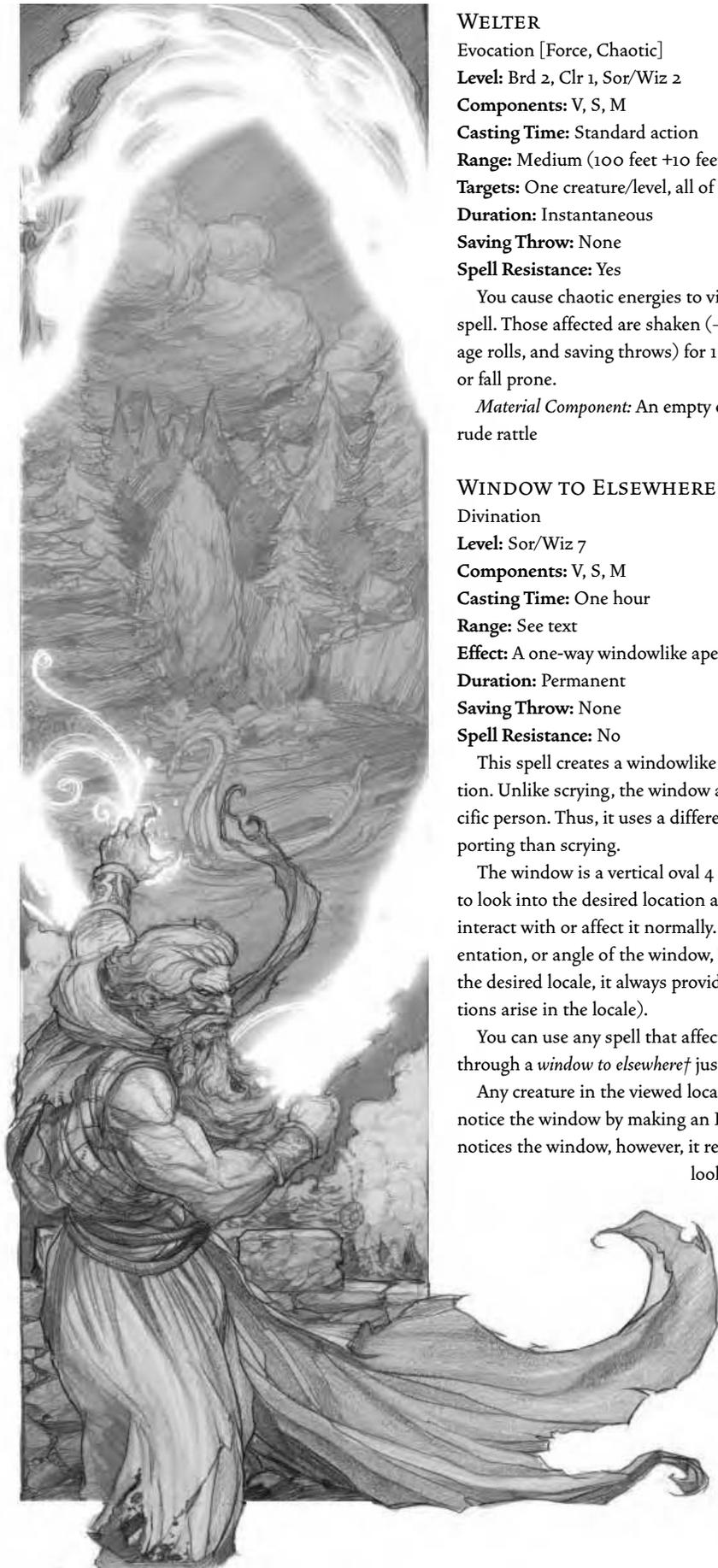
The window is a vertical oval 4 feet tall. This one-way magical hole allows you to look into the desired location and observe all that transpires there, but not interact with or affect it normally. You cannot choose or change the position, orientation, or angle of the window, but if you successfully create the window to view the desired locale, it always provides a good view of the place (unless new obstructions arise in the locale).

You can use any spell that affects scrying, such as *scry blast* or *scry retaliation*, through a *window to elsewhere* just as if it were a *scrying* spell.

Any creature in the viewed location with an Intelligence of 12 or higher can notice the window by making an Intelligence check (DC 20). Even if the creature notices the window, however, it remains a one-way view, so the creature cannot look back in—he merely knows someone might be viewing him.

When creating the window, choose a place known to you for the window to look into—somewhere you have been or had described to you. To determine whether the window looks out upon the place you want it to, roll on the table on the next page.

Familiarity: “Very familiar” refers to a place where you have been very often and where you feel at home. “Studied carefully” is a place you



WINDOW TO ELSEWHERE DESTINATIONS

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01–97	98–99	100	—
Studied carefully	01–94	95–97	98–99	100
Seen casually	01–88	89–94	95–98	99–100
Viewed once	01–76	77–88	89–96	97–100
Description	01–52	53–76	77–92	93–100
False destination (1d20+80)	—	—	81–92	93–100

know well, either because you've been there often or because you have used other means (such as *scrying*) to study the place. "Seen casually" is a place you have seen more than once but with which you are not very familiar. "Viewed once" is a place you have seen once, possibly using magic. "Description" is a place whose location and appearance you know through someone else's description, perhaps even from a precise map.

"False destination" is a place that doesn't exist, such as if you have mistranslated an ancient tome and tried to look into a nonexistent treasure vault that you believe you read about, or if a traitorous guide has carefully described an enemy's sanctum to you wholly inaccurately. When looking into a false destination, roll 1d20+80 to obtain results on the table, rather than rolling percentile dice, since there is no real location for you to hope to see or even be off target from.

On Target: The window looks into the place you want.

Off Target: The window looks into a location a random distance away from the desired location in a random direction. Distance off target measures 1d10 × 1d10 percent of the distance between you and the original location. If the door goes to another plane, the off-target location is another plane.

Similar Area: The window looks into a location that's visually or thematically similar to the target area. Generally, you look into the closest similar place, but since the spell has no range limit, you could conceivably look into somewhere else across the globe.

Mishap: The window's energy explodes around you, inflicting 3d6 points of damage to you and all within 10 feet of you.

Material Component: An oval pane of quality glass with a silver frame, worth at least 500 gp

X-RAY VISION

Divination

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: Standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

The caster can see into and through solid matter. At a range of 20 feet, the caster can see as if she were looking at something in normal light—even if there is none. For example, if

the caster looks into a locked chest, she can see inside even if there's no light within. *X-ray vision* can penetrate matter based on the type of material and the caster's level:

Substance Scanned	*Thickness Per Round	Maximum Thickness
Organic matter (animal)	2 feet/5 levels	2 feet/level
Organic matter (vegetable)	1 foot/5 levels	2 feet/level
Stone	6 inches/5 levels	1 foot/level
Iron, steel, and so on	Half-inch/5 levels	1 inch/level
Lead, gold, platinum	Cannot penetrate	N/A

* Thickness penetrated per round of *X-raying*

It's possible to scan an area of up to 100 square feet in 1 round. For example, during 1 round you could scan a stone wall 10 feet wide and 10 feet high. Alternatively, you could scan an area 5 feet wide and 20 feet high.

You are 90 percent likely to locate secret compartments, drawers, recesses, and doors using *X-ray vision* scanning.

Material Component: A small piece of glass

Note: This spell replaces *true seeing* as the prerequisite for the *ring of X-ray vision*.

YOKE

Conjuration (Summoning)

Level: Sor/Wiz 2

Components: V, S

Casting Time: Standard action

Range: Touch

Effect: A magical tether

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes

This spell can be cast only against a helpless or *dominated* foe. It causes a magical band of force to wrap around the creature's neck (or similar body part) and extends a 10-foot, ropelike end to your hand so you can lead the creature.

A subject under the effects of a *yokef* must move as you do, at your speed, even if unconscious, held, incapacitated, or bound. The spell even forces limbs to move, overriding other magic—like *hold person*—and even causing rope or other

bindings to lengthen enough to move. However, this effect offers the subject no special chance to escape.

A creature affected by the *yoke* spell, but no longer helpless or *dominated*, must oppose the *yoke*'s +12 "grapple" to get free, either with a grapple check or an Escape Artist check. The *yoke* effectively pins the subject, so to get free,

Malhavoc Speaks

The yoke spell is limited in its uses unless you are a slaver. However, I have seen cases where a caster has captured a foe with a spell like hold person but then needed to move the held figure easily. Most of the time, this is simply a showy spell, however, used by powerful arcanists like Raznul Forte, who liked to lead his dominated victims through the city streets magically on yokes while he shopped for components.

Technically, you could potentially use a suggestion spell to force a victim to allow himself to be yoked, but the subject then could immediately begin trying to escape.

the affected creature must succeed at two opposed checks. If the yoked creature gets partially but not entirely free (succeeds at one check but not both), you can use a standard action to attempt to pin it once again with the *yoke* at no risk of being grappled yourself.

Under no circum-

stances can the *yoke* inflict damage. The *yoke* has 25 hit points and a hardness of 2. If the creature escapes, or should the *yoke* be destroyed, the spell ends.

ZONE OF SPEED

Evocation

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Area: 20-foot-diameter sphere

Duration: One minute/level

Saving Throw: Fortitude partial (see text)

Spell Resistance: Yes

You create an area with a thick aura of resistance. Designate a speed at the time of casting. Within the area, nothing can move faster than your chosen speed, with a minimum of 1 foot. A character within the zone who makes his or her saving throw can move at double the speed you have set for the zone. (And remember that characters who run can move up to four times their speed.) Characters only make their saving throw once per spell, no matter how many times they move into and out of the zone. *Freedom of movement* allows a subject to ignore the effects of a *zone of speed*.

If you choose any speed less than 100 feet, no ranged physical attacks function (arrows move so slowly, they fall to the ground before reaching their target). Characters cannot move faster than the rate you decide. This spell can even keep falling characters from suffering full or even any damage. (If you choose a speed from 10 to 50 feet, a falling character suffers half damage from a fall ending within the zone; if you choose a speed of 10 feet or less, the falling character suffers no damage.)

Material Components: A bit of glue and some string



Magic Items

“Although it is easy enough to judge a wizard by what he can do, it’s just as easy to judge him by what he owns.”
—Jevicca Norr, a wizard of the Inverted Pyramid

A world of spells also teems with magic weapons, ensorcelled trinkets, and various artifacts and relics. This chapter offers new additions for all the arcanists in your campaign. It also contains new potion options, magical vehicles, and rules for developing magical poisons.

ARMOR AND WEAPONS

Many items that follow make use of new magic introduced in this book. Some of these items are quite minor. Minor armor and weapon special abilities incorporate a new rule modification, the +1/2 (one-half) bonus. These abilities are so minor they do not warrant a full +1 bonus all by themselves.

Abilities with a price listed as “+1/2 bonus” should each be paired for sale with another ability of like price to total a +1 bonus. If an item has only a +1/2 bonus, you must price it as if it had a full +1 bonus. Any two +1/2 bonus abilities can be paired together. For example, a +1 *breastplate* could carry both the *hiding* and *moving silently* abilities, giving it the equivalent of a +2 bonus (and thus would cost 4,350 gp).

As stated on page 57, some of these items carry minor curses or requirements as well.

ARMOR SPECIAL ABILITIES

The following special abilities can augment armor the characters already own. You also could introduce some of them into your campaign by making items with the qualities below available at a local market or as treasure.

Bane: This armor is crafted to be of especial use against a certain creature type. When a specific type of creature attacks the wearer, the wearer gains a +2 luck bonus to Armor Class. Further, the wearer gains a +2 luck bonus on all saving throws against extraordinarily abilities, spells, spell-like abilities, or supernatural abilities used by the bane creature.

To determine the type of creature the *bane armor* affects in this fashion, use the following list:

d%	Bane Creature	d%	Bane Creature
01–06	Aberrations	51–53	Oozes
07–10	Animals	54–58	Outsiders, chaotic
11–16	Constructs	59–65	Outsiders, evil
17–24	Dragons	66–70	Outsiders, good
25–30	Elementals	71–75	Outsiders, lawful
31–35	Fey	76–78	Plants
36–40	Giants	79–88	Undead
41–45	Magical beasts	89–91	Vermin
46–50	Monstrous humanoids	92–100	Humanoids (choose subtype)

Faint conjuration; caster level 1st; Craft Magic Arms and Armor, *summon monster I*; Price +1 bonus

Climbing: The wearer suffers no armor penalties from armor with this enchantment for all Climb checks.

Faint transmutation; caster level 1st; Craft Magic Arms and Armor, *spider climb*; Price +1/2 bonus

Comfort: The wearer can sleep in this armor and wear it at all times, always finding it comfortable (negating fatigue). This does not affect armor check penalties.

Faint divination; caster level 1st; Craft Magic Arms and Armor, *guidance*; Price +1/2 bonus

Demon Repelling: The armor gives demons an additional –2 circumstance penalty to attack rolls when they attempt attacks against the wearer. Further, it gives the wearer spell resistance 20 against any demon-cast spell or spell-like ability.

Strong abjuration; caster level 15th; Craft Magic Arms and Armor, *repulsion*, *spell resistance*; Price +5 bonus

Dispelling: The armor automatically casts *dispel magic* as soon as the wearer comes under the effects of a dispellable spell, spell-like ability, or effect, as a free action (the armor activates the spell—the wearer does not even have to be aware of it). The armor casts *dispel magic* as a 10th-level caster but does not counter spells. This power activates only once the wearer is actually affected by the spell. Thus, it provides no help against spells of Instantaneous duration, such as *cone of cold*. It does help against *charm person* or *web*.

Moderate transmutation; caster level 10th; Craft Magic Arms and Armor, *animate objects*, *dispel magic*; Price +8 bonus

Grace: This armor is flexible and easier than normal to move and stretch within. It has no maximum Dexterity bonus.

Faint transmutation; caster level 5th; Craft Magic Arms and Armor, *cat’s grace*; Price +1 bonus

Hiding: The wearer suffers no armor penalties from armor with this enchantment for all Hide checks.

Faint illusion; caster level 3rd; Craft Magic Arms and Armor, *invisibility*; Price +1/2 bonus

Maneuvering: Armor or shields with this ability reduce their associated armor check penalty by 2. Items with this ability are light and magically maneuverable—and in the case of armor, extremely limber.

Moderate abjuration; caster level 7th; Craft Magic Arms and Armor, *freedom of movement*; Price +1 bonus

Maneuvering, Greater: The lightness and ease-of-use of armor or a shield with this ability reduces the associated armor check penalty to 0.

Moderate abjuration; caster level 7th; Craft Magic Arms and Armor, *freedom of movement*, *haste*; Price: +2 bonus

Moving Silently: The wearer suffers no armor penalties from armor with this enchantment for all Move Silently checks.

Faint illusion; caster level 3rd; Craft Magic Arms and Armor, *silence*; Price +1/2 bonus

Poisonwarding: The wearer gains a +1 luck bonus to saving throws against poison. One can place this ability upon a piece (or suit) of armor multiple times, with the luck bonuses stacking each time.

Faint illusion; caster level 3rd; Craft Magic Arms and Armor, *delay poison*; Price +1/2 bonus

Potion Storing: This special ability applies only to shields. The shield has a tiny magical compartment that stores a single potion. The user can access the potion through a tiny straw on the back of the shield, allowing him to drink the stored potion as a standard action that does not provoke an attack of opportunity.

Faint transmutation; caster level 3rd; Craft Magic Arms and Armor, *fey storage*†; Price +1/2 bonus

Spellcasting: This armor or shield bears a special ensorcellment to make it easier to use while casting spells. Reduce arcane spell failure chances by 15 percent when using this armor or shield.

Strong universal; caster level 13th; Craft Magic Arms and Armor, *limited wish*, *mage armor*; Price +2 bonus

Spellcasting, Superior: The magic within this armor or shield is so potent, arcane spellcasters can use it with no spell-failure chance.

Strong universal; caster level 17th; Craft Magic Arms and Armor, *mage armor*, *wish*; Price +4 bonus

Spellwarding: The wearer of this armor gains a +1 luck bonus to saving throws against a specific school of spells. The school, chosen at the time of the armor's creation, cannot be changed once selected. One can place this ability upon a piece (or suit) of armor multiple times with a different school affected each time, or with the same school affected and the bonuses stacking.

Faint abjuration; caster level 1st; Craft Magic Arms and Armor, *resistance*; Price +1/2 bonus

Trapwarding: The wearer gains a +1 luck bonus to saving throws against traps. One can place this ability upon a piece (or suit) of armor multiple times, with the luck bonuses stacking each time.

Faint divination; caster level 3rd; Craft Magic Arms and Armor, *find traps*; Price +1/2 bonus

Tumbling: The wearer suffers no armor penalties from armor with this enchantment for all Tumble checks.

Faint transmutation; caster level 3rd; Craft Magic Arms and Armor, *cat's grace*; Price +1/2 bonus

Uncanny Protection: The wearer of this armor has Uncanny Dodge as if she were a 3rd-level rogue.

Faint transmutation; caster level 3rd; Craft Magic Arms and Armor, *cat's grace*; Price +1 bonus



SPECIFIC MAGICAL ARMOR

Angel's Shield: This +1 spellcasting heavy steel shield, shaped like a feathered angel's wing, is gilded in gold. Created by the arcane angels† (see Chapter Nine: Creatures), this shield also allows any wielder to use *Jevicca's just reversal*† three times per day.

Strong universal; caster level 13th; Craft Magic Arms and Armor, *Jevicca's just reversal*, *mage armor*, *wish*; Price 56,170 gp

Shield of Stars: This +1 heavy steel shield is black with a starfield glowing across its surface. When a user activates its powers, the stars twirl and spin as if caught in a vortex. The shield allows the wielder to cast *darkness* three times per day and *dancing lights* at will. She also can see in darkness up to 30 feet, even magical darkness.

Faint evocation; caster level 3rd; Craft Magic Arms and Armor, *dancing lights*, *darkness*, *darkvision*; Price 20,170 gp; Cost 10,170 gp + 800 XP

Tentacle Shield: This green shield appears misshapen and lumpy. It is, however, a +3 heavy steel shield that, upon use of a command word, grows two writhing tentacles. The wielder can command the tentacles mentally to make disarm attempts with a reach of 5 feet and a bonus of +10. The shield can make only one disarm attempt per round, but doing so requires no action on the wielder's part.

Moderate evocation; caster level 9th; Craft Magic Arms and Armor, *unhand*†; Price 35,170 gp

Warded Armor: This +2 chainmail armor is imbued with the spell *warding globes*†. The armor produces three globes each day. Although they add no extra protection to Armor Class, they do intercept attacks of opportunity and inflict damage on the attacker as described in the spell. (See Chapter Seven: Spells.)

Moderate evocation; caster level 7th; Craft Magic Arms and Armor, *warding globes*; Price 32,300 gp

WEAPON SPECIAL ABILITIES

Arcane Blasting: If a character strikes a foe with this weapon, the weapon inflicts an additional +3d6 points of force energy damage. Bows, crossbows, and slings bestow this ability upon their ammunition.

Moderate evocation; caster level 7th; Craft Magic Arms and Armor, *forceblast*; Price +4 bonus

Armor Piercing: When a character attacks an armored foe with this ranged weapon, the attacker ignores the armor and enhancement bonuses to Armor Class provided by the armor. *Armor piercing* has no effect on shields. This ability can apply only to ranged weapons or ammunition. Armor with the *fortification* ability ignores *armor piercing*.

Strong transmutation; caster level 13th; Craft Magic Arms and Armor, *disintegrate, pierce*; Price +3 bonus

Armor Shattering: If a wielder strikes an armored foe with this weapon, the foe must make an immediate Fortitude saving throw (DC 19) or the armor is destroyed. Magic armor adds its enhancement bonus to the saving throw. *Armor shattering* has no effect on shields. This ability can apply only to slashing or bludgeoning melee weapons.

Strong transmutation; caster level 13th; Craft Magic Arms and Armor, *disintegrate, shatter*; Price +4 bonus

Champion Detecting: The weapon identifies the most powerful foe (based on Challenge Rating) of the wielder within 60 feet and within sight. The weapon communicates this information to the wielder mentally. Foes not known to the wielder, or not known to be foes (someone in disguise, someone hidden), are ignored. In other words, this ability does not allow the wielder to distinguish friends from foes, just allows him to identify the most powerful of those creatures he knows to be foes.

Faint divination; caster level 3rd; Craft Magic Arms and Armor, *augury*; Price +1/2 bonus

Creature Detecting: The weapon glows when within 60 feet of a particular type of creature. If the weapon already sheds light, then the light changes to a different color in the presence of the detected creature. The weapon does not indicate number or direction.

Choose from the following list of creatures, or roll randomly, to determine what type of creature the weapon can detect:

d%	Detected Creature	d%	Detected Creature
01–06	Aberrations	51–53	Oozes
07–10	Animals	54–58	Outsiders, chaotic
11–16	Constructs	59–65	Outsiders, evil
17–24	Dragons	66–70	Outsiders, good
25–30	Elementals	71–75	Outsiders, lawful
31–35	Fey	76–78	Plants
36–40	Giants	79–88	Undead
41–45	Magical beasts	89–91	Vermin
46–50	Monstrous humanoids	92–100	Humanoids (choose subtype)

Faint divination; caster level 3rd; Craft Magic Arms and Armor, *augury*; Price +1/2 bonus

Eldritch Blasting: Should a character strike a foe with this weapon, it inflicts an additional +6d6 points of force damage. Bows, crossbows, and slings bestow this ability upon their ammunition.

Moderate evocation; caster level 7th; Craft Magic Arms and Armor, *forceblast*; Price +7 bonus

Gripping: A weapon with this ability grants the wielder a +2 competence bonus on checks made to resist disarm attempts (but not on checks to make them). One can place this ability upon a weapon multiple times. However, this ability cannot be given to ammunition.

Faint abjuration; caster level 1st; Craft Magic Arms and Armor, *hold portal*; Price +1/2 bonus

Hardened: This ability increases the hardness of the weapon by 1 and its hit points by 5. One can place this ability upon a weapon multiple times.

Faint conjuration; caster level 1st; Craft Magic Arms and Armor, *mage armor*; Price +1/2 bonus

Karmic: This weapon gains a +2 attack and damage bonus when it successfully strikes a foe in legitimate combat (striking an inanimate object out of battle does not count). The bonus is good for one attack, which—if successful—confers that same bonus on the next attack. The next one after a miss, however, carries a penalty of –1 to attack (but not damage).

Faint transmutation; caster level 3rd; Craft Magic Arms and Armor, *bless, magic weapon*; Price +1 bonus

Ki Channel: Melee weapons with this ability allow a wielder to channel stunning attacks and the *ki* strike ability (and any other ability with the word “*ki*” in the title) through the weapon. Thus, a 19th-level monk wielding a +1 *ki channel quarterstaff* could make stunning attacks with it as she would with her fists, and makes those strikes as a +3 weapon for the purpose of damage reduction.

Moderate transmutation; caster level 9th; Craft Magic Arms and Armor, *greater magic weapon*; Price: +1 bonus

Knockback. This quality can apply only to ranged weapons. Any creature struck by this weapon must make a Strength check (DC 20). Those who fail are knocked back 5 feet. Developed by the Seekers of the Heart of Truth, arrows with this magical quality prove very useful in cliff-fighting.

Moderate transmutation; caster level 9th; Craft Magic Arms and Armor, *telekinesis*; Price +1 bonus

Mage Tuned: This weapon displays no special qualities except in the hands of a wizard or sorcerer. Such a character gains a +4 luck bonus to attack rolls when using this weapon. This ability most commonly appears on simple weapons, staves in particular.

Strong universal; caster level 13th; Craft Magic Arms and Armor, *Ten's transformation*; Price +1 bonus

Manawall Crushing: With each successful strike this weapon drains 1 point of spell resistance from the target for 24 hours. Every subsequent strike drains an additional 1 point of spell resistance.

Moderate necromancy; caster level 7th; Craft Magic Arms and Armor, *enervation*; Price +1 bonus

Manawall Crushing, Eldritch: With each successful strike, this weapon drains 5 points of spell resistance from a target for 24 hours. Every subsequent strike drains an additional 5 points of spell resistance.

Moderate universal; caster level 11th; Craft Magic Arms and Armor, *enervation*, *greater dispel magic*; Price +3 bonus

Nonlethal: The weapon can be used to make nonlethal attacks with no negative modifier. The weapon cannot be used to inflict normal damage—only nonlethal damage.

Faint evocation; caster level 1st; Craft Magic Arms and Armor, *blue bolt*; Price +1/2 bonus

Roguefriend: The wielder can make sneak attacks that inflict +1d6 points of damage, as a rogue. If the wielder can already make sneak attacks, her sneak attack damage increases by +1d6. One cannot place this ability upon a weapon more than once.

Faint transmutation; caster level 1st; Craft Magic Arms and Armor, *rogue's stab*; Price +1/2 bonus

Shield Piercing: If a character uses this ranged weapon to attack a foe with a shield, the attacker ignores the armor and enhancement bonuses to Armor Class provided by the shield. *Shield piercing* has no effect on armor. This ability applies only to ranged weapons or ammunition. Shields with the *fortification* ability ignore *shield piercing*.

Strong transmutation; caster level 13th; Craft Magic Arms and Armor, *disintegrate*, *Pierce*; Price +3 bonus

Shield Shattering: If a wielder uses this weapon to strike a foe holding a shield, the foe must make an immediate Fortitude saving throw (DC 19) or the shield is destroyed. Magic shields add their enhancement bonus to the saving throw. This ability applies only to bludgeoning or slashing melee weapons.

Strong transmutation; caster level 13th; Craft Magic Arms and Armor, *disintegrate*, *shatter*; Price +4 bonus

Unruly: This weapon pulses with wild, almost uncontrollable energy. All attacks with it suffer a -4 circumstance penalty. The vigor that fills the weapon allows it to inflict +2d6 points of additional damage on every strike.

Moderate transmutation; caster level 7th; Craft Magic Arms and Armor, *strength to strike*; Price +2 bonus

SPECIFIC MAGICAL WEAPONS

Forged by wizards, these weapons are used mainly by their nonspellcasting allies.

Arrow of Spelltargeting: This +1 arrow, if it strikes a foe successfully (inflicting damage), magically marks the foe and draws spells toward him. Any spellcaster attempting to make an attack roll against that foe with a spell (such as *Mel's acid arrow*, *chill touch*, or *disintegrate*) gains a +2 circumstance bonus to that attack roll. Further, the foe suffers a -2 luck penalty to saving throws against spells or spell-like abilities. These effects last for one hour.



Moderate universal; caster level 7th; Craft Magical Arms and Armor, *greater enhance magical flow*; Price 647 gp; Cost 327 gp + 25 XP

The Bleeding Sword: This +2 *longsword* continually drips with black blood. The blood is foul and diseased, and anyone the blade strikes must make a Fortitude saving throw (DC 14) or fall victim to the disease *devil chills*, as described in the DMG, Chapter Eight.

Moderate necromancy; caster level 8th; Craft Magic Arms and Armor, *contagion*; Price: 30,315 gp; Cost 15,315 gp + 1,200 XP; 4 lbs.

Bow of the Grey Marches: Created by the orcs of the Grey Marches, this +2 *composite longbow* is a strength bow—self adjusting for the strength of the user, up to Strength bonus +10. Thus, the bow always has just the right amount of pull for the user.

Moderate transmutation; caster level 6th; Craft Magic Arms and Armor, *bull's strength*; Price 12,375 gp; Cost 6,375 + 480 XP

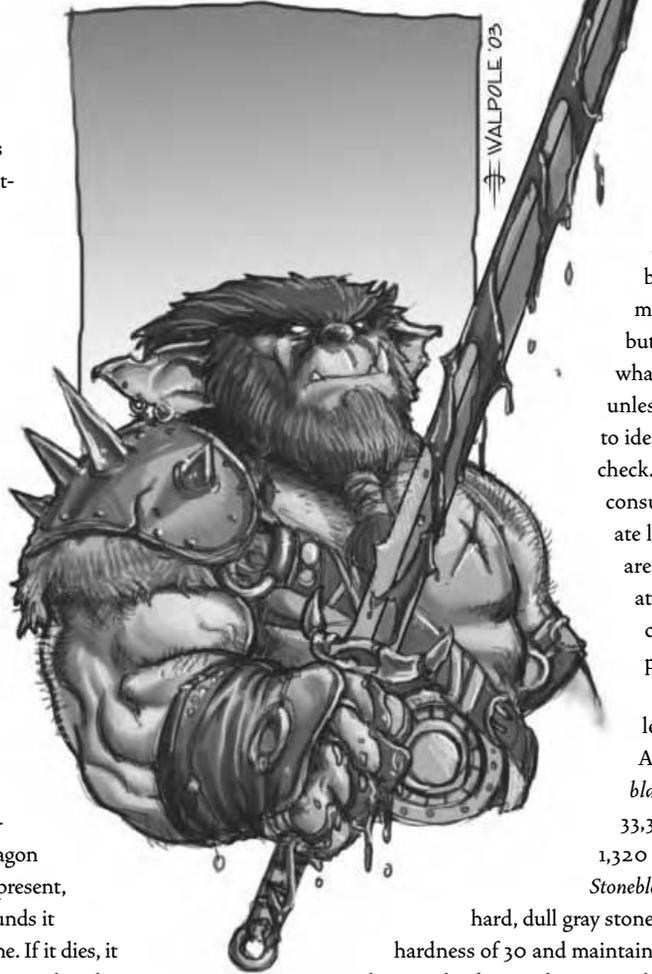
Dragonfist: This +5 *spell-storing mace* takes the shape of a clenched claw covered in green scales. Once per week, the wielder can conjure (call) a young green dragon to do his bidding for 10 rounds. The dragon is called, so it is physically present, but at the end of the 10 rounds it returns from whence it came. If it dies, it also returns to its original home, but that power of the mace will never work again. The mace's creation is tied to an ancient pact, so the dragon may not hold a grudge regarding the summoning—even if mistreated—should the wielder ever meet it again. The mace wielder must speak Draconic in order to conjure the dragon at all.

Strong conjuration; caster level 13th; Craft Magic Arms and Armor, *summon monster VII*; Price: 90,512 gp; Cost 45,612 gp + 3,608 XP

Elemental Blades: The four *elemental blades* were all crafted by the Tephon family of Sanneth (see “City in the

Storm” in Chapter Five). The original secrets of the blades come from notes found in ancient Sanneth once belonging to Gar Sanneth herself. Those notes claimed that the original *elemental blades* were owned by powerful elementals called the Scions of Storm and Earth.

Flameblade: Concentrated fire congealed into the



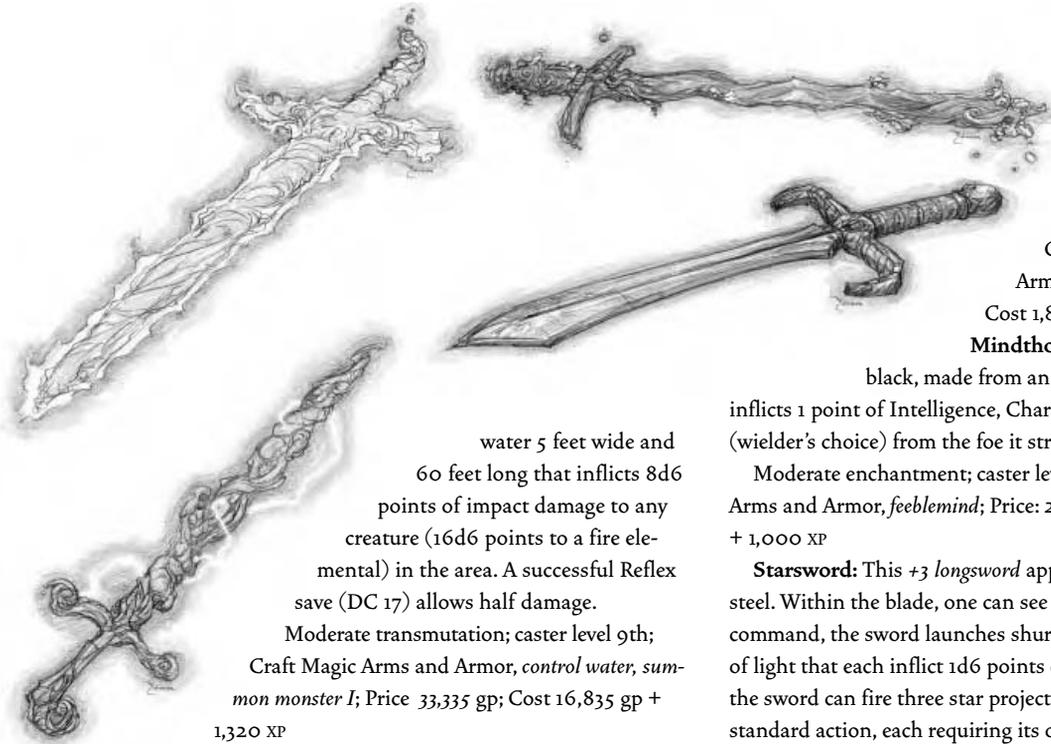
form of a blade, this +1 *bastard sword* does not burn the wielder. The sword has all the properties of a *flaming burst sword*, plus the wielder can command the flames once per day (not an action) to consume one incoming spell targeted at the wielder. Area of effect spells cannot be consumed. The spell must be 6th level or lower, but the wielder has no idea what level the incoming spell is, unless he uses a readied action to identify it with a Spellcraft check. The sword automatically consumes spells of the appropriate level. Spells of higher level are resolved normally, and the attempt to consume them counts as a day's use of the power.

Strong abjuration; caster level 13th; Craft Magic Arms and Armor, *flame blade*, *spell turning*; Price 33,335 gp; Cost 16,835 gp + 1,320 XP

Stoneblade: Composed of a super-hard, dull gray stone, this +2 *bastard sword* has a hardness of 30 and maintains an extremely sharp edge. The sword is *keen* and once per day allows the wielder to cause a *wall of stone* to rise up from the ground or from a natural or worked stone or earth floor. This is a standard action.

Moderate transmutation; caster level 10th; Craft Magic Arms and Armor, *keen edge*, *stone shape*, *wall of stone*; Price 33,335 gp; Cost 16,835 gp + 1,320 XP

Waveblade: The essence of the sea, in the form of churning waves, provides this +1 *bastard sword* with its power. Made of “solid” water, it is a *bane* weapon against any creature with the fire subtype. Once per day, the wielder can command the blade, as a standard action, to blast a jet of



water 5 feet wide and 60 feet long that inflicts 8d6 points of impact damage to any creature (16d6 points to a fire elemental) in the area. A successful Reflex save (DC 17) allows half damage.

Moderate transmutation; caster level 9th; Craft Magic Arms and Armor, *control water, summon monster I*; Price 33,335 gp; Cost 16,835 gp + 1,320 XP

Windblade: The winds of a storm have been solidified into the shape of a sword. This transparent +2 *bastard sword* is a *throwing weapon*. It also allows the wielder to use *control winds* once per day.

Moderate conjuration; caster level 9th; Craft Magic Arms and Armor, *control winds, magic stone, plane shift*; Price 33,335 gp; Cost 16,835 gp + 1,320 XP

Fireball Arrow: This +1 *arrow* detonates like a *fireball* when it strikes a creature successfully, dealing 7d6 points of fire damage in a 20-foot radius. The target does not get a saving throw, but all others in the radius do (Reflex save [DC 16] for half damage). The arrow must strike a creature, or there is no *fireball*. That is to say, you can't just fire it at the ground near a foe and expect it to detonate.

Moderate evocation [fire]; caster level 7th; Craft Magical Arms and Armor, *fireball*; Price 1,447 gp; Cost 727 gp + 57 XP

Flayer Flail: Made from the head and tentacles of a slain mind flayer, this +1 *heavy flail* can cast *confusion* (DC 16) once per day upon a single target struck by its tentacle barbs.

Moderate enchantment; caster level 7th; Craft Magic Arms and Armor, *confusion*; Price: 3,435 gp; Cost 1,835 gp + 124 XP

Harp Bow: This ornate harp can be played normally and also can be used as a +1 *shortbow*. Bards enjoy this item because it lets them use the Accompaniment† feat while remaining armed.

Faint enchantment; caster level 3rd; Craft Magic Arms and Armor, Craft Wondrous Item, Perform (any) 5 ranks; Price 3,330 gp; Cost 1,830 gp + 120 XP

K'Terron Witchblade: Upon striking a foe with this +1 *longsword*, the wielder can choose to force the opponent to make a Will save (DC 13) or fall under a *daze* spell. The

warrior mage armies of K'Terron were all equipped with *witchblades*.

Faint enchantment; caster level 5th; Craft Magic Arms and Armor, *daze*; Price: 3,315 gp; Cost 1,815 gp + 120 XP; 4 lbs.

Mindthorn: This +2 *rapier* is jet black, made from an unknown material. It inflicts 1 point of Intelligence, Charisma, or Wisdom damage (wielder's choice) from the foe it strikes.

Moderate enchantment; caster level 9th; Craft Magic Arms and Armor, *feeblemind*; Price: 25,320 gp; Cost 12,820 gp + 1,000 XP

Starsword: This +3 *longsword* appears to be made of black steel. Within the blade, one can see twinkling stars. Upon command, the sword launches shurikenlike projectiles made of light that each inflict 1d6 points of damage. Each round, the sword can fire three star projectiles from its blade as a standard action, each requiring its own ranged attack roll. The stars are magical force, not weapons, so they ignore damage resistance and incorporeality.

Faint evocation [force]; caster level 5th; Craft Magic Arms and Armor, *magic missile*; Price: 28,315 gp; Cost 14,315 gp + 1,120 XP

Tentacle Blade: The blade of this +1 *greatsword* is mounted on a long, retractable tendril that fits into the sword's hilt. At the wielder's mental command, this tendril can extend, whip-like, giving the greatsword an additional 5-foot reach.

Moderate conjuration; caster level 7th; Craft Magic Arms and Armor, *Eva's black tentacles*; Price: 4,350 gp; Cost 2,350 gp + 160 XP; 15 lbs.

Vigorblade: This +1 *longsword* inflicts 1 point of Strength damage from the foes it strikes. In a given day, after it inflicts at least 5 points of Strength damage, it can cast *bull's strength* upon the wielder; the spell lasts for three hours. It can activate this ability no more than once per day, however.

Faint necromancy; caster level 3rd; Craft Magic Arms and Armor, *bull's strength, ray of enfeeblement*; Price 16,315 gp; Cost 8,315 gp + 120 XP



POTIONS

Potion of Evasion: Imbibers of this potion have the evasion ability (as monks) for an hour.

Faint transmutation; caster level 5th; Brew Potion, *displacement*, *expeditious retreat*; Price: 800 gp

Potion of Spell Power: The imbiber of this potion makes spell resistance checks with a +2 bonus for an hour.

Faint necromancy; caster level 3rd; Brew Potion, *spell penetration*; Price: 600 gp

HEDRUDAL POTIONS

The Hedrudal, a group of arcanist scholars described in the “Tomb of Frozen Dreams” section of Chapter Five, are actually more interested in spells than crafting magic items. However, they have developed a few unique potions, which are listed below.

Knowledge Potion: This potion holds a bit of skill knowledge transferred from the creator. A typical potion grants a +10 competence bonus to a single skill for one hour. The potion’s caster level must be at least half the bonus granted by the potion, with a minimum bonus of +2 and a maximum bonus of +40.

Faint divination; caster level 5th; Brew Potion, creator must be 5th level; Price 500 gp

Memory Potion: This potion stores one memory of the creator, or one that the creator wishes to store for another. The memory can be as complex as an actual scene from the past that the creator experienced (no more than an hour) or as simple as a password. A skill, spell, or any type of complex knowledge cannot be gained by drinking this potion. It is, however, possible to intentionally transmit messages with such a potion. The memory remains with the imbiber permanently.

Faint divination; caster level 3rd; Brew Potion, creator must be 7th level or higher; Price 150 gp

Potion of Penetration: This concoction adds a +1 competence bonus to a caster’s level check to overcome any target’s spell resistance for an hour. The user may have multiple targets.

Faint abjuration; caster level 3rd; Brew Potion, creator must be 7th level or higher; Price 300 gp

IDENTIFYING POTIONS

Potions and scrolls, due to their temporary nature, are much more useful if the characters can identify them immediately. For identifying potions on the run, allow a character to take a tiny sip or a whiff of the aroma; a successful Knowledge (arcana) check with a Difficulty Class of 15 plus the spell level lets the PC identify it. This generous variant makes obsolete the *Player’s Handbook’s* suggestion of identifying potions with a Craft (alchemy) check, but it allows characters to use the potions they find immediately. If nothing else, when you’re playing a one-shot adventure, this rule makes things run much more smoothly.

RINGS

Angel’s Ring: This ring is a special creation of the arcane angels† (see Chapter Nine: Creatures), although it has since been copied. It is a simple silver band with no markings. When wearing it, a character can call upon a valiance arcane angel once per week as if brought by a *summon monster* spell. The valiance gains a +1 bonus to attacks, damage, saves, and checks if the ring’s wearer is an arcane spellcaster, for it struggles harder on an arcanist’s behalf.

Strong conjuration; caster level 15th; Forge Ring, *summon monster VIII*; Price 10,000 gp

Devlin’s Ring: If you wear this wooden ring and pull back an empty bow of any kind, an arrow appears, nocked and ready to fire. Should you fire the arrow, it inflicts damage and acts in all ways as a normal arrow. If you don’t fire the arrow, it fades after 1 round. You can use this ring to produce more than one arrow in a round if you have multiple attacks.

Faint conjuration; caster level 1st; Forge Ring, *Devlin’s barb†*; Price 2,000 gp

Golemfi: These rings come in pairs, and you must wear them both (taking up both of your ring “slots”) in order to use them. The wearer not only gains the Improved Unarmed Strike feat for free, but inflicts unarmed attack damage like a golem. The wearer follows all other rules regarding normal unarmed strikes and receives no other golemlike abilities (including attack bonus, number of attacks, etc.) beyond those noted:

Flesh: 2d8 points of unarmed damage

Clay: 2d10 points of unarmed damage

Stone: 2d10 points of unarmed damage; wearer can cast *slow* once per day

Iron: 2d20 points of unarmed damage; wearer can breathe a cloud of poison gas once per day that fills a 10-foot cube directly in front of the character, as a free action. The cloud lasts 1 round. Victims must make a Fortitude save (DC 17) or suffer as initial damage 1d4 points of temporary Constitution, secondary damage (a minute later) death.

Faint conjuration; caster level 7th (15th for iron golem rings); Forge Ring, *righteous might*, *slow* (clay golem ring only), *cloudkill* (iron golem ring only); Price per pair 20,000 gp (flesh), 28,000 gp (clay), 34,000 (stone), 66,000 gp (iron)

Ring of Blue Conjures: This silver band is set with a sapphire. If the wearer casts any spell that summons or calls a creature, that creature is protected by a blue aura for the entire time it remains under the summoning spell’s effect. This aura gives the creature a +4 deflection Armor Class bonus, a +4 bonus to Constitution (effectively giving it a +2 bonus to Fortitude saves and +2/HD extra hit points), and a +2 bonus to Strength (effectively giving it a +1 bonus to melee attack and damage rolls).

Moderate transmutation; caster level 7th; Forge Ring, *bear's endurance*, *bull's strength*, *protection from chaos/evil/good/law*; Price 42,000 gp

Ring of Ebony Bolts: Clutching his hand into a fist, the wearer of this plain silver ring blasts a burst of ebony energy from its dark jewel. This bolt of energy, at 5 feet wide and 60 feet long, inflicts 12d6 points of negative energy damage. Any living creature in its path must make a Reflex save (DC 19) to suffer half damage. Like all applications of negative energy, this effect heals undead. The ring can be used three times per day.

Strong necromancy; caster level 12th; Forge Ring, *harm*; Price 86,000 gp

Ring of Holy Spells: If the wearer of this platinum ring casts a spell, the saving throw Difficulty Classes for targeted evil creatures, or evil creatures in the area of effect, increase by +2. This benefit does not stack with the Lace Spell: Holy feat.

Moderate evocation; caster level 7th; Forge Ring, *greater enhance magical flow*, *holy smite*; Price 25,000 gp

Ring of Potion Storage: This plain bronze ring has a tiny concealed compartment, which a character can find with a Search check (DC 30). Despite the ring's small size, an entire magic potion (and only a magic potion) can be poured into the ring and stored there indefinitely.

Moderate conjuration; caster level 7th; Forge Ring, *Leo's secret chest*; Price 1,000 gp

Ring of Red Conjures: This gold band is set with a ruby. If the wearer casts any spell that summons or calls a creature, that creature is protected by a red aura for the entire time it remains under the effect of the summoning spell. This aura gives the creature a +2 deflection Armor Class bonus and a +2 bonus to Constitution (effectively giving it a +1 bonus to Fortitude saves and +1/HD extra hit points).

Faint transmutation; caster level 5th; Forge Ring, *bear's endurance*, *protection from chaos/evil/good/law*; Price 14,000 gp

Ring of the Scorched Mind: This corroded silver ring looks like trash rather than treasure. However, when worn, for the purposes of all spells and magical effects, the wearer is treated as mindless, like a vermin, an undead, or someone drained of all Intelligence. The wearer becomes immune to mind-affecting magic and can (if he so chooses) appear to be a mindless shell to all divinations that can detect him. For example, if a wizard attempted to *scry* the wearer, he would appear, but only as a nonintelligent victim of some terrible mind-blowing event or effect.

Strong abjuration; caster level 15th; Forge Ring, *mind blank*; Price 150,000 gp

Ring of Silence: This black band makes it impossible for the wearer to speak or make any vocalization; spells with verbal components, bardic songs, spellsongs, and singing-related spell-like abilities (like a harpy's) become impossible. Further, the effect cannot be removed unless a *remove*

curse is applied successfully or the wearer dies. However, the wearer can make a touch attack and confer this "curse" upon another target. The target must have an Intelligence of at least 3 and, once affected, cannot be affected again for 24 hours. The transfer lasts for 10 minutes, during which time the wearer can speak freely.

Faint illusion; caster level 3rd; Forge Ring, *silence*; Price 7,000 gp

RODS

Bookrod: This strange wooden rod is covered in odd knobs and lumps. A wizard who makes an Intelligence check (DC 15) upon touching the rod discerns that it can be used as a spellbook; spells are encoded in the bumps on the rod (like Braille). What's more, the rod can change, upon mental command, to code a new spell or reveal the codes for a stored spell. There is no limit to the number of spells that one can store in this rod, and storing them carries no cost. Users each code their own spells—one cannot use spells already coded in the rod. Placing a spell into a *bookrod* requires the same amount of time as scribing a spell into a spellbook.

Strong transmutation; caster level 15th; Craft Rod, *Mord's lubrication*; Price: 32,000 gp

Death From the Skies: This rod is rare in that it can be used only once. When activated by a command word, it creates a Colossal dragon head and neck made of pure magical force, appearing at least 50 feet above the ground. The head comes down to make a single +45 bite attack that automatically makes a snatch (grapple) attempt if it succeeds in the bite and if the target is size Large or smaller. The bite/snatch inflicts 4d8+15 points of damage. The dragon's head will move up 50 feet and attempt to hold the victim for up to 4 rounds (each round inflicting 4d8+15 points of damage). If the snatched victim gets free or when the 4 rounds end, the dragon head disappears; victims fall unless they can fly. If the initial bite misses, the dragon's head disappears.

To use the rod, the wielder must stand upon the same surface as the target with a clearance of at least 60 feet above them.

Remember that if the target has spell resistance, the wielder must succeed at a spell resistance check, or the head disappears.

Strong conjuration; caster level 17th; Craft Rod, *summon monster IX*; Price 10,000 gp

Demonwhistle Rod: This iron rod is topped with a iron-wrought demon's head. The demon's head is actually a whistle that can be blown from the back. It makes a shrill, unpleasant noise. The sound is particularly painful to demons, who suffer 3d6 points of sonic damage per round if the whistle is sounded while they are within 50 feet. All fiends and fiendish creatures that are not demons suffer 2d6 points of damage from the whistle. In either case, the creatures can make a Fortitude saving throw (DC 15) for half damage.

Faint evocation; caster level 5th; Craft Rod, *holy smite*;
Price: 20,000 gp

Forcehammer: This plain-looking rod can project a blast of force energy three times per day. The blast inflicts 3d6 points of damage, though a successful Reflex save (DC 15) allows the target to avoid the blast completely. A victim struck also must make a Strength check as though he were opposing a bull rush by a Large opponent with a Strength check of 30.

If the force pushes the victim up against a wall or similarly large surface or heavy object, it holds him there as though grappled for 1d6 rounds or until he breaks free of the grapple or uses Escape Artist (DC 30).

Moderate evocation; caster level 6th; Craft Rod, *forceblast*;
Price 21,600 gp

Illusionslayer: Lead completely coats this plain wooden rod. If touched to an illusion, it immediately dispels the illusion.

Moderate illusion;caster level 7th; Craft Rod, *slay illusion*†;
Price 85,000 gp

Message Rods: These items come in pairs. No matter how far apart these rods are, as long as they are on the same plane, the wielder of one rod can send a 25-word (or less) telepathic message, which is stored in the other rod. If a creature “checks” the other rod mentally, he receives the telepathic message, which then disappears. At that point, he can send a message of 25 words or less that gets stored in the other rod. The messages remain until checked, and once

either rod holds a message, no more messages can be sent either way. Neither rod can send more than one message a day, in any event.

Faint transmutation [air]; caster level 3rd; Craft Rod, *whispering wind*; Price 2,400 gp

Mirror Rod: This shiny silver rod measures about 15 inches long and appears relatively unremarkable. Upon command, however, it transforms into a 5-foot-square, high-quality silver mirror, just right for the *scrying* spell (or for mirror master† special abilities). It can remain in mirror form up to one hour before reverting back to a rod, at which point it must remain a rod for an hour.

Strong transmutation; caster level 15th; Craft Rod, *polymorph any object*; Price 2,400 gp

Rods of Branding: These devices burn into flesh magical marks that prove detrimental to the branded character. The rod must be heated in a very hot flame for five minutes before it can be used; it cools after only one minute, and must be reheated. A brand is applied in the same manner as a *coup de grace*, so it is impossible to brand someone in normal combat without first subduing or incapacitating the opponent. The brand remains effective for 5d10 days, after which the mark vanishes.

Brandthrall: The brand created by this rod looks like a skull with a dagger plunged into it. The branded character cannot resist the commands of the one who branded him, as if he were the victim of *dominate person*. This rod can be used only once per day.



Strong enchantment; caster level 15th; Craft Rod, *dominate person*, *limited wish*; Price 68,000 gp

Silence: The brand created by this rod looks like a human face contorted into a scream. The branded character cannot speak or make any other vocalization; spells with verbal components, bardic songs, spellsongs, and singing-related spell-like abilities (like a harpy's) become impossible. This rod can be used only once per day.

Strong illusion; caster level 15th; Craft Rod, *limited wish*, *silence*, Price 55,000 gp

Spellsleep: The brand created by this rod looks like a clenched fist bound with wire. The branded character can neither cast spells nor use spell-like abilities. This rod can be used only once per day.

Strong abjuration; caster level 18th; Craft Rod, *antimagic field*; Price 80,000 gp

True Rest: The brand created by this rod looks like a stylized pair of wings. A branded corpse cannot be *raised*, *resurrected*, *animated*, or made into an undead creature in any way. *True resurrection* still will bring the creature back. This rod can be used only once per day.

Strong necromancy; caster level 16th; Craft Rod, *gentle repose*, *limited wish*; Price 72,000 gp

Weakness: The brand created by this rod looks like three wavy lines. Branded characters suffer a -6 penalty to their Strength scores, a loss that cannot be restored or recovered while the brand lasts. This rod can be used only once per day.

Strong necromancy; caster level 15th; Craft Rod, *limited wish*, *ray of enfeeblement*; Price 60,000 gp

Rod of Depth Measurement: Through mental communication, this rod instantly lets the wielder know the depth of a hole, pit, chasm, canyon, or body of water.

Faint divination; caster level 3rd; Craft Rod, *augury*; Price 1,000 gp

Rod of Fears: This black rod is covered in small silver barbs and spikes. When touched to a foe (requiring a touch attack roll), it bestows one of the following phobias upon her:

- Fire more than a candle flame
- Complete darkness
- A specific creature type (aberration, ooze, etc.)
- Running water
- A ledge or precipice at least 20 feet high
- A crowd of at least 15 people



A command word of the wielder determines the type of phobia. Characters with phobias are considered shaken when within 50 feet of the object of their fear (assuming they recognize the object's presence). The phobia remains until the application of a *remove curse* spell.

Faint necromancy; caster level 5th; Craft Rod, *cause fear*; Price: 5,000 gp

Rod of Potion Touch: This long wooden rod looks like a short staff. However, when a potion is poured over it, the rod can convey the potion's effects to a single target touched within the next 10 minutes. The wielder selects the target; the effect need not discharge upon the next creature or object the rod touches.

Faint necromancy; caster level 5th; Craft Rod, Brew Potion, *spectral hand*; Price: 5,000 gp

Rod of Starlight Beams: This rod allows the wielder to summon starlight and use it to fire starlight beams as if she were a starlight mage† (see Chapter Three: Prestige Classes). The whole process requires two standard actions: one to summon the starlight and one to focus it into a beam. The summoned starlight cannot be used for anything other than a beam, and if the user does not convert it into a beam the round after it is summoned, it dissipates. The rod can be used three times per day, and the beam inflicts 10d6 points of damage, with a Reflex saving throw (DC 16) for half damage; those who fail their saves are also dazzled.

Strong evocation; caster level 10th; Craft Rod, creator must be at least a 6th-level starlight mage; Price 48,000 gp

Rod of the Winds. This 3-foot-long rod, fashioned from dark blue steel, ends in a loop about 8 inches across; the loop is made from the same material as the rod itself. When you speak the command word, a small and tightly controlled *gate* to the Elemental Plane of Air opens within the loop. From this *gate*, a powerful wind gushes forth, causing havoc in a cone 80 feet long and wide. Characters within this cone must make Fortitude saves (DC 18) each round or suffer the ill effects of a windstorm (as detailed in Chapter Three: Adventures of the DMG). The *gate* remains open for 1d6 rounds, during which time the wielder can move or redirect the cone. The *gate* can open four times per day.

Strong conjuration; caster level 17th; Craft Rod, *gate*, *gust of wind*; Price 81,000 gp

Slaysong Rod: This ruby-tipped scepter emits a focused beam of pure sonic energy that inflicts 10d6 points of sonic damage (Reflex save [DC 15] for half damage). The beam, at 5 feet wide and 50 feet long, affects everything it touches. The rod can be used three times per day.

Moderate evocation; caster level 10th; Craft Rod, *lightning bolt*, *silent sound*†; Price: 36,000 gp

Spell Lord: This iron rod is pointed at one end. If a spellcaster grasps it and casts a spell into the rod, the wielder gains spell resistance 30 against spells of lower

level than the one just cast for the next 10 minutes. For example, if an 8th-level cleric casts *inflict critical wounds* into the rod, she has spell resistance 30 against spells of 3rd level or lower for 10 minutes. The *inflict critical wounds* spell is lost and has no effect. Only the spell's actual caster gains the immunity—she cannot cast a spell to activate the rod, then give it to someone else. Also, the rod must remain in hand to function.

Moderate abjuration; caster level 9th; Craft Rod, *spell resistance*; Price 41,000 gp

STAVES

Gemstaff: This gem-studded, golden staff, though only about 4 feet long, is worth 25,000 gp in gem value alone. It has the following powers:

- *Call of the topaz*† (1 charge)
- *Call of the ruby*† (1 charge)
- *Call of the sapphire*† (2 charges)
- *Call of the emerald*† (2 charges)
- *Call of the diamond*† (2 charges)

Strong enchantment; caster level 13th; Craft Staff, *call of the diamond*, *call of the emerald*, *call of the ruby*, *call of the sapphire*, *call of the topaz*; Price 120,000 gp

Dragonstaff: This heavy bronze staff topped with a dragon's head seethes with dragon magic. (See “The Vale of Stars” section in Chapter Five.) It allows use of the following spells without the Dragon Magic† feat:

- *Margul (dreaded freeze)*† (1 charge, DC 11)
- *Noness toma (slip between sight)*† (1 charge)
- *Garris adon (seeming of form)*† (1 charge)
- *Harroc adulese (hunter serpent)*† (2 charges, 10d6 points of damage)
- *Ke vessa gul (spines of death)*† (2 charges, DC 17 for poison)

Moderate evocation; caster level 10th; Craft Staff, creator must be a dragon, *garris adon (seeming of form)*, *harroc adulese (hunter serpent)*, *ke vessa gul (spines of death)*, *margul (dreaded freeze)*, *noness toma (slip between sight)*; Price 51,500 gp

Staff of Corrosion: This +1 *acidic*/*+1 acidic quarterstaff* is made of blackened, gnarled wood. Originally designed by a demonic wizard, it remains a favorite among certain D'Stradi demons† to this day (see Chapter Nine: Creatures). It allows use of the following spells:

- *Acidic curse*† (1 charge, DC 11)
- *Acidic globes*† (1 charge, five globes)
- *Brutal seething surge*† (1 charge, 1d8+5 points of damage, DC 14)

Faint evocation; caster level 5th; Craft Staff, *acidic curse*, *acidic globes*, *brutal seething surge*; Price 38,162 gp

Staff of Golden Fires: This long wooden staff is sheathed in golden silk and tipped with gold ends. This staff allows the use of the following spells (all of which use golden flames rather than normal flames):

- *Mark of fire* (1 charge)
- *Burning hands* (1 charge)
- *Fireball* (2 charges, DC 14, 8d6)
- *Fire shield* (2 charges)
- *Greater mark of fire* (2 charges, DC 16)

Moderate evocation; caster level 8th; Craft Staff, *burning hands*, *fire shield*, *fireball*, *greater mark of fire*, *mark of fire*; Price 35,000 gp

Staff of the Icy Heart: This blue steel staff is thin but resilient. It allows the use of the following spells:

- *Mark of frost* (1 charge)
- *Icebolt* (1 charge)
- *Greater mark of frost* (2 charges, DC 16)
- *Cone of cold* (2 charges, DC 17, 12d6 points of damage)
- *Freezing claw* (2 charges, DC 19)

Strong evocation; caster level 12th; Craft Staff, *cone of cold*, *greater mark of frost*, *icebolt*, *mark of frost*; Price 67,000 gp

Staff of the Primal Lands. This gnarled staff looks like an unworked, still-living tree branch. It has these spell powers:

- *Bull's strength* (1 charge)
- *Cat's grace* (1 charge)
- *Bear's endurance* (1 charge)
- *Resist energy* (1 charge)
- *Water breathing* (1 charge)

When broken in a retributive strike, it has a special effect rather than the explosive one (as described for the *staff of power*). Everyone within 30 feet falls victim to a *primal release* spell, with no saving throw (spell resistance still applies).

Strong transmutation; caster level 15th; Craft Staff, *bull's strength*, *cat's grace*, *bear's endurance*, *primal release*, *resist energy*, *water breathing*; Price 100,000 gp

Staff of the Secret Sound: This short +1 *sonic*/+1 *sonic quarterstaff* made of mithral is lightweight and topped with what appears to be a tuning fork. The defenders in Inshabiv (see the "Bastion of the D'Stradi" section in Chapter Five) designed it because sonic attacks prove very useful against demons. It allows use of the following spells:

- *Silent sound* (1 charge, 5d6 points of damage)
- *Shatter* (1 charge, DC 13)
- *Suggestion* (1 charge, DC 14)

Faint enchantment; caster level 5th; Craft Staff, *shatter*, *silent sound*, *suggestion*; Price 35,350 gp

WONDROUS ITEMS

Amulet of the Arcanist: This silver medallion adds a +2 bonus to all the saving throw Difficulty Classes of arcane spells cast by the wearer.

Moderate universal; caster level 7th; Craft Wondrous Item, *greater enhance magical flow*; Price 50,000 gp; Weight —

Animated Instrument: This magical musical instrument plays itself upon command with a Perform skill bonus of +5. One cannot actually play this instrument—it makes music only under its own power. It can play any tune or song the user can name. However, its music cannot grant special abilities as bardic music can.

Moderate transmutation; caster level 11th; Craft Wondrous Item, *animate objects*; Price 600 gp; Weight —

Armband of the Delicate Touch: Made for a dragon or other large creature with claws rather than hands, this armband allows the wearer the use of two continuous *mage hand*-like hands of magical force to manipulate objects and perform delicate maneuvers, such as writing, craftwork, or similar activities. As with *mage hand*, they can only manipulate objects of 5 lbs. or less. They cannot be used for spell-casting or wielding weapons of any kind. They must remain within 25 feet of the armband.

Faint transmutation; caster level 1st; Craft Wondrous Item, *mage hand*; Price 5,000 gp; Weight —

Belt of Feyform: The wearer can take the form of any sprite at will, as with the *polymorph* spell.

Moderate transmutation; caster level 7th; Craft Wondrous Item, *polymorph*; Price 18,000 gp; Weight —

Book of Roses: This magical tome affects a single reader. It takes one full week of uninterrupted study to read and comprehend. The reader gains the permanent, inherent spell-like ability of *freedom of movement*. This ability is lost forever if the character should the ever cause the death of a rose plant, even inadvertently.

Moderate abjuration; caster level 10th; Craft Wondrous Item, *freedom of movement*; Price 100,000 gp; Weight 2 lbs.

Bottled Whirlwind: This corked grey bottle continually shudders a bit. If it is opened or broken, a *whirlwind* spell is cast, centered on the bottle. The whirlwind moves randomly for 1d6+1 rounds, then dissipates.

Moderate evocation [air]; caster level 10th; Craft Wondrous Item, *whirlwind*; Price 3,000 gp; Weight 1 lb.

Chain of Supernatural Might: This heavy iron chain wraps around the hand and arm. It confers a +2 armor bonus to Armor Class and increases damage inflicted by unarmed or natural attacks with the arm it wraps by +2. Perhaps most importantly, however, it increases by +2 the saving throw DCs of all the user's supernatural abilities.

Moderate universal; caster level 7th; Craft Wondrous Item, *greater enhance magical flow*, *mage armor*, *magic fang*; Price 30,000 gp; Weight 15 lbs.

Clasp of Returning: Placed upon the limb of a small animal (like a familiar), this metal clasp allows the character who placed it to call the animal to himself upon command, transporting it instantly from any distance.

Moderate conjuration; caster level 11th; Craft Wondrous Item, *word of recall*; Price 9,000 gp; Weight —

Clasp of Shared Protection: Placed upon the limb of a small animal (like a familiar), this metal clasp gives the creature the same exact Armor Class as the character who placed it, if that character remains within 50 feet and the character's Armor Class exceeds the animal's. Any additional points of Armor Class the animal gains are considered a luck bonus.

Faint abjuration; caster level 1st; Craft Wondrous Item, *protect familiar*; Price 4,000 gp; Weight —

Cloak of the Living: This gray cloak, when worn by an undead humanoid, makes it appear to the senses as an average, living humanoid of the appropriate type (a vampiric elf appears to be an elf, a human skeleton appears human). This illusion proves effective not only against all normal senses, but also against all divinations. The undead creature does not register under a *detect undead* spell, for example. A *cloak of the living*† even foils *true seeing*. Undead wearing this cloak can still be turned.

Strong abjuration; caster level 15th; Craft Wondrous Item, *mind blank, permanent image*; Price 100,000 gp; Weight 1 lb.

Doomskull: This gray stone skull is often mounted on a pole. Activated by a command word, it lets loose a terrible subsonic moan. All within 10 feet of the skull are immune to the sound, but those between 10 and 30 feet away suffer 3d6 points of sonic damage and must make Will saving throws (DC 12) or fall victim to the effects of a *doom* spell. Once used, the skull disappears in a puff of gray mist.

Faint evocation; caster level 3rd; Craft Wondrous Item, *doom, silent sound*†; Price 800 gp; Weight 3 lbs.

D'Stradi Belt: This brown leather belt allows the wearer to carry an additional 500 lbs. when he uses a teleportation spell or spell-like ability with a weight limit.

Moderate conjuration; caster level 9th; Craft Wondrous Item, *bull's strength, teleport*; Price 10,000 gp; Weight 1 lb.



Devir's Bowl: This ceramic bowl fills with delicious soup or stew upon command, up to three times per day.

Faint conjuration; caster level 5th; Craft Wondrous Item, *create food and water*; Price 3,000 gp; Weight —

Devir's Cup: This cup fills with delicious mead upon command.

Faint conjuration; caster level 5th; Craft Wondrous Item, *create food and water*; Price 2,000 gp; Weight —

Devir's Plate: Food placed upon this colorful ceramic plate always tastes better than normal food to the creature eating it.

Faint transmutation; caster level 1st; Craft Wondrous Item, *enchanted flavor*†; Price 500 gp; Weight —

Malhavoc Speaks

A true mage does not squander all his magic upon attack and defense. Life is meant to be enjoyed. If you are casting disintegrate spells and wielding meteor-hurling staves, but sleeping on the cold stone floor eating the dry crusts of bread you've got squirreled away among your spell components, you're simply doing it wrong. We arcanists are far superior to other people, and therefore deserve the benefits that magic can reap for us.

Elemental Charms: This bracelet has five charms: one for fire, one for earth, one for air, one for water, and one for frost. Each allows the wearer of the bracelet to cast the appropriate *mark* spell on himself once. When the spell ends, the charm disappears.

Faint evocation; caster level 3rd; Craft Wondrous Item, *mark of air*†, *mark of earth*†, *mark of fire*†, *mark of frost*†, *mark of water*†; Price 1,250 gp; Weight —

Everwarm Blanket: This wool blanket keeps someone warm and comfortable at any temperature up to -40 degrees Fahrenheit. It offers cold resistance 2 to anyone under it or wrapped within it (although if wrapped around a character it counts as a cloak).

Faint abjuration; caster level 1st; Craft Wondrous Item, *endure elements*; Price 1,200 gp; Weight 1 lb.

Fancy Platter: This silver platter can produce, upon command, any sort of *hors d'oeuvre*, candy, candied meat, or other such delicious, light fare. However, the food has so little substance that it cannot sustain a person or grant any nutrition. A person could die of starvation eating from this platter all day long.

Faint transmutation; caster level 1st; Craft Wondrous Item, *enchanted flavor*†; Price 800 gp; Weight 1 lb.

Flaming Cloak: This red cloak appears to be made half of flames, half of sparkling material. It gives off no heat, but it does give off light like a torch. It adds a +1 circumstance bonus to all the wearer's Intimidate checks.

Faint evocation; caster level 5th; Craft Wondrous Item, *continual flame*; Price 1,000 gp; Weight 1 lb.

Gauntlet of Arthanath: This dragon-made gauntlet, intended to be worn by humanoids, is constructed of plates of copper, bronze, brass, silver and gold. It gives the wearer the ability to use dragon magic (see Chapter Five) and to speak Draconic.

Faint divination; caster level 1st; *Prerequisites:* Craft Wondrous Item, creator must be a dragon, *comprehend languages*; Price 5,500 gp; Weight —

Glass of Clarity: A round, clear plate of glass 5 inches across and a quarter inch thick, this object has edges bound in silver. If laid upon text (such as in a book or an inscription on a wall) that looks at all blurry, distorted, or unclear, this item makes it easier to read. It also helps those with blurry vision. If used while transcribing spells from someone else's spellbook to the user's, it cuts the process' time in half since it overcomes the poor handwriting and nonintuitive patterns frequently found within another mage's spellbook. It does not translate language nor does it solve riddles, puzzles, or codes.

Moderate divination; caster level 7th; Craft Wondrous Item, *true seeing*; Price 2,000 gp; Weight —

Glass of Frozen Dreams: This plate of glass is bound in etched, bluish silver. When held up in front of a frozen dream (see Chapter Five), it not only identifies it as such (distinguishing it from normal ice) but it also identifies the type of frozen dream, from one that stores standard memories, thoughts, or

emotions for one to experience to one that bequeaths special powers like those described on pages 78 to 79.

Faint divination; caster level 1st; Craft Wondrous Item, *identify*†; Price 1,500 gp; Weight —

Glass of Mist: This small hand mirror can call forth a mist (as *obscuring mist*) three times each day and can be used as a *mirror shield*† once each day.

Faint universal; caster level 5th; Craft Wondrous Item, *mirror shield*, *obscuring mist*; Price 9,000 gp; Weight 1 lb.

Glass Rose: The elegantly made *glass rose*† is quite fragile. A character holding it cannot be scried, nor can anyone detect her thoughts.

Faint abjuration; caster level 5th; Craft Wondrous Item, *non-detection*, *static veil*†; Price 15,000 gp; Weight —

Globe of Kalias (globe of negation): This small ceramic ball measures 3 inches in diameter. When thrown against a hard surface (like the body of a demon) it shatters, releasing a powder that coats everything within 5 feet (treat as a grenadelike missile). Any creature in the area with spell-like abilities finds them suppressed (whether currently active or not) for 2d6 rounds. The creature gets a Will save (DC 14) to resist the effects, but the attack ignores spell resistance.

Moderate abjuration; caster level 5th; Craft Wondrous Item, *dispel magic*; Price 1,500 gp; Weight 1 lb.

Headband of Reflected Arrows: This headband of woven gold threads bears small crossed arrow symbols all around the outside. Three times per day it causes an arrow, crossbow bolt, or other ranged weapon directed at the wearer to turn around and go after the attacker. The same bonuses used to attack the wearer apply against the attacker. Thus, if an archer fires an arrow with a +13 bonus at the wearer, resolve a +13 attack against the archer instead, with damage inflicted normally upon a hit. The wearer need not be aware of the assault and cannot decide when to reflect an attack—the headband simply functions against the first three ranged weapon attacks made toward the wearer.

Strong abjuration; caster level 13th; Craft Wondrous Item, *arrow reflection*†, *spell turning*; Price 7,800 gp; Weight —

Heart Thief: This looks like a short wooden staff or a rod with a large carved wooden dragon's claw on one end. It can be used once to cast *vessa kornari* (*steal heart*)†. When activated, the heart appears in the wooden dragon's claw and is destroyed. Now the victim cannot be restored to life until the item is destroyed. Most users proceed to lock a used *heart thief*† away in a well guarded vault, drop it, weighted down, into the deepest part of the ocean, or cast it off into the Astral Plane. It can only be used once.

Strong necromancy; caster level 13th; Craft Wondrous Item, *vessa kornari* (*steal heart*); Price 4,500 gp; Weight 5 lbs.

Helm of Alacrity: These golden helms give wearers a fraction of a second's warning when a blow is coming, aiding their ability to defend themselves. Each helm adds an insight bonus to Armor Class.

Moderate abjuration; caster level 7th; Craft Wondrous Item, *freedom*, caster must be of a level equal to four times the helm's bonus; Price 4,000 gp (*helm +1*), 16,000 gp (*helm +2*), 36,000 gp (*helm +3*), 64,000 gp (*helm +4*), or 100,000 gp (*helm +5*); Weight 3 lbs.

Image Crystal: This small, clear crystal holds a single image, as decided by the creator (or, if the creator chooses to leave the crystal "blank," the first user can put an image into it). Any visual image can be placed within the crystal, as long as the creature placing the image has actually seen the person, object, or scene in question. Anyone looking at the image has "secondhand knowledge" and a "likeness" when spying. If the crystal shows a place, a caster can teleport there as if "studied carefully." Once set, the image never changes. It is a still, unmoving image. Assassins and bounty hunters often carry the image of their quarry within these crystals.

Faint illusion; caster level 1st; Craft Wondrous Item, *minor lasting image*; Price 100 gp (if blank, 10 gp if not); Weight —

Lair Guardian: Another item developed by dragons, the *lair guardian* looks like a foot-wide black iron pyramid with gold inlay in a baroque design. The first thing a user should do is key the guardian to all acceptable allies by touching it to them. Upon command, it floats around a given perimeter no larger than a 500-foot radius from the point of activation. If a creature that is not an acceptable ally comes within 50 feet of the guardian, it goes into attack mode. It has an initiative modifier of +6, and, on its turn, uses one of the following attacks:

- **Hold Monster:** Used only if there is one intruder; Will save (DC 17) followed up by a *cone of cold* the next round if successful
- **Cone of Cold:** Used if there are at least four intruders who could be targeted; inflicts 10d6 points of damage, Reflex save (DC 17) for half
- **Slow:** In all other situations, it uses this attack. If all intruders within range are *slowed* but the other conditions do not apply, it uses its *cone of cold* against as many targets as possible; Will save (DC 14)

The *lair guardian* has AC 22 (+2 size, +10 natural), hardness 10, and 50 hp. It can take no actions other than those described above. Once it begins to attack, the pyramid does not move. It attacks for up to 4 rounds, or until it is destroyed, and then loses all power; it cannot be used again. It otherwise patrols until used.

Moderate enchantment; caster level 9th; Craft Wondrous Item, creator must be a dragon, *alarm*, *cone of cold*, *fly*, *hold monster*, *slow*; Price 18,000 gp; Weight 30 lbs.

Lanneath's Conjure Bomb: This glass cylinder is about 1 foot long, with a diameter of about 6 inches, capped at the top and bottom with brass plates. It is filled with a purple liquid. When commanded, this device floats to a specified height and hovers. At the same time, the user must issue a circumstantial condition that requires no more than 10 words: "When orcs come within 10 feet," for example, or "after one hour has passed." When the condition has been met, the cylinder drops to the ground and shatters. As it breaks (either by dropping or if it is attacked), a *rast* appears and attacks anything within 30 feet. It remains for 10 rounds or until slain.

Moderate conjuration; caster level 11th; Craft Wondrous Item, *levitate*, *summon monster VI*; Price 4,000 gp; Weight 2 lbs.

Lens of Focus: The small crystalline *lens of focus*, held in a gold frame with a small gold handle, magnifies ray spells cast through it. When a user casts any ray spell through the lens, the spell gains a +2 bonus to its required ranged touch attack roll. If the ray inflicts damage, the amount increases by 50 percent.

Strong transmutation; caster level 13th; Craft Wondrous Item, *spellmaster*; Price 20,000 gp; Weight 1 lb.

Lenses of Dragonsight: These highly coveted items give the wearer the visual senses of a dragon. The wearer sees four times as well a human in low-light conditions and



twice as well in normal light. The wearer also gains darkvision with a range of 500 feet.

Moderate divination; caster level 7th; Craft Wondrous Item, *darkvision*, *true seeing*; Price 30,000 gp; Weight —

Lenses of Seeing the Unseen: These magical lenses enable the wearer to enjoy the benefits of a continuously functioning *see invisibility* spell.

Faint divination; caster level 3rd; Craft Wondrous Item, *see invisibility*; Price 10,000 gp; Weight —

Lute of Charms: This magical lute allows the player to use *charm person* at will. Further, the Difficulty Class of the spell is based on the character's Perform check:

Perform Check Result	Spell DC
10 or less	11
11–15	13
16–20	15
21–25	17
26 or more	19

Faint enchantment; caster level 5th; Craft Wondrous Item, *charm person*; Price 6,000 gp; Weight 2 lbs.

Manawall Robe: Coveted by demons and other creatures with spell resistance, this drab gray robe adds +2 spell resistance to a creature who naturally possesses spell resistance. It does not function for someone who gains spell resistance as the result of an item or spell.

Moderate abjuration; caster level 9th; Craft Wondrous Item, *spell resistance*; Price 8,500 gp; Weight 1 lb.

Marstle's Mask: This feathered mask allows the wearer to look through *alter self*, *baleful polymorph*, *disguise self*, and *polymorph* spells to see a creature's true form.

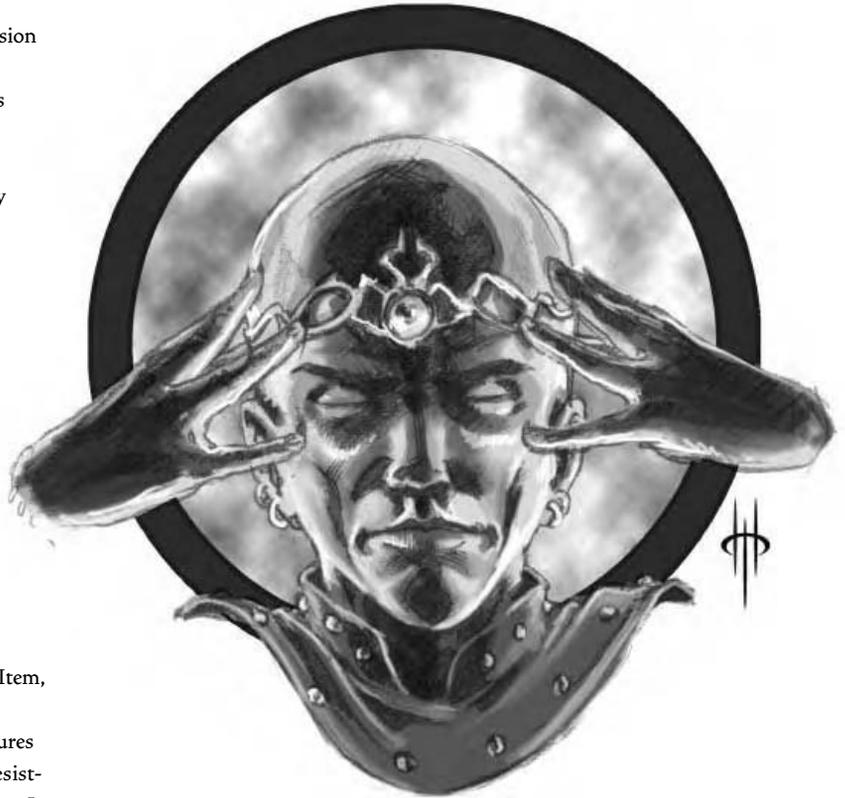
Moderate divination; caster level 9th; Craft Wondrous Item, *true seeing*; Price 17,000 gp; Weight —

Mirror of Vanity: This small, hand-held mirror has a highly decorated silver frame and handle. When in a character's possession, it adds an enhancement bonus to his Charisma score.

Charisma Bonus	Price
+2	4,000 gp
+4	16,000 gp
+6*	40,000 gp

* This mirror has the additional power that, once per day, the wielder can display it before a sighted creature of Intelligence 3 or higher and hold the creature transfixed by its own image for 6 rounds. Treat this as a gaze attack, with a Will save (DC 12). The power is not considered used (for the purposes of tracking its once-per-day functioning) until it successfully holds a target.

Moderate divination; caster level 8th; Craft Wondrous Item, *commune* or *legend lore* (the +6 mirror also requires *hold person*); Price varies; Weight 2 lbs.



Mist of Divination Protection: This item comes in a small glass vial. When a character uncorks the vial, a thin veil of mist surrounds her. For the next hour, the character is protected as if by a *mind blank* spell.

Strong abjuration; caster level 15th; Craft Wondrous Item, *mind blank*; Price 1,000 gp; Weight —

Necklace of Stars: This platinum necklace looks like it might be a *necklace of fireballs*. However, each of the detachable spheres is actually a star-shaped device that the wearer (and only the wearer) can pull off and easily hurl up to 70 feet. At the end of its trajectory, the star bursts into a white, *fireball*-like explosion that inflicts 5d6 points of fire damage (Reflex save [DC 16] for half damage). Those failing their saving throws also become dazzled for 1d10 rounds (–1 to all attack rolls) due to the sparkling lights within the explosion. The necklace has 1d6+5 detachable stars.

Moderate evocation; caster level 7th; Craft Wondrous Item, *fireball*, *glitterdust*; Price 1,400 gp per star; Weight —

Ocular Band: This headband is worn low on the forehead. It has a preserved human eye set into its front so that, when worn correctly, the eye fits over the forehead. The wearer can use *detect magic* at will, and *clairvoyance/clairaudience* and *true seeing* both once per day.

Moderate divination; caster level 7th; Craft Wondrous Item, *clairvoyance/clairaudience*, *detect magic*, *true seeing*; Price 21,000 gp; Weight —

Pillow of Blissful Rest: This pillow's magical enhancement makes it comfortable to whatever creature rests upon it.

Faint enchantment; caster level 1st; Craft Wondrous Item; Price 100 gp; Weight 1 lb.

Pipes of Power: This musical instrument is a boon to those who seek to create magic items or cast potent spells. Anyone playing the pipes can devote and store personal energy, in the form of experience points, within it. No more than 100 experience points can be devoted by a particular character in a week. Anyone who can create magic items that require experience points to make or who can cast spells with an experience point cost can play the flute and absorb the stored experience points. However, these experience points can be used only to create items or cast spells, never to gain levels. Absorbed experience points must be used the day they are absorbed or they are lost.

Strong universal; caster level 13th; Craft Wondrous Item, *limited wish*; Price 70,000 gp; Weight 2 lbs.

Pipes of Protection: These magical pan pipes, when played, offer up a sphere of magical protection based on the player's desire. The sphere forms a 5-foot radius around the pipes' player and lasts as long as she plays. Using them properly calls for a Perform check (DC 15). A new check is required every 10 minutes, with the Difficulty Class increasing by +1 each time. A character can take only move actions while playing the pipes. Each type of protection can be used once per day:

- **Protection Against Flame:** No open flame can exist within the sphere. It hedges out fire (including beings of the fire subtype) and objects hotter than 100 degrees Fahrenheit (such as lava) from outside, as if the sphere were a *wall of force*.
- **Protection Against Frost:** The temperature within the sphere remains 70 degrees Fahrenheit, no matter what forces or spells are used against it. It hedges out cold and ice (like a *cone of cold*) and creatures of the cold subtype.

- **Protection Against Undead:** Undead cannot exist within the sphere (they are immediately thrust out) and cannot enter.
- **Protection Against Poison:** All poison, including poison gas, loses potency within the sphere. Creatures inside with a natural venom regain their poisonous ability once outside the sphere for 1d3 rounds.

Strong necromancy; caster level 14th; Craft Wondrous Item, *control undead*, *neutralize poison*, *protection from energy*; Price 35,000 gp; Weight 3 lbs.

Quill of Dictation: A brilliant white feather, this sharpened quill will transcribe what you say exactly as you say it in the same language. It does not speed up transcription time (such as copying spells from one spellbook to another), but it does make the job more pleasant.

Moderate transmutation; caster level 7th; Craft Wondrous Item, *mage hand*; Price 400 gp; Weight —

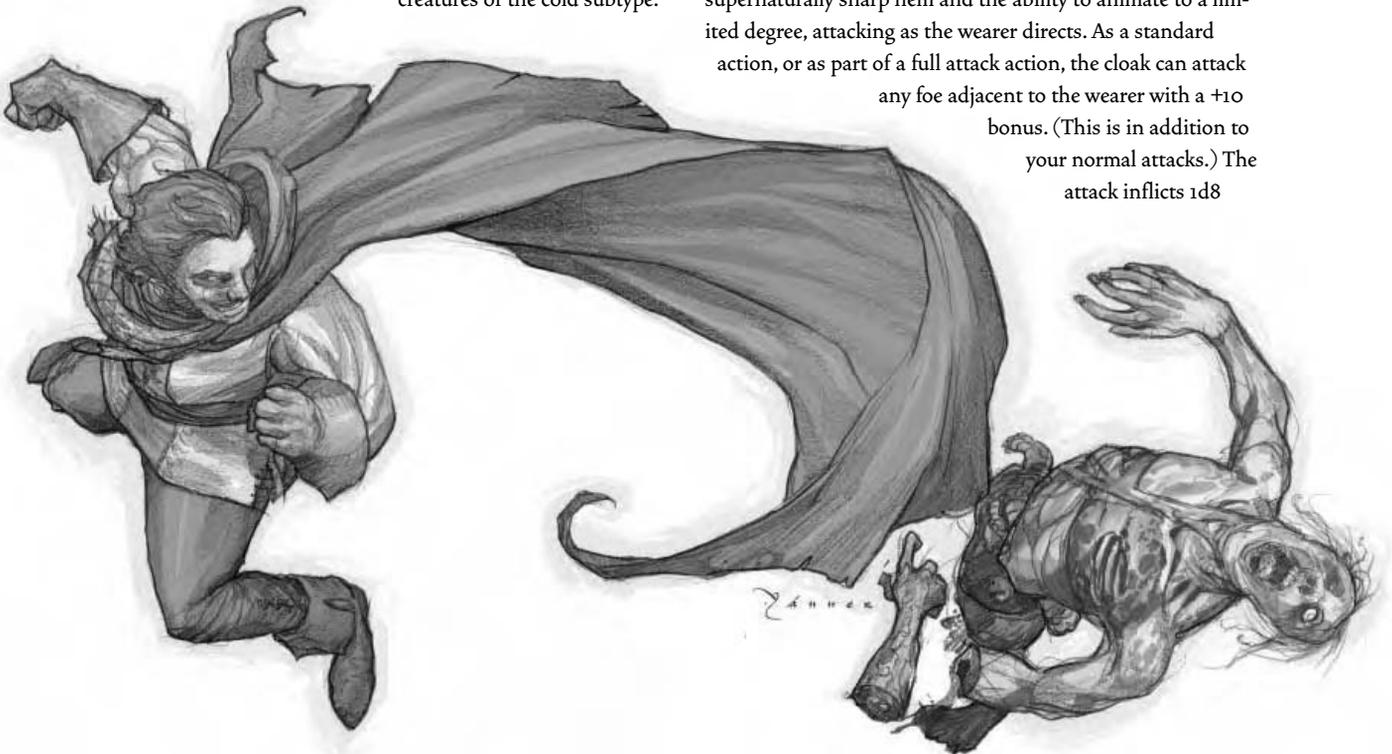
Quill of Translation: A bright red feather, this sharpened quill will translate and transcribe what you say into any language you can name (including your own).

Moderate divination; caster level 7th; Craft Wondrous Item, *mage hand*, *tongues*; Price 5,600 gp; Weight —

Razor Cloak: This long, flowing, black-and-red cloak has a supernaturally sharp hem and the ability to animate to a limited degree, attacking as the wearer directs. As a standard action, or as part of a full attack action, the cloak can attack any foe adjacent to the wearer with a +10 bonus. (This is in addition to your normal attacks.) The attack inflicts 1d8

Malhavoc Speaks

Some may think a razor cloak would take some getting used to, believing one could only use it to attack foes behind you. In truth, the cloak is long enough to reach around and attack foes in front of you as well, yet agile enough that it never gets in the way of what you are doing—even casting a spell.





points of damage. For the purposes of damage reduction, treat the cloak as a +1 weapon. The level, skill, or ability scores of the wearer do not modify the cloak's attack and damage.

Strong transmutation; caster level 13th; Craft Wondrous Item, *animate objects*; Price 12,000 gp; Weight 1 lb.

Robe of Force Resistance: This long blue robe is decorated with clear, hardened resin studs, protecting the wearer against 20 points of force damage per round. It also allows the wearer to move freely through a *wall of force* as if it were not there.

Moderate abjuration; caster level 9th; Craft Wondrous Item, *overcome force*; Price 100,000 gp; Weight 1 lb.

Scabbard of Venoms: This black leather scabbard fits any longsword or short sword (it grows or shrinks as needed). A blade sheathed in this scabbard, when removed, is coated with a single dose of a poison that inflicts 1d4 points of temporary Constitution damage, and 1d4 more a minute later (Fortitude save [DC 16]). The scabbard can produce only 10 doses of poison each day.

Moderate necromancy; caster level 7th; Craft Wondrous Item, *poison*; Price 5,000 gp; Weight 1 lb.

Scry Beacon: This flat silver plate, 6 inches in diameter and covered in runes, can be placed anywhere. Once activated, this device works for one week, then loses all power. While active, it turns invisible and effectively suppresses any active antiscrying spell within 30 feet. Spells suppressed include *static veil*, *nondetection*, *resist scrying*, *misdirection*, and *mind blank*.

Moderate divination; caster level 11th; Craft Wondrous Item, *greater scrying*; Price 5,000 gp; Weight 1 lb.

Scry Disruptor: This flat gold plate, 6 inches in diameter and covered in runes, can be placed anywhere. For any scry attempts made against targets within 100 feet of the disruptor, the check Difficulty Class increases by +15.

Strong abjuration; caster level 15th; Craft Wondrous Item, *static veil*; Price 50,000 gp; Weight 1 lb.

Skid Boots: A magical coating on the bottoms of these leather boots makes them extremely slippery. If moving only in a straight line, the wearer can move an additional 10 feet farther than a normal move would allow by sliding part of the way. Unfortunately, the wearer suffers a –2 circumstance penalty to all Balance checks while wearing the boots.

Faint conjuration; caster level 1st; Craft Wondrous Item, *grease*; Price 800 gp; Weight 1 lb.

Skull of Spelldoom: This human skull orbits around the owner much like an *ioun stone*. Each *skull of spelldoom* has the spell selection and slots of a sorcerer of a given level (no bonus for Charisma), but it can use its spells only to counterspell. If a foe of the owner casts a spell in the skull's repertoire, it immediately counterspells it. The skull always succeeds in its Spellcraft checks to identify the spells cast around it for purposes of counterspelling. The skull always has the counterspell action ready, assuming that the owner is not flat footed.

When a character finds a *skull of spelldoom*, randomly determine the spells it knows. The skull is AC 18 (+2 for size, +6 natural), has a hardness of 2, and 15 + 2 hit points per level. The *skulls of spelldoom* only go to 12th level. Other, higher-level skulls are rumored to exist, but only as artifacts—mortals lost the ability to create them long ago.

Faint, moderate, or strong abjuration; caster level as the level of the skull; Craft Wondrous Item, caster must be at least the level of the skull and must know all the spells it knows; Price 2,400 gp (*1st-level skull*), 3,200 gp (*2nd-level skull*), 19,000 gp (*4th-level skull*), 43,000 gp (*6th-level skull*), 77,000 gp (*8th-level skull*), 120,000 gp (*10th-level skull*), 172,000 gp (*12th-level skull*); Weight 1 lb.

Spellstealer: This single black leather gauntlet is punctuated with numerous brass studs. If the gauntlet touches a spell-casting creature that prepares spells, it steals away a random prepared spell unless the victim makes a successful Will save (DC 24). A stolen spell is gone, as if cast. The gauntlet now holds the spell, allowing the wearer to cast the spell as if she had prepared it, using her level and appropriate ability score if it is on her class spell list. It can hold only one spell.

For example, if a character steals a *fireball* spell from a wizard, she can cast the spell using her level to determine the number of dice of damage and her Intelligence to determine the saving throw Difficulty Class. If the gauntlet absorbs a spell of a higher level than the wearer could cast (assuming she is the appropriate class), the wearer must make a caster level check (DC = scroll's caster level + 1) to cast the spell successfully. If she fails, she must make a Wisdom check (DC 5) to avoid a mishap (see "Scroll Mishaps" in the DMG). A natural roll of 1 always fails, whatever the modifiers.

Characters who do not cast spells can steal them, but cannot cast them. Using a command word, a spell can be "erased" from the gauntlet.

Strong abjuration; caster level 13th; Craft Wondrous Item, *thief of spells*; *spell turning*; Price 90,000 gp; Weight 1 lb.

Star of Blood: This ruby can—just once—call upon a specific deity's power to bring back a character from the dead as if by *true resurrection*. However, in order to power the gem, a character of the same level must be slain, his blood applied to this dark jewel. Once used, the ruby shatters.

Strong conjuration; caster level 17th; Craft Wondrous Item, *miracle*, *true resurrection*; Price 7,000 gp; Weight —

Tooth of the Deadly Voice: This long animal's tooth must be fitted into a creature's mouth, in a gap where a tooth ought to be. (If someone attempts to wear the tooth, it remains in place as long as the character wishes it to stay there, then pops right out when the character wants it removed.)

Whenever the creature uses a spell-like ability that inflicts any sort of damage, the tooth activates, making a low-pitched moan, and adds +1d6 points of sonic damage to the ability's attack. Alternatively (or additionally), the creature can, as a spell-like ability once per day, use the moan to make a ranged sonic attack that affects one target up to 100 feet away. The attack inflicts 4d6 points of damage, but the target may make a Reflex save (DC 13) to reduce the damage by half.

Faint evocation; caster level 3rd; Craft Wondrous Item, *sound burst*; Price 5,000 gp; Weight —

Vest of Reflection: Worn over another garment or even armor, this lightweight vest turns aside the first three enchantment spells cast upon the wearer, as if the wearer carried the effect of *spell turning* and it worked perfectly. The vest then becomes powerless.

Strong abjuration; caster level 13th; Craft Wondrous Item, *spell turning*; Price 7,500 gp; Weight —

Wandwrap: This thin, multicolored cord wraps tightly around any wand of a spell with no XP cost. With it in place, uses of the wand drain charges from the wrap, not the wand itself. A *wandwrap* carries 50 charges of its own; when they are used up, it becomes worthless and inert.

Moderate abjuration; caster level 7th; Craft Wondrous Item, *dispel magic*; Price 21,000 gp; Weight 1 lb.

MAGICAL VEHICLES

All magical vehicles are rare and very valuable. Most of them prove useful not only for travel, but in combat as well.

Air Barge: This 30-foot-long, 12-foot-wide wooden ship appears mostly flat, with a bulwark around the edge and a small fortified conning tower toward the stern. Within this structure, a single character must continually man the ship's wheel, steering it and keeping it aloft.

The ship has perfect flying maneuverability and can travel at a speed of 60 feet. If making tricky maneuvers or flying during combat, the helmsman must make Concentration checks with Difficulty Classes as determined by the DM. Controlling the craft is considered a full-round action.

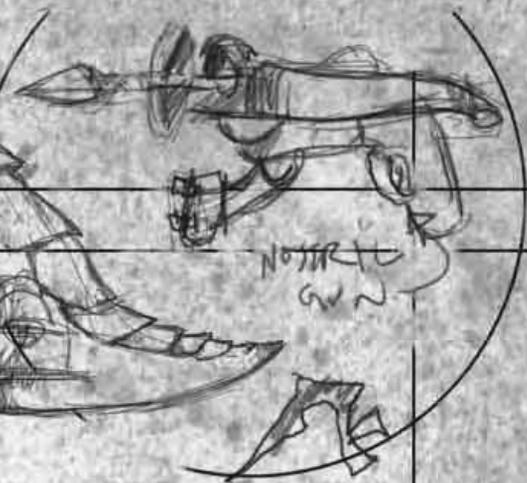
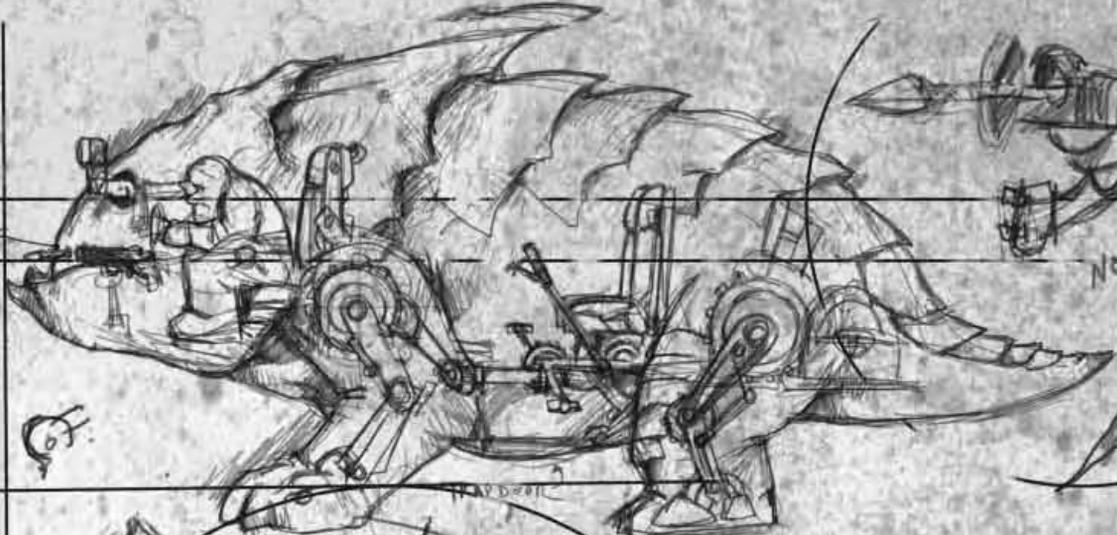
If the craft sustains damage, the helmsman must make a Concentration check (DC 10 + damage inflicted) or lose control of the barge. Lost control means that all on board must make Reflex saves (DC 15) to avoid falling off. Each round out of control, the barge falls 100 feet. If it strikes the ground, the barge and all on board take appropriate falling damage. Each round it remains out of control, a helmsman can make a Concentration check (DC 20) to regain control. It cannot be operated for more than five hours in a given day.

The barge has 1,000 hit points, a hardness of 10, and an Armor Class of 18 (–3 size, +11 natural).

Strong transmutation; caster level 15th; Craft Wondrous Item, *limited wish*, *mass fly*; Price 250,000 gp; Weight 6 tons

Bulette Walker: This was once an actual bulette of Huge size—20 feet long and 10 feet wide. It is now hollowed out and fitted with controls, allowing enough room to hold a Medium driver and three passengers. The vehicle has AC 20 (–2 size, +12 natural). The driver can make it move with a speed of 40 feet (burrow 10 feet) as well as make three attacks per round with a bulette's normal bonuses and damage. Controlling the walker is a full-round action. If the vehicle sustains 100 points of damage, it is destroyed.

CROSS BOW
HOOK SET
HYPERION
MOUNT

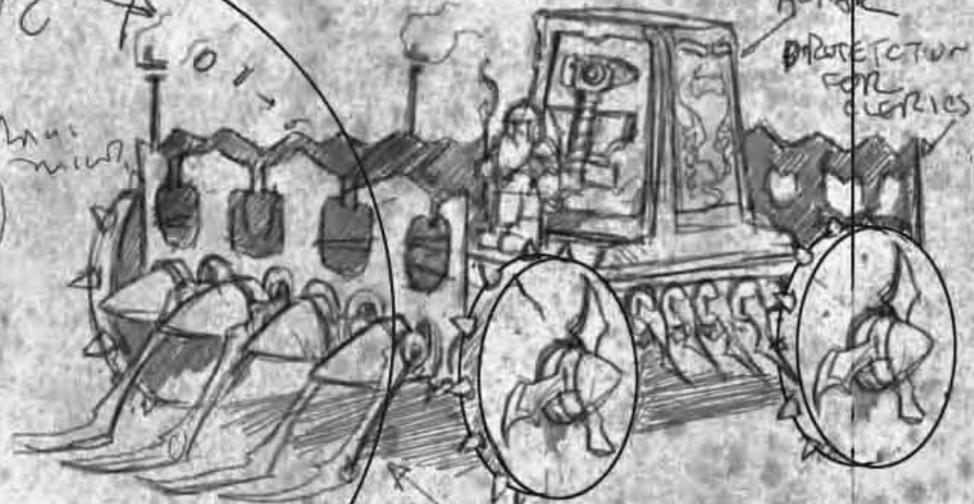


NOTCHED
GUN

DEATH
CANNON



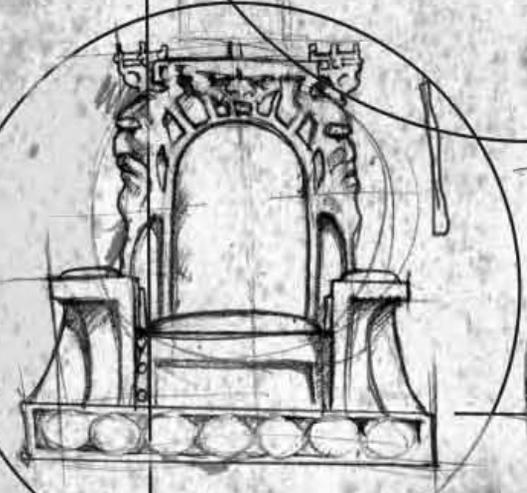
DEATH
CANNON



ALTAR
PROTECTION
FOR
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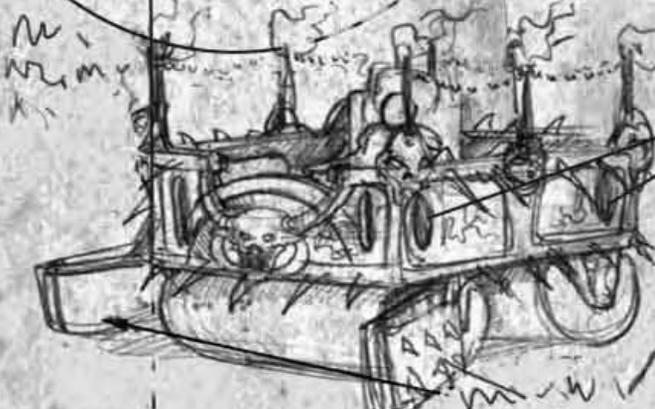
BLADES - CAN BE
DROPPED
INTO
USE
AT PROPER
MOMENT



THRONE
FOR INTIMIDATION
AND SECURITY FOR
LEADER



MOUNTED
CROSS
BOWS



TORCHES ARE
FUELED BY
OIL.
RESERVOIRS
CAN BE SPILLED
ON ENEMIES.

The walker is not perfectly airtight, so it cannot function underwater.

Strong transmutation; caster level 15th; Craft Wondrous Item, *animate objects*, Knowledge (engineering) 8 ranks; Price 100,000 gp; Weight 4,000 lbs.

Diving Sphere: This 20-foot-diameter sphere is made of iron 2 inches thick. It can hold a Medium driver and five passengers (although it can get quite cramped). It moves underwater at a speed of 30 feet—straight down at 60 feet. It magically protects those inside from any harmful pressure effects and allows them to breathe for up to 12 hours. Controlling the sphere is a full-round action, although once it begins moving in a given direction at a given speed, no one needs to command it again except to change direction or velocity.

The sphere has eight portholes for viewing what's going on outside. These do not open and are made of transparent steel, not glass. Hatches on the bottom and the top of the craft allow entry.

Strong abjuration; caster level 15th; Craft Wondrous Item, *animate objects*, *freedom of movement*, *water breathing*, Knowledge (engineering) 8 ranks; Price 100,000 gp; Weight 8,000 lbs.

Psychic Skiff: This 10-foot-long, 8-foot-wide rectangular platform is made of thin, resilient metal. The last 2 feet on either side of its width bend upward at a 45-degree angle. In the platform's center is a round, raised area where the vehicle's controller sits or stands. Aside from the controller, four Medium or eight Small creatures can ride comfortably on the skiff.

True to its name, the psychic skiff moves as the controller wishes, obeying his thoughts. It can travel at a speed of 100 feet (perfect). If making tricky maneuvers or flying in combat, the controller must make Concentration checks, with Difficulty Classes as determined by the DM. Controlling the craft is a full-round action. If the skiff becomes damaged, the controller must make a Concentration check (DC 10 + damage inflicted) or lose control of it. Lost control means that all on board must make Reflex saving throws (DC 20) to avoid falling off. Each round out of control, the skiff falls 100 feet. If it strikes the ground, the skiff and all on board suffer appropriate falling damage. Each round it remains out of control, a controller can make a Concentration check (DC 20) to regain control. The skiff cannot be operated for more than five hours in a given day.

The skiff has 200 hit points, a hardness of 15, and AC 20 (–1 size, +11 natural).

Strong transmutation; caster level 15th; Craft Wondrous Item, *mass fly*; Price 150,000 gp; Weight 2,000 lbs.

War Altar: This huge stone altar with gold inlay is dedicated to a dwarven or gnomish god, often a god of war. Mounted atop a wheeled platform 12 feet long and 8 feet wide, it is ensorcelled to move under its own power. Its designer intended it to escort troops into battle, with clerics riding on it to support the warriors.

The highest-level divine spellcaster atop the altar commands it as a standard action, although once it begins moving in a given direction at a given speed, no one needs to command it again except to change direction or velocity. It can move at a speed of 20 feet. The vehicle has AC 20 (–1 size, +11 natural), 200 hit points, and a hardness of 10. The platform has a *hallow* spell cast upon it. Anyone on the altar enjoys three-quarters cover and the benefits of a continual *bless* spell.

Moderate evocation; caster level 12th; Craft Wondrous Item, *animate objects*, *bless*, *hallow*, Knowledge (engineering) 5 ranks; Price 80,000 gp; Weight 6,000 lbs.

War Throne: Like the *war altar*, this vehicle is meant to accompany troops into combat. The large wooden throne bears decorative gilding and sits atop a 10-foot-square stone platform on rollers. It can move under its own power as directed by the character seated on the throne. Directing the throne's movement is a free action.

There is room on the war throne not only for a character to sit, but for two other Medium characters to crouch at the front corners, receiving nine-tenths cover behind arrow slits. The character on the throne has one-half cover and damage reduction of 10/magic while seated. All characters within 100 feet of the throne allied with the seated character gain a +1 morale bonus to attack rolls.

The vehicle has AC 20 (–1 size, +11 natural), 200 hit points, and a hardness of 10.

Strong universal; caster level 14th; Craft Wondrous Item, *animate objects*, *bless*, *stoneskin*, Knowledge (engineering) 5 ranks; Price 90,000 gp; Weight 6,000 lbs.



MAGIC POISONS

Assassins are a deviously creative lot. In a world where their victims can come back from the dead even faster than it took to put them there in the first place, a few magical tricks can help a nonspellcaster (or a minor spellcaster like the assassin prestige class) to use spell-like attacks—in this case, through the edge of his blade.

Every magical poison described here carries two effects: its normal, nonmagical poisoning effect, and an accompanying magical effect. The magical effects are instantaneous, thus not subject to dispelling. However, victims with spell resistance can use their resistance to avoid the magical effect (though not the nonmagical one).

Creatures immune to poison are immune to the spell-like effects of magic poisons as well. *Neutralize poison* can render both aspects of a magic poison harmless; treat as though *dispel magic* were cast against the caster level of the magic poison's creator. Thus, to cancel out the effects, a caster of *neutralize poison* makes a level check with a Difficulty Class of 11 + the caster level listed with the poison.

CREATING MAGIC POISONS

Refer to the new feat, Manufacture Magic Poison†, in Chapter Two. Magic poisons are brewed and simmered for a long time, or produced by feeding special ingredients to plants that in turn produce the required effect. Thus, it often takes weeks to produce a magic poison. Unlike most magic item creation processes, however, during the process you need to spend only one hour per day working on the poison.

To figure the price of a magic poison, determine the approximate level of the poison's effect and multiply 60 gp times the spell level times the caster level. The prices pertaining to spells that often affect a number of targets should be adjusted downward when placed into a poison (which affects only one creature); reduce these prices by perhaps 20 percent.

Otherwise, manufacturing magic poisons is much like creating a potion, as described in Chapter Seven of the DMG.

MAGIC POISON POWERS

Coldheart: The victim suffers 3d6 points of cold damage upon the failure of each save against the poison. There is no additional save for the cold damage.

Faint evocation; caster level 5th; Manufacture Magic Poison†, *mark of frost*†; Price 900 gp

Crippling Doom: Victims who fail a Will save (DC 11) are filled with dread and pain, suffering a –2 morale penalty to attack rolls, checks, and saving throws for two minutes.

Faint necromancy; caster level 2nd; Manufacture Magic Poison†, *doom*; Price 120 gp

Darkmind: Victims who fail a Fortitude save (DC 19) fall into a coma, alive but unable to take actions of any kind, physical or mental. The coma lasts 1d10 days.

Moderate enchantment; caster level 7th; Manufacture Magic Poison†, *coma*†; Price 4,700 gp

Delusion: The victim of this poison is deluded into ignoring the damage it inflicts. The character simply does not recognize that the poison has had an effect. No save is allowed.

Moderate enchantment; caster level 7th; Manufacture Magic Poison†, *confusion*; Price 1,500 gp

Demonseed: Anyone slain by this poison, then raised, becomes possessed by a demon. Until the demon is dispelled (via *dispel evil* or similar spell), treat the character as chaotic evil with an agenda of destruction (often achieved through guile—the demon may not make its presence known immediately). Use all the character's normal abilities and skills. No save is allowed.

Moderate conjuration; caster level 9th; Manufacture Magic Poison†, *lesser planar binding*; Price 3,000 gp

Denial: The victim of this poison must make a Will save (DC 19) or thereafter become unable to enter a 100-foot-square area designated by the creator.

Strong abjuration; caster level 13th; Manufacture Magic Poison†, *forbiddance*; Price 4,500 gp

Fear: The victim of this poison must make a Will save (DC 16) or be gripped with great fear. Treat the character as panicked for 8 rounds.

Moderate necromancy; caster level 8th; Manufacture Magic Poison†, *fear*; Price 1,600 gp

Fireheart: The victim suffers 3d6 points of fire damage upon the failure of each save against the poison. There is no additional save for the fire damage.

Faint evocation; caster level 5th; Manufacture Magic Poison†, *mark of fire*†; Price 900 gp

Heartthief: The victim of this poison must make a Will save (DC 16) or lose all memory of the person closest to him.

Moderate enchantment; caster level 11th; Manufacture Magic Poison†, *feeblemind*; Price 4,000 gp

Longnight: Those slain by this poison or the attack which delivered it (if any) gain a special spell resistance 30 against any attempt to raise, resurrect (including *true resurrection*), or reincarnate them. No save is allowed.

Strong necromancy; caster level 17th; Manufacture Magic Poison†, *soul bind*; Price 9,000 gp

Madness: The victim of this poison must make a Will save (DC 20) or go insane as described in the spell *insanity*.

Strong enchantment; caster level 13th; Manufacture Magic Poison†, *insanity*; Price 5,400 gp

Memory Key: This poison is always made with a specific target in mind. The creator specifies a single memory of a subject—such as meeting a certain individual, the events of a single evening, or an important password—to be destroyed forever in the victim's mind. Spells, skills, feats, and other character abilities cannot be forgotten. Major memories, such as the existence of a character's husband or where she comes from, are beyond the scope of this poison. The victim gets a Fortitude save (DC 16) to resist this effect.

Moderate enchantment; caster level 7th; Manufacture Magic Poison†, *feeblemind*; Price 1,500 gp

Shrivelsoul: If the victim of this poison dies (either through the poison's damage or the attack which delivered it, if any), the corpse immediately shrivels and effectively ages a year, so that *raise dead* will not work. A *resurrection* is needed to bring the character back to life. No save is allowed.

Moderate necromancy; caster level 11th; Manufacture Magic Poison, *slay living*; Price 3,500 gp

Sleep: A victim of 6 HD or lower must make a Fortitude save (DC 11) or fall asleep for three minutes or until awakened.

Faint enchantment; caster level 3rd; Manufacture Magic Poison†, *sleep*; Price 180 gp

Slow: The victim of this poison must make a Will save (DC 14) or be *slowed* (as the spell) for 7 rounds.

Moderate transmutation aura; caster level 7th; Manufacture Magic Poison†, *slow*; Price 1,100 gp

Swarmdeath: This poison's victim must make a Fortitude save (DC 17) or be killed instantly by the swarm of crawling and flying insects that appears in his stomach and bursts out.

Moderate conjuration; caster level 9th; Manufacture Magic Poison†, *insect plague*, *slay living*; Price 2,700 gp

Truesleep: A victim of 10 HD or lower falls asleep for one hour. There is no saving throw, although immunity to sleep effects and normal spell resistance still apply.

Moderate enchantment; caster level 9th; Manufacture Magic Poison†, *greater sleep*; Price 2,700 gp

Weakening: This poison magically saps 1d4 points of Strength from the victim upon the failure of each save.

Faint necromancy; caster level 5th; Manufacture Magic Poison†, *poison*, *ray of enfeeblement*; Price 1,200 gp

Wraithsong: The victim of this poison has one negative level, as if touched by a wraith. No save is allowed.

Moderate necromancy; caster level 7th; Manufacture Magic Poison†, *enervation*; Price 1,600 gp

MINOR ARTIFACTS

Bluewand: Despite its name, the *bluewand* actually is a greatsword. Its name comes from the fact that it is such a boon to arcanists. This electric-blue weapon weighs half what a normal greatsword weighs and carries a +4 bonus. This *keen* weapon is a *bane* toward magical beasts. Further, it doubles all the 1st- through 4th-level arcane spells the wielder uses, in the manner of a *ring of wizardry*.

Strong conjuration and transmutation; caster level 20th; Weight 7 lbs.



Book of the Darkwing: This magical tome contains the rites for a powerful spell. If the entire text is read aloud, requiring a full 20 hours, a terrible blight falls upon the surrounding countryside. The reader must make a Fortitude save (DC 18) to complete this arduous task. If the save fails, the character must start over after at least eight hours of rest.

The ritual of the darkwing summons 10,000 creatures of shadow, which appear to be semisolid bats made of darkness. These winged creatures swarm about the area within five miles of the spot where the book is read. They bring with them darkness and gloom. All living creatures in the area suffer a –2 morale penalty to attack rolls, saves, and checks. Animals hide. Plants begin to wither. People grow depressed, weary, and afraid. The ritual of the darkwing can be dispelled only by a *wish* or *miracle* spell, cast by a character touching—then burning—the *book of the darkwing*.

Strong necromancy; caster level 18th; Weight 3 lbs.

Gresval's Clock: There are thought to be only a small number of these intricate timepieces, each a work of master craftsmanship, belying the work of a man decades—if not centuries—before his time. The clock has 11 powers and one drawback, each of which is keyed to a particular hour. The individual who sets the clock gains the powers and the drawback at the appointed time. No more than one power can remain active at a time. Once the clock is set, with powers keyed to the hours the user desires, it cannot be changed until 24 hours have passed. The clock's 12 properties are:

1. Fast healing of 1 hit point per minute
2. +2 artifact bonus to attack and damage
3. +2 artifact bonus to Armor Class
4. Allows use of *true seeing* for the entire hour
5. Allows use of *greater teleport* twice during the hour, as long as one of the teleports returns the character to the clock
6. Immunity to one energy type (fire, cold, electricity, acid, or sonic)
7. *Fly* (as the spell) for the entire hour
8. Allows use of three arcane spells of 3rd level or lower, once each, during the hour, cast at 17th level. Spells are chosen when the clock is set.
9. Summons a monster (as *summon monster VI*) that remains for the full hour or until slain
10. +2 artifact bonus to all skill checks
11. +4 to one ability score (chosen at the time the clock is set)
12. –2 morale penalty on all attack rolls, saving throws, and skill checks.

Strong all schools; caster level 17th; Weight 7 lbs.



Hungersword: It is said that six of these swords exist. They are all +5 *unholy longswords*, made of black iron with bone hilts and pommels. Each grants its wielder a *mark of death* once per day. The sword absorbs good spells and spells from good-aligned clerics like a *rod of absorption*, with no maximum amount of absorption, although the levels are not used for spellcasting.

Each spell level can be used to confer an additional +1 damage bonus to a given strike with the weapon (to a maximum of +10 points of damage per strike). In combat, these evil swords bestow a negative level with every successful strike (Fortitude save [DC 23] shakes off the negative level one day later).

Strong abjuration and evocation; caster level 19th; Weight 4 lbs.

Liquid Power: This rare, sparkling meadlike draught is said to come from a higher plane—an elixir from the gods themselves. Whatever its origins, *liquid power* is found in flasks and jugs that hold just a single, good-sized quaff. Upon drinking, the imbiber gains a special reservoir of power: 6d6 times 100 experience points. These experience points cannot be used to gain levels. However, one can devote them to creating magic items or casting powerful, draining spells (those with an XP cost). This reservoir never fades—it remains with the character until it is gone.

Liquid power has yet another use. Any charged item (wand, staff, or other) that is doused in *liquid power* becomes fully recharged. This use also consumes a full draught of the stuff.

Strong (no school); caster level 20th; Weight 1 lb. (in a flask)

Vallis Staff: Made from the fabled deep green stones rumored to come from the moon itself, this intelligent staff has the following capabilities (for more intelligent items, see the “Vabrin’s Forge” section of Chapter Five):

Vallis Staff, intelligent staff, 1st-level item/10th-level sorcerer:

hardness 10; hp 50; Communication: Empathy; Perception: Sight; AL N; SV Fort +6; Ref +5; Will +13; Str —, Dex —, Con —, Int 17, Wis 14, Cha 18

Skills and Feats: Bluff +18, Concentration +18, Diplomacy +18, Knowledge (Arcana) +17, Spellcraft +17; Influence User, Iron Will, Unique Magical Ability (*detect magic* at will), Unique Magical Ability (*true seeing* at will)

Spell-Like Abilities: At will—*detect magic*, *true seeing*; 1/day—*mage hand*, *expeditious retreat*

Spells Known (6/7/7/7/6/3; save DC 14 + spell level): 0—*dancing lights*, *daze*, *flare*, *ghost sound*, *mage hand*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1st—*charm person*, *color spray*, *mage armor*, *shield*, *silent sound*; 2nd—*fox’s cunning*, *invisibility*, *web*, *welterf*; 3rd—*dispel magic*, *fireball*, *fly*; 4th—*dimension door*, *summon monster IV*; 5th—*hold monster*

Strong (all schools); caster level 20th; Weight 5 lbs.

MAJOR ARTIFACTS

The Black Grail: This object is a dark chalice with a macabre design. It confers powers both on its possessor as well as on all who drink from it.

The possessor who carries *the Black Grail* (even in a bag or some other container) gains a +2 enhancement bonus to his Strength, Constitution, and Charisma scores. If he holds it in his hand, the Charisma bonus becomes +4 instead, but not for determining spells (for that, the bonus remains +2). Further, with the artifact in his hand, the possessor can access the following spells, all cast at 20th level: *sudden wavef*, *cone of cold*, *wall of ice*, and *summon monster VII*. The possessor activates these spells via a command word, which conjures a bit of magical liquid in the grail itself; the liquid then splashes forth out of the grail (both the command word and the splash together constitute a standard action). Each spell is usable once per round.

All who drink a nonmagical liquid from *the Black Grail* gain a permanent +1 inherent bonus to either their Strength, Constitution, or Charisma score (possessor’s—not necessarily the drinker’s—choice). They also either gain the ability to breathe water for 24 hours, are healed (as a *heal* spell), or can see as if *true seeing* were cast upon them for one hour (again, the choice is the possessor’s). Drinkers also must make two Will saving throws (DC 24). If they fail the first saving



throw, their alignment changes to neutral evil permanently. If they fail the second save, they become permanent thralls of the possessor. Only one drink from *the Black Grail* is profitable. A second and third drink carry no potency at all, and the fourth—and all subsequent drinks—are poisonous (ingested, Fortitude save [DC 30], initial damage 3d6 points of Constitution, secondary damage 3d6 points of Constitution one minute later).

Liquid from *the Black Grail* but not drunk directly from it holds no power. The drinker's lips must touch the artifact. However, due to the distinction between the drinker and the possessor, the possessor usually holds *the Black Grail* while the drinker drinks. (Otherwise, the drinker becomes the possessor.)

The Book of Eldritch Might: This book began as a simple spellbook, but it grew over many centuries, with pages added by more and more arcanists as it fell into new hands. Eventually magic was used to make the space within its pages virtually infinite.

This tome has passed through many owners, and has even been occasionally copied—although the copies are always incomplete (yet still function as *books of infinite spells*). The book itself eventually came into the possession of a very old but minor divine being. Its original name is known only to itself, preferring now to be referred to as “the Book.” When *The Book of Eldritch Might* is open, the being can form the image of a humanlike face within the pages.

The Book is extremely knowledgeable on virtually all topics. Characters can consult it as if it had bardic knowledge as a 20th-level bard with a 30 Intelligence (so it adds +30 to its check). However, the difficulty comes in getting the Book to answer a question or answer it truthfully and completely. This challenge requires a Diplomacy check (DC 25) each time a character asks a question (the elder god within is cantankerous, quick to anger, and petulant—dealing with it extensively can be exhausting).

Anyone who reads *The Book of Eldritch Might* (a task requiring one month of uninterrupted study) gains a +4 permanent intuitive bonus to Knowledge (arcana) and Spellcraft checks, plus a free metamagic, eldritch, or item creation feat.

The book is filled with arcane spells—literally hundreds and hundreds of them—some of which have not been seen or cast in more than a thousand years. Wizards can copy these into their spellbooks, and sorcerers can learn them as normal. Once per day, characters can consult the Book on the topic of arcane spells, and it will magically copy a random spell into the user's spellbook (with no time or gold-piece cost). A Diplomacy check (DC 25) is required to convince the Book to do this, as mentioned above.

There is a (noncumulative) 2 percent chance per day that the Book will mysteriously disappear from its owner, no matter what precautions are taken.

Medusa Crown: An ancient relic long thought safely stored within Castle Arthanath (see “The Vale of Stars” in Chapter Five), the *Medusa Crown* has resurfaced to plague the world once again. Originally made by an evil dragon from the head of medusa queen Tuevari, this crown now looks like a small helm with the vague impression of writhing serpents. It is unnerving to look at, and those around the wearer suffer a –1 morale penalty to attack rolls, saves, and checks. Likewise, however, the wearer suffers a –4 penalty to Bluff, Diplomacy, and Gather Information checks.

The wearer gains immunity to poison and possesses a *petrifying gaze* (just like a medusa's) when desired (Fortitude save [DC 25] to resist). This thoroughly evil crown requires the wearer to make a Will save (DC 25) upon donning it; on a failure, the crown compels the wearer to refuse to take it off. These effects have a caster level of 20.

Paraden, Blade of the Nexus: The wielder of this +5 keen greatsword can use it to cut holes in the fabric of reality. Through these holes, the wielder can view other areas and even travel to them as through a gate. This sword allows free use of the *window to elsewhere* and *doorway to elsewhere* spells (with no material components needed, and a one-action casting time). Three times per day, the wielder also can use the sword to puncture a very temporary hole in reality that leads to a location of great energy (acid, cold, fire,

lightning, or sonic). When this happens, an instantaneous 5-foot-wide, 100-foot-long line of the energy shoots out in the direction the wielder chooses, inflicting 15d6 points of damage of the appropriate energy type.

Malhavoc Speaks

I once wielded the Blade of the Nexus, although I never used it in combat (I have no skill in such crudities). I used it instead as a scrying and transportation device—particularly useful after I grew weary of dealing with Nivaler-Sca every time I wanted to use the Nexus. A fine blade, to be sure.

Lastly, the wielder can open a tiny aperture in space around his body in which to “sheathe” the sword, so it has no weight or encumbrance, and only the hilt shows. The wielder must draw the sword and slash it around in order to use any of its magical effects.

The blade takes its name from a noted hub of magical portals to distant locales (see “The Nexus” in Chapter Five). It is said that this weapon was simply found in the Nexus, as though discarded, its creator unknown. The Nexus’ mistress, Nivaler-Sca, hates the blade. Jealous of its power, she would love to see it back in her possession—where she could destroy or contain it.

Staff of Eldritch Might: Once wielded by the great mage Nosh, this staff reportedly grew naturally from the Tree of All-Form in the Otherwood. Although it looks like a simple oaken shaft, when someone gazes upon it with *true seeing*, the staff appears solid gold and glows like the sun. After the battle of the Great Conflagration, the staff fell into the hands of the urlocs. Now lost, the staff will return one day, a prophecy claims, when a mage proves himself worthy to use it.

This artifact holds 50 charges in a given day, recharging itself at midnight. It has the following abilities.

- *Enhance magical flow*† (continuous)
- *Mage armor* (continuous)
- *Nondetection* (continuous)
- *Detect magic* (1 charge)
- *Icebolt*† (1 charge, 3d6+10 points of damage)
- *Mel’s acid arrow* (1 charge, burns for 5 rounds)
- *See invisibility* (1 charge)
- *Daylight* (1 charges)
- *Lightning bolt* (2 charges, 10d6 damage, DC 20)
- *Coldscreech*† (2 charges, 10d6 damage, DC 21)
- *Flaming corrosion*† (2 charges, 10d6 damage, DC 21)
- *Cross of lightning*† (2 charges, 15d6 damage, DC 22)
- *Electrical deluge*† (3 charges, 15d6 damage, DC 23)
- *Summon monster VII* (3 charges)
- *Sunburst* (3 charges, 25d6 damage, DC 25)
- *Arcana form*† (4 charges)

Tears of the Gods: Each of these blue jewels is said to be an actual tear shed by a divine power during a great war of the gods in primordial times. Eleven are known to exist, although it is possible there are more. The seven generals of the Indu-Lirren horde all claimed to bear one into battle, each having quested across the planes for the artifacts. The *tears* provide the following effects upon the possessor:

- +4 divine bonus to all ability scores
- Damage reduction 20/magic
- Spell resistance 28
- 50 percent of all critical hits scored against the possessor are negated (becoming normal hits)
- Once per day, the tear becomes an elder water elemental that serves the possessor. If the elemental is slain, it reverts back to the tear and remains inert for 24 hours.



Creatures

The new monsters in this chapter—from arcane angels to unholy rivens—all relate directly to eldritch matters. DMs can easily add them into any campaign. Some of them are particularly well suited to the magical locales in Chapter Five.

ARCANE ANGEL

The activities of the celestial courts are very complex. The arcane angels were once more typical, devalike celestials, but devoted themselves to the arcane arts so completely that they soon began to neglect all other duties. Now mysterious patrons of arcanists, they have made themselves outcasts of the heavenly realms due to what other celestials refer to as a “shift in priorities.” They willingly left the celestial courts and now serve no deity or higher power other than magic itself. They dwell primarily on the Astral Plane, in hidden fortresses delved deep into the astral nothingness.

Arcane angels speak with all creatures magically (see description) and can read and understand any being’s spellbook, no matter how it is coded or written.

COMBAT

Arcane angels have a wide variety of powers at their command. First and foremost, they are powerful spellcasters. They prove difficult to affect with magic of any kind and almost never use weapons. All arcane angels have the following abilities in common:

Summon Celestial Monsters (Sp): All arcane angels can summon a celestial creature (as in a *summon monster* spell)

Hit Dice:

Initiative:

Speed:

Armor Class:

Base Attack/Grapple:

Attack:

Full Attack:

Space/Reach:

Special Attacks:

Special Qualities:

Saves:

Abilities:

Skills:

Feats:

Environment:

Organization:

Challenge Rating:

Treasure:

Alignment:

Advancement:

Level Adjustment:

VALIANCE

Medium Outsider (Extraplanar, Good)

6d8 + 24 (52 hp)

+9 (+5 Dexterity, +4 Improved Initiative)

30 feet (6 squares), fly 80 feet (average)

25 (+5 Dexterity, +10 natural); touch 15
flat-footed 20

+6/+9

Slam +9 melee (1d6+4)

Slam +9/+4 melee (1d6+4)

5 feet / 5 feet

Spell-like abilities, spells,
summon monster

Damage reduction 10/magic
spell resistance 25, celestial qualities,
detect magic, outsider traits

Fort +9, Ref +10, Will +7

Str 17, Dex 21, Con 18, Int 21, Wis 14, Cha 22

Concentration +10, Craft (alchemy) +14,
Hide +14, Intimidate +15, Knowledge (arcana) +14,
Knowledge (the planes) +14, Listen +13,
Move Silently +14, Search +14, Sense Motive +11,
Spellcraft +16, Spot +13

Alertness, Dodge, Improved Initiative

Any land and underground

Solitary or team (3–6)

10

No coins, standard goods, double items

Always good (usually lawful)

7–9 HD (Medium); 10–12 HD (Large)

—

THAERESTIAN

Medium Outsider (Extraplanar, Lawful)

10d8 + 40 (95 hp)

+9 (+5 Dexterity, +4 Improved Initiative)

30 feet (6 spaces), fly 60 feet (average)

27 (+5 Dexterity, +12 natural), touch 15,
flat-footed 22

+10/+14

Touch +14 melee (1d8+10)

Touch +14 melee (1d8+10)

5 feet / 5 feet

Elemental touch, spell-like abilities, *power word*,
spells, *summon monster*

Damage reduction 15/magic, spell resistance 32
celestial qualities, fast healing 2, outsider
traits, *detect magic*

Fort +11, Ref +12, Will +9

Str 19, Dex 20, Con 18, Int 22, Wis 11, Cha 20

Concentration +17, Craft (alchemy) +19,
Diplomacy +20, Hide +18, Intimidate +18,
Knowledge (arcana) +19, Knowledge (the
planes) +19, Knowledge (religion) +19, Listen
+15, Move Silently +18, Search +19, Sense
Motive +13, Spellcraft +21, Spot +15

Alertness, Improved Initiative, Iron Will,
Spell Penetration

Any land and underground

Solitary

15

No coins, standard goods, double items

Usually lawful neutral

11–15 HD (Medium); 16–20 HD (Large)

—



with the same number of Hit Dice as themselves with 100 percent chance of success. They can summon a celestial creature with up to double their own Hit Dice with a 30 percent chance of success. Summoned creatures automatically return whence they came after one hour. A summoned creature that can summon others cannot use this ability for one hour after its own summoning. Arcane angels can use this ability once per day.

CELESTIAL QUALITIES

Aura of Menace (Su): As with archons, a righteous aura surrounds arcane angels that fight or get angry. Any hostile creature within a 20-foot radius of an arcane angel must succeed at a Will save to resist its effects. The save Difficulty Class varies with the type of arcane angel—19 for the valiance and

20 for the thaerestian. Those who fail suffer a -2 morale penalty to attacks, Armor Class, and saves for one day or until they successfully hit the arcane angel that generated the aura. A creature that has resisted or broken the effect cannot be affected again by that arcane angel's aura for one day.

Protective Aura (Su): As a free action, arcane angels can surround themselves with a nimbus of light having a radius of 20 feet. This acts as a double-strength *magic circle against evil* and as a *lesser globe of invulnerability*, both as cast by a sorcerer with a level equal to the angel's Hit Dice. The aura can be dispelled, but the angel can create it again as a free action on its next turn.

Teleport (Su): An arcane angel can use *greater teleport* at will, as the spell cast by a 14th-level sorcerer, except it can transport only itself and up to 50 lbs. of objects.

Tongues (Su): Arcane angels can speak with any creature that has a language, as though using a *tongues* spell cast by a 14th-level sorcerer. This ability remains always active.

Immunities (Ex): All celestials are immune to electricity and petrification attacks. Arcane angels are also immune to cold and acid.

Resistances (Ex): Arcane angels have resistance to fire 20. They receive a +4 racial bonus to Fortitude saves against poison.

Keen Vision (Ex): Arcane angels have low-light vision and 60-foot darkvision.

VALIANCE

The valiance (singular and plural) retain the outlook and demeanor of a traditional celestial—virtuous and kind. Yet they are extremely serious and have no time for simple niceties. They judge all actions as a series of priorities and weigh those priorities logically. Thus, if entreated for help by some needy wizard, they may refuse (because other, larger things are afoot—things they may have no time to explain). The valiance are ruled by a council of angelic wizards called the Yeven.

These beings appear to be tall, thin, regal-looking humans with wings resembling streams of light that constantly flow and pulse—almost like streams of liquid light, loosely intertwined and woven together to give merely the appearance of wings.

COMBAT

Valiance hate physical combat—they prefer to settle their differences with magic. If they must, they use their slam attack as a last resort. They always target their spellcasting foes first, as they respect them much more highly than other enemies.

Spell-Like Abilities: At will—*aid*, *continual flame*, *detect evil*, *discern lies*, *dispel magic*, *holy smite*, *holy word*, *invisibility* (self only), *polymorph*, *remove curse*, *remove disease*, and *read magic*; 7/day—*see invisibility* and *cure light wounds*; 1/day—*cure critical wounds*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 16 + spell level).

Detect Magic (Sp): This spell remains always active.

Spells: All valiance cast spells as sorcerers of a level equal to their Hit Dice. They favor a wide range of spells, usually including *mage armor*, *shield*, *cat's grace*, *lightning bolt*, *haste*, and a few illusions and divinations.

THAERESTIANS

These arcane angels have gone so far as to eschew the bonds of morality. They no longer concern themselves with good and evil—merely with arcane magic. Each thaerestian works alone studying or defending some mysterious arcane power source, unique spell, or the like. They respect valiance and even defer to the judgments of the Yeven occasionally, although almost as

often they ignore these other angels for their own individually determined agendas. They seem particularly interested in things near to the heart of the ultimate expression of magic—*wish* spells, power words, and particularly soul magic (see Chapter Four). A few work as allies to those who serve the gods of magic, but these instances are rare.

Thaerestians stand about 6 feet tall. Their wings hang upon them like a fluttering, tattered cloak of dark energy 15 feet across. They have dark, smoldering eyes.

COMBAT

Thaerestians are aloof and cold, but quick to anger. They use all means necessary to destroy any that oppose them.

Elemental Touch:

The damage inflicted by a thaerestian's touch can be acid, cold, electricity, fire, or sonic, as chosen by the thaerestian. Each round it may choose a different energy type.

Spell-Like Abilities: At will—*continual flame*, *discern lies*, *greater dispel magic*, *invisibility*, *magic missile*, *polymorph*, *read magic*, *sCRY*, and *see invisibility*; 1/day—*antimagic field*, *permanency*, and *spellmaster*. These abilities are as the spells cast by a 17th-level sorcerer (save DC 15 + spell level).

Power Word (Sp): Once per week, a thaerestian can utter any one of the various *power word* spells as a 20th-level sorcerer.

Detect Magic (Sp): This spell remains always active.

Spells: All thaerestians cast spells as wizards of a level equal to their Hit Dice. Their spellbooks—vast collections of scrolls and books—they hide magically in the recesses of their shadowy wings. These books are destroyed when the thaerestian dies.

CREATURE OF THE MIST

Creatures of the mist are artificial creations given life by magic. They are not constructs or automatons, but actual living creatures. Tales tell of creatures of the mist that occur in nature without having been crafted by some mage. If this is true, these creatures are rare and well hidden.

Creatures of the mist resemble other, more normal creatures, from humans to horses to dragons. They are given life, in fact, when a mage takes the exhaled breath of a creature and gives it a life of its own. Since the air is filled with the

Arcane Angels in the Campaign

Adventurers can encounter arcane angels (both valiance and thaerestians) around an ancient library, at a natural node of earthpower, or near gateways to other planes. They are intrigued by new spells and ancient rituals, but they ignore causes that do not involve magic or arcanists.

Arcane angels, particularly the thaerestians, would sooner see a village of innocents slaughtered than forever lose some aspect of arcane lore—such is their reinterpretation of “good” and “duty.”

breath of all sorts of beings, it is simple for a mage to pluck a tiny mote of breath of any creature that lives in the world. A spellcaster cannot create a creature of the mist from a creature that does not breathe or that has not long lived upon the world.

As insubstantial as smoke and as vaporous as the breath that gives them life, creatures of the mist float about feeding on the breath of other creatures. In all other ways, a creature of the mist is “born” with the instincts, intelligence, and personality of the creature it mimics. They look like misty or smoky versions of another creature—a griffon made of vapor, a cloud shaped like an ogre, and so on.

CREATING A CREATURE OF THE MIST

“Creature of the mist” is a template you can add to any creature (referred to hereafter as the “base creature”) that breathes—undead and constructs are not allowed, therefore, but plants are. The creature uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature gains the air subtype. Do not recalculate the creature’s Hit Dice, base attack bonus, or saves. Size is unchanged.

Speed: Creatures of the mist have a fly speed of 30 feet, unless the base creature has a higher fly speed, with perfect maneuverability.

Armor Class: The creature loses all natural armor bonuses but gains a deflection bonus equal to half its Hit Dice.

Attack: Creatures of the mist can, momentarily, make small parts of themselves substantial enough to make attacks. Thus, a creature with claw and bite attacks can briefly make its claws and teeth solid enough to inflict normal damage.

Full Attack: Creatures of the mist can, momentarily, make small parts of themselves substantial enough to make attacks. Thus, a creature with claw and bite attacks can briefly make its claws and teeth solid enough to inflict normal damage.

Special Attacks: The creature of the mist retains all the special attacks of the base creature. Saves are DC 10 + half the creature of the mist’s Hit Dice + the creature of the mist’s Constitution modifier, unless noted otherwise.

Choke (Ex): A creature of the mist can engulf opponents by moving on top of them. It fills the air around one creature of its size or smaller without provoking an attack of opportunity. The target must succeed at a Fortitude save or the creature of the mist steals its breath. The affected creature becomes incapacitated for 1 round while it chokes and gasps for breath. This is a standard action for the creature of the mist. Creatures that do not breathe are immune to this attack.

Blind (Ex): A creature of the mist can engulf and blind opponents by moving on top of them. It fills the air around

one creature of its size or smaller without provoking an attack of opportunity. The target must oppose the creature of the mist’s attack roll with an attack roll of its own. If the creature of the mist wins, the affected creature becomes blinded for 1 round. This is a free action for the creature of the mist, but it can attempt it only once per round.

Special Qualities: A creature of the mist has all the special qualities of the base creature plus those listed below.

Mist Form (Su): The creature of the mist is permanently in a gaseous form, similar to the spell of the same name, as cast by a 7th-level sorcerer. Thus, it is insubstantial, misty, and translucent. It has damage reduction 10/magic and immunity to poison and critical hits. It cannot be grappled. It can pass through small holes or narrow openings, even mere cracks. This effect cannot be dispelled.

Abilities: Change from the base creature’s as follows: Strength –4, Dexterity +8, Constitution –2, Intelligence +0, Wisdom +0, Charisma +0

Skills: Creatures of the mist receive a +10 racial bonus to Hide and Move Silently checks. Otherwise skills are the same as the base creature’s.

Environment: Any land and underground

Organization: Solitary, gang (2–4), or mob (7–12)

Challenge Rating: Same as the base creature’s +1

Treasure: None

Alignment: Any

Advancement: Same as the base creature’s

Level Adjustment: Same as the base creature’s +2

MIST ATTACKS

The creature of the mist can selectively make portions of its mist form solid enough to make attacks—normally, this means the claws, teeth, and so on. Thus, creatures of the mist have Strength scores and can even grapple and hold creatures (they cannot, however, be grappled themselves).

Creatures of the mist cannot use weapons or manipulate objects other than pushing or pulling on them with crude means. They can open a door, for example, but they could not use a key to open a locked door. They cannot use or wear gear of any kind. They can cast spells.

SAMPLE CREATURE OF THE MIST:

MIST WYVERN

Huge Dragon (Air)

Hit Dice: 7d12 + 7 (52 hp)

Initiative: +5 (Dexterity)

Speed: Fly 60 feet (perfect) (12 squares)

Armor Class: 16 (–2 size, +5 Dexterity, +3 deflection), touch 16, flat-footed 11



Base Attack/Grapple: +7/+17

Attack: Sting +7 melee (1d6+2 plus poison) or claw +7 melee (1d6+2)

Full Attack: Sting +7 melee (1d6+2 plus poison) and bite +2 melee (2d8+1) and 2 wings +2 melee (1d8+1), or 2 claws +7 melee (1d6+2)

Space/Reach: 10 feet / 5 feet

Special Attacks: Poison, improved grab, snatch, choke, blind

Special Qualities: Darkvision 60 feet, low-light vision, immunity to paralysis and *sleep*, scent, mist form

Saves: Fort +6, Ref +10, Will +6

Abilities: Str 15, Dex 20, Con 13, Int 6, Wis 12, Cha 9

Skills: Hide +12*, Listen +15, Move Silently +20*, Spot +15*

Feats: Ability Focus (poison), Alertness, Flyby Attack, Multiattack^b

Environment: Temperate and warm forest, hills, and mountains

Organization: Solitary, pair, or flight (3–6)

Challenge Rating: 6

Treasure: Standard

Alignment: Usually neutral

Advancement: 8–10 HD (Huge); 11–21 HD (Gargantuan)

Level Adjustment: —

The mist wyvern is a huge flying lizard made of vapor with a poisonous stinger in its tail.

The 30-foot-long, misty body of the wyvern is half wispy tail, tipped with a stinger like that of a scorpion. Its wingspan measures over 50 feet. Unlike a dragon, it has only two legs.

Some mist wyverns speak Draconic, but most are too dense to understand any language.

COMBAT

Mist wyverns are stupid but aggressive. They attack nearly anything. A mist wyvern swoops from the air, snatching the opponent with its misty claws and stinging it to death.

Because a mist wyvern can hover, it can use all of its attacks at once.

Skills: * Mist wyverns receive a +3 racial bonus to Spot checks, and a +10 racial bonus to Hide and Move Silently checks.

Poison (Ex): Sting, injury, Fortitude save (DC 16), initial and secondary damage 2d6 points of Constitution.

Improved Grab (Ex): To use this ability, the mist wyvern must hit with both claw attacks. If it gets a hold, it hangs on and stings.

Snatch (Ex): If a mist wyvern gets a hold on a creature four or more sizes smaller, it automatically deals damage with both claws and its sting attacks each round it maintains the hold.

The mist wyvern can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 30 feet and takes 3d6 points of damage. If the mist wyvern flings it while flying, the creature suffers this amount or falling damage, whichever is greater.

Choke (Ex): A mist wyvern can engulf opponents by moving on top of them. It fills the air around one creature of Huge size or smaller without provoking an attack of opportunity. The target must succeed at a Fortitude save (DC 14) or the mist wyvern steals its breath. The affected creature becomes incapacitated for 1 round while it chokes and gasps for breath. This is a standard action for the mist wyvern. Creatures that do not breathe are immune to this attack.

Blind (Ex): A mist wyvern can engulf and blind opponents by moving on top of them. It fills the air around one Huge or smaller creature without provoking an attack of opportunity. The target must oppose the mist wyvern's attack roll with an attack roll of its own. If the mist wyvern wins, the affected creature becomes blinded for 1 round. This is a free action for the mist wyvern, but it can take it only once per round.

Mist Form (Su): The mist wyvern is permanently in a *gaseous form*, similar to the spell of the same name, as cast by a 7th-level sorcerer. Thus, it is insubstantial, misty, and translucent. It has damage reduction 10/magic and immunity to poison and critical hits. It cannot be grappled. It can pass through small holes or narrow openings, even mere cracks. This effect cannot be dispelled.

D'STRADI DEMON

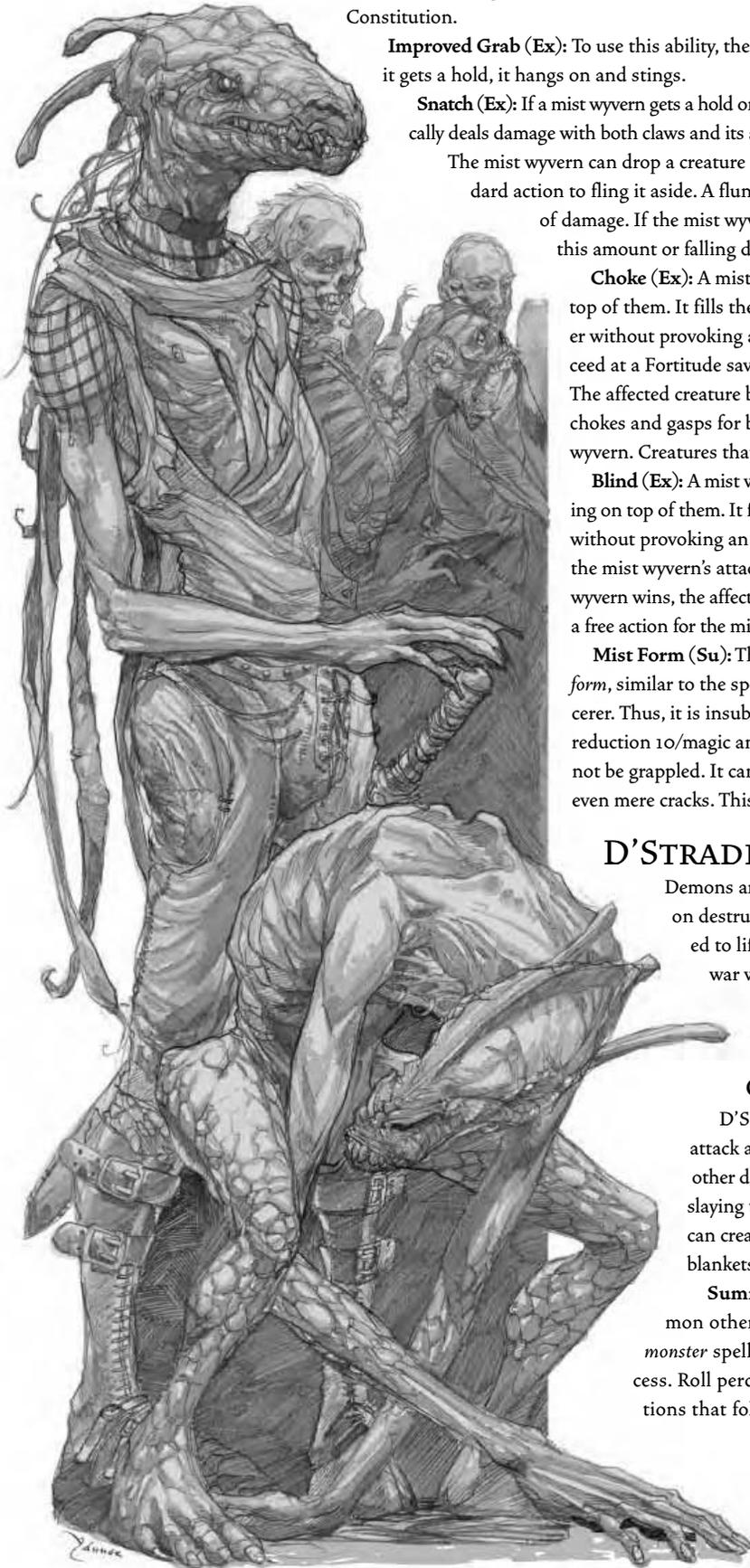
Demons are chaotic evil natives of the lower planes, bent on destruction and mayhem. These demons have adapted to life in the world of D'Stradi and are constantly at war with the folk of Inshabiv (see Chapter Five).

Except where noted below, demons speak Abyssal, Celestial, and Draconic.

COMBAT

D'Stradi demons are ferocity personified and will attack any creature just for the sheer fun of it—even other demons. They enjoy terrifying their victims before slaying them and often devour the slain. Many demons can create darkness, and a group of demons frequently blankets the enemy with darkness before joining battle.

Summon Demon (Sp): D'Stradi demons can summon other demons much as though casting a *summon monster* spell, but they have only a limited chance of success. Roll percentile dice and refer to the ability descriptions that follow for the specific type of D'Stradi. On a



	D'STRADI ABDUCTOR Medium Outsider (Chaotic, Evil, Extraplanar)	D'STRADI DANCER Medium Outsider (Chaotic, Evil, Extraplanar)	D'STRADI ANNIHILATOR Large Outsider (Chaotic, Evil, Extraplanar)
Hit Dice:	7d8 + 14 (45 hp)	10d8 + 10 (55 hp)	13d8 + 65 (123 hp)
Initiative:	+7 (Dex and Improved Initiative)	+7 (Dex)	+1 (Dex)
Speed:	40 feet (8 squares)	40 feet (8 squares)	30 feet (6 squares)
Armor Class:	22 (+3 Dex, +9 natural), touch 13, flat-footed 19	27 (+7 Dex, +10 natural), touch 17, flat-footed 20	24 (-1 size, +1 Dex, +14 natural), touch 10, flat-footed 23
Base Attack/Grapple:	+7/+11	+10/+13	+13/+23
Attack:	<i>Bloodblade</i> +12 melee (1d10+7) or claw +11 melee (1d6+4)	+1 <i>quarterstaff</i> +12 melee (1d6+4) or claw +13 melee (1d6+3)	Claw +18 melee (2d6+6 plus poison) or bite +18 melee (2d8+3 plus poison)
Full Attack:	<i>Bloodblade</i> +12/+7 melee (1d10+7) and bite +6 melee (1d6+2), or 2 claws +11 melee (1d6+4) and bite +6 melee (1d6+2)	+1 <i>quarterstaff</i> +12/+7 and +12 melee (1d6+4/1d6+2), or 2 claws +13 melee (1d6+3)	2 claws +18 melee (2d6+6 plus poison) and bite +16 melee (2d8+3 plus poison)
Space/Reach:	5 feet / 5 feet	5 feet / 5 feet	10 feet / 10 feet
Special Attacks:	Sneak attack, improved grab, spell- like abilities, summon demons	Pounce, magical dance, spell-like abilities	Energy-draining spew, poison, spell-like abilities, summon demons
Special Qualities:	Damage reduction 10/magic, darkvision 60 feet, immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 17, telepathy 100 feet	Magical dance, damage reduction 10/magic, darkvision 60 feet, immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 20, telepathy 100 feet	Damage reduction 15/magic, darkvision 60 feet, immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 26, telepathy 100 feet
Saves:	Fort +7, Ref +8, Will +6	Fort +8, Ref +14, Will +10	Fort +13, Ref +9, Will +12
Abilities:	Str 18, Dex 17, Con 14, Int 11, Wis 13, Cha 13	Str 16, Dex 24, Con 13, Int 13, Wis 17, Cha 14	Str 22, Dex 13, Con 20, Int 10, Wis 14, Cha 15
Skills:	Climb +14, Escape Artist +13, Hide +13, Intimidate +11, Jump +14, Listen +11, Move Silently +13, Spot +11	Balance +18, Concentration +10, Hide +16, Listen +14, Move Silently +16, Perform (dance) +11, Search +10, Spot +14, Tumble +18	Climb +22, Concentration +21, Intimidate +18, Knowledge (the planes) +16, Listen +20, Search +16, Spot +20, Survival +18 (+2 on other planes)
Feats:	Combat Reflexes, Dodge, Improved Initiative	Alertness, Combat Expertise, Combat Reflexes, Two-Weapon Fighting	Alertness, Cleave, Iron Will, Multiattack, Power Attack
Environment:	Any land and underground	Any land and underground	Any land and underground
Organization:	Solitary or gang (3–6)	Solitary or pair	Solitary or pack (4–7)
Challenge Rating:	7	9	13
Treasure:	None	None	Standard
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	8–14 HD (Large); 15–21 HD (Huge)	11–15 HD (Medium); 16–20 HD (Large)	14–18 HD (Large); 19–23 HD (Huge)
Level Adjustment:	—	—	—

failure, no demons answer the summons. Summoned creatures automatically return whence they came after one hour. A demon that has just been summoned cannot use its own summon ability for one hour.

Most demons do not use their summon ability lightly, since it leaves them beholden to the summoned creature. In general, they use it only when necessary to save their own lives.

DEMON QUALITIES

Immunities (Ex): D'Stradi demons are immune to poison and electricity.

Resistances (Ex): D'Stradi demons have resistance to acid 10, cold 10, and fire 10.

Telepathy (Su): D'Stradi demons can communicate telepathically with any creature within 100 feet that has a language.

D'STRADI ABDUCTOR

Gangly creatures that appear at first glance to be all arms and legs, these gaunt demons walk in a crouch, their narrow, serpentine faces always nervously looking about. Their scaly flesh runs from a deep green to black. D'Stradi abductors are bloodthirsty, conniving, disgusting creatures filled with loathing and hatred. They work alone or in small groups as thieves and kidnapers, often attempting to remove important individuals from the battlefield or to abduct leaders right out of their own homes. Consummate cowards, they teleport away if seriously threatened or intimidated.

COMBAT

In combat, the primary tactic of the D'Stradi abductor is to teleport in, grab a victim and teleport away with the captive—usually to a prearranged sealed holding area, where the creature leaves the foe, teleporting again to grab more abductees. If intending to engage in actual combat, they use magical bastard swords called *bloodblades*, although they still attempt to use their teleporting ability to get into position to make sneak attacks.

Bloodblade: D'Stradi abductors use these blades, powered by their own unique blood. This blood tie ensures that they do not function for any other creature other than as *+1 bastard swords*. In addition to being *+1 bastard swords*, these weapons are *wounding swords* that cause a foe to suffer 1 point of Constitution damage from blood loss. All D'Stradi abductors are proficient with this weapon.

Sneak Attack (Ex): All D'Stradi abductors can make sneak attacks like rogues, inflicting an additional +2d6 points of damage.

Improved Grab (Ex): To use this ability, the abductor must hit with a claw attack. The creature usually teleports away with successfully grappled victims on the next round.

Summon Demon (Sp): Once per day a D'Stradi abductor can attempt to summon another of its kind with a 30 percent chance of success or a D'Stradi dancer with a 10 percent chance of success.

Spell-Like Abilities: At will—*cause fear*, *darkness*, *telekinesis*, *greater teleport* (creatures teleported need not be willing, but they do get a Fortitude save to resist); 1/day—*desecrate*. Caster level 9th; save DC 11 + spell level.

D'STRADI DANCER

In many ways, a D'Stradi dancer looks like a D'Stradi abductor standing up straight. Gangly and tall, this demon has electric-blue skin and a long, narrow head. D'Stradi dancers appear lithe and graceful, yet still convey an aura of menace and hate. They often carry quarterstaves to use as they dance for balance and support as well as combat.

As their name might imply, D'Stradi dancers are trained in acrobatic and dexterous combat techniques. They also know certain magical effects achieved through dance, thus using dance to enhance both their combat might and their magic. These bloodthirsty, battle-loving demons favor style and form over results. They consider it more important to attack foes with grace and panache than to actually defeat them.

COMBAT

D'Stradi dancers leap into battle with fervor and aplomb. They attempt to use a magic dance before entering melee. They do not hesitate to tumble out of combat if things go against them. In a group, the dancers prefer to gang up on a single victim rather than fight fair.

Pounce (Ex): If a D'Stradi dancer leaps toward a foe during the first round of combat, it can make a full attack, even if it has already taken a move action.

Magic Dance (Sp): A D'Stradi dancer knows 1d4 of the magical dances listed below, which it can perform to enhance itself or produce effects. The dances are graceful but horrid to behold, with lots of wild, chaotic leaps, gestures, and stances.

Battle Dance: A single D'Stradi dancer who takes 1 round to complete this dance gains a +1 bonus to attack and damage rolls for the next 10 rounds.

Dance of Ruin: To use this dance, five or more demons join hands in a circle, dancing wildly and chanting. If they dance for 3 rounds, a wave of crackling energy flashes outward in a 100-foot radius. All nondemon creatures within the radius suffer 2d20 points of damage (Reflex half, DC 17). Forcing the demons to break the circle stops the dance.

Dance of Speed: Two D'Stradi dancers together can perform this dance in 3 rounds. For the 10 rounds after they finish, both demons are *hasted*.

Shielding Dance: A single D'Stradi dancer who completes this dance after 2 rounds gains a +2 deflection bonus to Armor Class for 10 minutes.

Warding Dance: A single D'Stradi dancer can complete this elaborate dance in 5 rounds, after which, for the next hour, any nondemon must make a Will saving throw (DC 17) to enter a 1,000-foot square designated by the demon. Those failing cannot enter the area until the ward fades.

Spell-Like Abilities: At will—*cause fear, darkness, dispel magic, greater teleport* (self plus 50 lbs. of gear only), *see invisibility, telekinesis*; 1/day—*death knell, desecrate, invisibility, major image, polymorph*. Caster level 11th; save DC 11 + spell level.

Summon Demon (Sp): Once per day a D'Stradi dancer can attempt to summon another D'Stradi dancer with a 30 percent chance of success or a D'Stradi abductor with a 40 percent chance of success.

D'STRADI ANNIHILATOR

Stout, sturdy engines of destruction, D'Stradi annihilators resemble huge reptiles with red, scaly skin. Their enormous maws bristle with daggerlike teeth, and their long, muscular arms sport vicious claws. On the snout of their long, snakelike heads grows a swollen, yellow-orange nodule, and their backs are ridged. These demons stand about 9 feet tall.

D'Stradi annihilators were created for one purpose only: to kill mortal foes. Full of rage and hatred, these demons serve their purpose well.

COMBAT

D'Stradi annihilators charge into combat lusting for battle. Still, they are not stupid; they use their powers wisely. With their energy-draining spew they try to control where their enemies can and cannot go. They use their teleport power to reposition themselves tactically. Both their claws and their bite contain venom sacs full of poison that hardens muscle tissue.

Energy-Draining Spew (Su): This demon can project a stream of reddish oil from a nodule on its head. It can make a ranged touch attack with the oil against a foe up to 30 feet away as a standard action. If successful, the oil that strikes the foe bestows two negative levels. Should the attack fail, the oil forms a slick puddle in a 5-foot-square area where the target stands. Anyone entering that area over the next 6 rounds automatically gains two negative levels (the original target, if he moves out of the area on his next available action, suffers no ill effects). Ridding a character of these negative levels requires a Fortitude save (DC 21).



Poison (Ex): Claw and bite, injury, Fortitude save (DC 21), initial damage 1d4 points of Dexterity, secondary damage 2d4 points of Dexterity. The save is Constitution based.

Spell-Like Abilities: At will—*cause fear, darkness, desecrate, dispel magic, greater teleport* (self plus 50 lbs. of gear only), *see invisibility, telekinesis*; 1/day—*chaos hammer*. Caster level 13th; save DC 12 + spell level.

Summon Demon (Sp): Once per day a D'Stradi annihilator can attempt to summon another D'Stradi annihilator with a 40 percent chance of success.

EYE GOLEM

Small Construct

Hit Dice: 4d10 + 10 (34 hp)

Initiative: +0

Speed: 0 feet (0 squares)

Armor Class: 11 (+1 size), touch 11, flat-footed 11

Base Attack/Grapple: Touch +4 melee (poison)

Attack: Touch +4 melee (poison)

Full Attack: Touch +4 melee (poison)

Space/Reach: 5 feet / 5 feet

Special Attacks: Poison, eye ray

Special Qualities: Construct traits, special vision

Saves: Fort +1, Ref +1, Will +2

Abilities: Str 10, Dex 11, Con —, Int 10,

Wis 12, Cha 8

Skills: Listen +10, Spot +10

Feats: Alertness, Lightning Reflexes

Environment: Any land and underground

Organization: Solitary

Challenge Rating: 2

Treasure: None

Alignment: Always true neutral

Advancement: 5–8 HD (Medium)

Level Adjustment: —

Eye golems are bizarre (even grotesque) sentries created by arcanists. These creatures are weak combatants but make effective watchers.

Immobile and with no free will, eye golems are more device than creature. An eye golem cannot speak, but the process of creating one links it telepathically with its creator. It knows what its master knows and can convey to her everything it sees or detects, if the creator is within one mile. The creator can give the golem telepathic commands if within that range.

This strange creature is little more than an eye about 2 feet across. An organic-looking strand, akin to a spinal cord, connects the otherwise floating eye to the ground, where the strand anchors in a pile of organic goo. The strand measures over 3 feet long.

COMBAT

Eye golems do not move, and they fight only to defend themselves or as commanded by their creator. Coating each golem's large eyeball is a liquid contact poison to living creatures—they can touch foes with their eye to poison them. They also are equipped with a magical eye ray.

Poison (Ex): Touch, Fortitude save (DC 12), initial and secondary damage 1d3 points of Constitution.

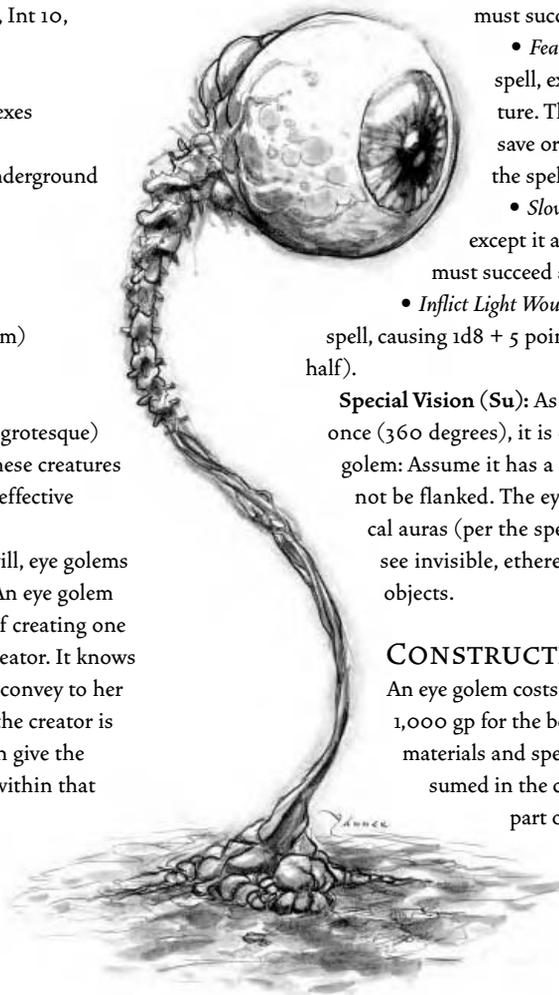
Eye Ray (Su): At the time of construction, the creator chooses one magical ray with which to equip the eye golem. The eye's effect resembles a spell cast by a 10th-level sorcerer but follows the rules for a ray. All rays have a range of 150 feet and a save DC 12. The choice of eye rays is as follows:

- *Charm Person:* The target must succeed at a Will save or become affected as though by the spell. The eye golem cannot give commands, but anyone affected will not harm it.
- *Sleep:* This ray works like the spell, except that it affects one creature of up to 10 HD. The target must succeed at a Will save to resist.
- *Fear:* The *fear* ray works like the spell, except that it targets one creature. The target must succeed at a Will save or become affected as though by the spell.
- *Slow:* This ray works like the spell, except it affects one creature. The target must succeed at a Will save to resist.
- *Inflict Light Wounds:* This ray works just like the spell, causing 1d8 + 5 points of damage (Will save for half).

Special Vision (Su): As it can see in all directions at once (360 degrees), it is difficult to surprise an eye golem: Assume it has a +20 Spot check bonus. It cannot be flanked. The eye golem continually sees magical auras (per the spell *detect magic*) and also can see invisible, ethereal, and astral creatures and objects.

CONSTRUCTION

An eye golem costs 5,000 gp to create, including 1,000 gp for the body. This cost includes all the materials and spell components that are consumed in the creation or become a permanent part of the creature.



The first task is shaping the creature from a mixture of dead animal flesh, some small animal eyes, water, and one pint of the creator's own blood. The creature's master may assemble the body or hire someone else to do the job. Creating the body requires a Craft (leatherworking) or Heal check (DC 15).

After sculpting the body, the creator animates it through an extended magical ritual that requires a 10th-level character with the Craft Wondrous Item feat. This ritual takes a week to complete: The creator must labor for at least eight hours each day in a specially prepared laboratory or workroom, similar to an alchemist's laboratory and costing 500 gp to establish. A creator constructing the creature's body personally can perform the ritual while building the workroom.

A character not actively conducting the ritual must rest and can perform no other activities except eating, sleeping, or talking. If she misses a day, the process fails, and she must start the ritual anew; any gold pieces spent on the failed ritual are lost (but experience points are not). The previously crafted golem body can be reused, as can the laboratory.

Completing the ritual requires casting *arcane eye*, *detect magic*, *see invisibility*, and the spell being granted to the golem as an eye ray. The castings take place on the final day of the ritual, and the process drains 100 XP from the creator. She must cast the spells personally, but they can come from outside sources, such as scrolls.

KALLENDINE

Huge Magical Beast

Hit Dice: 15d10 + 75 (157 hp)

Initiative: +3 (Dexterity)

Speed: 30 feet (6 squares), climb 30 feet

Armor Class: 27 (–2 size, +3 Dexterity, +8 natural, +8 armor), touch 13, flat-footed 25

Base Attack/Grapple: +15/+28

Attack: Claw +18 melee (2d6+5) or bite +16 melee (1d8+5) or stinger +18 melee (1d8+5)

Full Attack: 2 claws +18 melee (2d6+5) and bite +16 melee (1d8+2); or 6 stingers +18 melee (1d8+5); or 6 spikes +16 ranged (1d8+5)

Space/Reach: 15 feet / 10 feet

Special Attacks: Poison, spikes, improved grab, swallow whole

Special Qualities: Fast healing 5, tremorsense

Saves: Fort +14, Ref +12, Will +5

Abilities: Str 20, Dex 17, Con 21, Int 9, Wis 11, Cha 8

Skills: Listen +11, Spot +11

Feats: Alertness, Dodge, Improved Bull Rush, Iron Will, Multiattack, Power Attack

Environment: The Nexus

Organization: Solitary or squad (3–6)

Challenge Rating: 13

Treasure: Standard

Alignment: Usually lawful neutral

Advancement: 16–25 HD (Huge); 26–30 HD (Gargantuan)

Level Adjustment: —



The inhabitants of the Nexus (see Chapter Five) bred the kallendine to serve as guardians. These insectlike monstrosities are covered in a black carapace reinforced artificially, once the creatures have achieved adulthood, with glistening steel plates that fit them like plate armor.

The creature's head is wide and flat, set in the front of its massive armored body. The majority of the head is a huge, mandibled mouth. The kallendine's undersides bristle with a dozen thin, multi-jointed legs. The two frontmost legs, twice as large as the rest, end in two cleaverlike claws—also augmented with steel. In addition to the mass of insectoid legs, the kallendine have six prehensile tendrils, three coming out of each side. These tendrils end in wicked, venomous spines, which the kallendine can throw as spikes or use to sting prey.

Kallendine can move along any surface, as their many legs adhere like those of an insect or spider.

These creatures do not speak but can understand Common.

COMBAT

A kallendine begins most battles with a volley of spikes, then closes as quickly as it can. Once in melee, it uses its bite to poison foes, then immediately swallows them in their weakened state.

Improved Grab (Ex): To use this ability, the kallendine must hit with its bite attack. If it gets a hold, it automatically deals bite damage and can attempt to swallow the foe.

Swallow Whole (Ex): A kallendine can try to swallow a grabbed opponent of Medium or smaller size by making a successful grapple check. Once inside, the opponent takes $2d8+12$ points of crushing damage plus $1d8$ points of acid damage per round from the kallendine's digestive processes. A swallowed creature can climb out of the kallendine with a successful grapple check. This returns it to the creature's maw, where another successful grapple check allows it to get free. A swallowed creature can also cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the interior of the kallendine (AC 20). Once the creature exits, fast healing and muscular action close the hole; another swallowed opponent must cut its own way out.

The kallendine's interior can hold two Medium, four Tiny, eight Diminutive, or 16 Fine or smaller opponents.

Poison (Ex): Both the bite and the stingers of the kallendine hold venom. Injury, Fortitude save (DC 22), initial damage $1d6$ points of Strength, secondary damage $2d6$ points of Strength. The save Difficulty Class is Constitution based.

Tremorsense (Ex): The kallendine can automatically sense the location of anything within 60 feet that is in contact with the ground.

Spikes (Ex): Rather than sting an opponent with its spikes, the kallendine can use its tendrils to fling the them, causing them to detach and sail through the air like deadly poisoned arrows. New spikes immediately form on the ends of the tendrils. This standard action is an attack with a range of 180 feet and no range increment. A spike deals a critical hit on a natural attack roll of 19 or 20. The creature can launch only 24 spikes in any one day.

MAGICAL CONSTRUCT

Spellcasters carefully craft golems and other constructs to serve as guardians, servants, and attack "beasts." Standard golems, shield guardians, and other constructs are all humanoid in form, but some more creative artisans have forged huge steel dragons, hounds made of stone, and terrible copper nagas.

CREATING A MAGICAL CONSTRUCT

"Magical Construct" is a new monster template you can add to any corporeal creature that is not of the elemental or ooze type, or of the shapechanger subtype—hereafter referred to as the "base creature." The resulting creature is of the construct type. The material used to make the construct (stone or metal) helps determine its powers and abilities.

A magical construct uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase to $d10$ (if the base creature has $d12$ HD, do not reduce the total) as well as receive bonus hit points based on size; see Chapter Eight: Glossary in the MM.

Speed: Constructs have 75 percent of the base creature's speed, unless the speed is for flying; in that case, the speed is 50 percent of the base creature's (poor maneuverability).

Armor Class: Natural armor increases by +8 if the construct is made of stone, +12 if it is made of metal.

Attack: The magical construct retains all the attacks of the base creature.

Damage: The magical construct retains the damage values of the base creature.

Special Attacks: A magical construct retains all the special attacks of the base creature, except those that involve changing shape (something the magical constructs cannot do). It also gains one of the following:

Breath Weapon (Su): First or second round of combat—cloud of poisonous gas, 10-foot cube directly in front of the construct lasting 1 round, free action every $1d4+1$ rounds; Fortitude save (DC 17), initial damage $1d4$ points of Constitution, secondary damage death; available to metal constructs only.

Breath Weapon (Su): Turn to stone permanently, cone of gas 60 feet long, every $1d4$ rounds (but no more than five times per day); Fortitude save (DC 17).

Breath Weapon (Su): Sleep gas cone, 60 feet, every $1d4$ rounds (but no more than five times per day); Fortitude save (DC 17) or fall asleep for $1d10$ minutes.

Slow (Su): The construct can use *slow* as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a successful Will save (DC 13) to negate. The ability is otherwise the same as the spell.

Haste (Su): After it has engaged in at least 1 round of combat, the construct can *haste* itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Special Qualities: A magical construct retains all the special qualities of the base creature and also gains the following:

- Immune to mind-affecting effects, poison, disease, death effects, paralysis, stunning, *sleep*, and similar effects
- Not subject to critical hits, nonlethal damage, ability damage, energy drain, or death from massive damage
- Darkvision 60 feet
- Destroyed when reduced to 0 hp, cannot be raised

Saves: Same as the base creature's

Abilities: Modify the base creature's as follows: Str +10, Dex -4, Con [no score], Int [no score], Wis -2, Cha -10 (minimum 1).

Skills: Constructs have no skills.

Feats: Constructs have no feats.

Environment: Any land and underground

Organization: Solitary or gang (2-4)

Challenge Rating: Up to 10 HD: as base creature's +3 (+4 if metal); 11+ HD: as base creature's +2 (+3 if metal)

Treasure: None

Alignment: Always neutral

Advancement: Same as the base creature's

Level Adjustment: —

CONSTRUCTION

The cost for each construct includes that of the physical body and all the materials and spell components that are consumed or become a permanent part of it. It amounts to 10,000 gp per Hit Die.

The first task is carving or assembling the construct's physical body. The creator can assemble the body or hire someone else to do the job. The builder must have the appropriate skill, which varies with the construct.

The real work of creating a construct involves extended magical rituals that require two months to complete. Understanding the rituals requires a character of the appropriate level with the Craft Magic Arms and Armor and Craft Wondrous Item feats. The creator must labor for at least eight hours each day in a specially prepared laboratory or workroom. The chamber resembles an alchemist's laboratory and costs 500 gp to establish.

For stone constructs, the creator must be 16th level and able to cast

either arcane or divine spells. Completing the ritual drains from the creator 100 XP for each of the construct's Hit Dice and requires *geas/quest*, *limited wish*, *polymorph any object*, and *stone shape*.

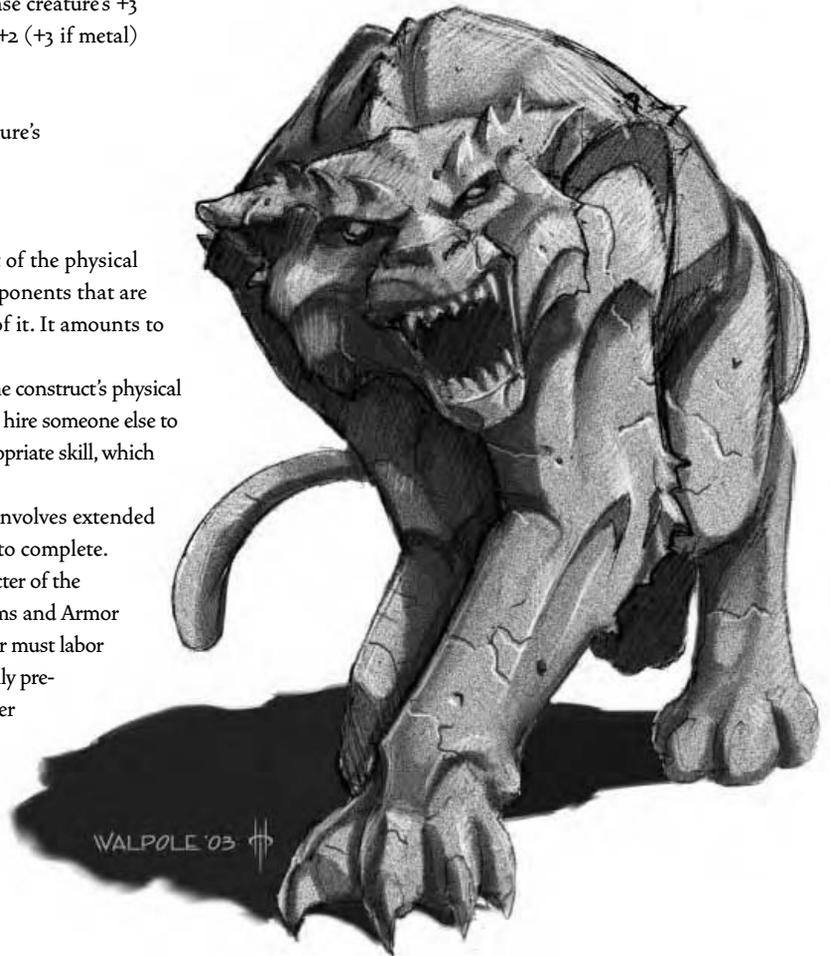
For metal constructs, the creator must be 16th level and able to cast arcane spells. Completing the ritual drains from the creator 150 XP for each of the construct's Hit Dice and requires *geas/quest*, *limited wish*, *polymorph any object*, and *iron body*.

When not working on the rituals, the creator must rest and can perform no other activities except eating, sleeping, and talking. If personally crafting the construct's body, the creator can perform the rituals while building it. If the creator misses a day of rituals, the process fails and must be started again. Money spent is lost, but experience points spent are not. The construct's body can be reused, as can the laboratory.

Completing the ritual drains the appropriate experience points from the creator and requires casting any spells on the final day. The creator need not cast the spells personally; they can come from outside sources, such as scrolls or other assisting casters.

SAMPLE MAGICAL CONSTRUCTS

As examples of the stone and metal magical constructs, here are two new creatures to drop into your favorite game setting.



STONE (DIRE) TIGER**Huge Construct****Hit Dice:** 16d10+ 40 (88 hp)**Initiative:** +0**Speed:** 30 feet (6 squares)**Armor Class:** 22 (-2 size, +14 natural), touch 8, flat-footed 22**Base Attack/Grapple:** +12/+33**Attack:** Claw +23 melee (2d4+13)**Full Attack:** 2 claws +23 melee (2d4+13) and bite +18 melee (2d6+6)**Space/Reach:** 15 feet/10 feet**Special Attacks:** Pounce, improved grab, rake 2d4+6, *haste***Special Qualities:** Scent, construct traits**Saves:** Fort +10, Ref +10, Will +10**Abilities:** Str 37, Dex 11, Con —, Int —, Wis 10, Cha 1**Skills:** —**Feats:** —**Environment:** Any land and underground**Organization:** Solitary or gang (2-4)**Challenge Rating:** 13**Treasure:** None**Alignment:** Always neutral**Advancement:** 17-32 HD (Huge); 33-48 (Gargantuan)**Level Adjustment:** —

Stone tigers measure 35 feet long and can weigh up to 12,000 lbs. Powerful spellcasters use them as guardians and potent weapons of war. (See illustration, previous page.)

COMBAT

A stone tiger attacks by running at prey, leaping, and clawing and biting as it rakes with its rear claws.

Pounce (Ex): If a stone tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the stone tiger must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A stone tiger can make two rake attacks (+18 melee) against a held creature with its hind legs for 2d4+6 points of damage each. If the stone tiger pounces on an opponent, it can also rake.

Haste (Su): After it has engaged in at least 1 round of combat, the stone tiger can cast *haste* on itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

ELEVEN-HEADED BRASS HYDRA**Huge Construct****Hit Dice:** 11d10 + 40 (100 hp)**Initiative:** -1 (Dexterity)**Speed:** 15 feet (3 squares), swim 15 feet**Armor Class:** 25 (-2 size, -1 Dexterity, +18 natural), touch 7, flat-footed 25**Base Attack/Grapple:** +11/+30**Attack:** Bite +12 melee (1d10+6)**Full Attack:** 11 bites +12 melee (1d10+6)**Space/Reach:** 15 feet/10 feet**Special Attacks:** Breath weapon**Special Qualities:** Scent, construct traits**Saves:** Fort +7, Ref +6, Will +2**Abilities:** Str 33, Dex 8, Con —, Int —, Wis 8, Cha 1**Skills:** —**Feats:** —**Environment:** Any land and underground**Organization:** Solitary or gang (2-4)**Challenge Rating:** 13**Treasure:** None**Alignment:** Always neutral**Advancement:** —**Level Adjustment:** —

Brass hydras measure 30 feet long and can weigh up to 18,000 lbs. They are used most often as guardians of important treasures.

COMBAT

Unlike living hydras, the brass hydra cannot be defeated by lopping off its heads. It must be destroyed entirely.

Breath Weapon (Su): First or second round of combat—cloud of poisonous gas, 10-foot cube directly in front of the construct lasting 1 round, free action every 1d4+1 rounds; Fortitude save (DC 17), initial damage 1d4 Constitution, secondary damage death.

SOHR

Magical creations of the archdruid Ravvan and the sorcerer Gar Sanneth (see “City in the Storm,” Chapter Five), sohr grow to between 40 and 60 feet long and look like humpback whales with broad, flat, winglike fins. Despite their appearance, they do not swim in the sea but instead fly through the air. Their ability to float and propel themselves through the air is inherent within them and natural, but each one also possesses the supernatural ability to control storms in a limited area.

These massive creatures are surprisingly gentle. If harassed or provoked, they are as likely to flee as they are to retaliate.

Domesticated sohr often support gondolalike undercarriages or even large, fortified howdahs on their backs to

carry passengers. These wooden structures carry up to 10 Medium occupants and have 250 hit points of their own. Characters riding within them gain half cover. A knowledgeable driver in the structure can guide the sohr with ease.

BATTLE SOHR

These ferocious creatures are about 30 feet long. Black and white in color, they retain the appearance of the creatures they were based upon: orcas. Their pectoral fins, however, are long, flat, and broad, like massive wings. Like normal sohr, they were created through magic. Domesticated battle sohr are ridden like warhorses, except that their great size allows room for two to ride together. While the initial rider controls the beast and often bears a lance, the second is usually an archer or crossbow wielder. Each sits within a massive leather saddle designed for two.

COMBAT

Normal sohr usually attempt to flee combat, using a mighty slap of their tail to defend themselves. Battle sohr, however, are trained for combat and fly fearlessly into the fray, attacking with a fierce bite.

Blindsight (Ex): Sohr can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A *silence* spell negates this ability and forces a sohr to rely on its vision, which is approximately as good as a human’s.



	SOHR	SOHR, BATTLE
	Gargantuan Magical Beast	Huge Magical Beast
Hit Dice:	16d10 + 96 (184 hp)	9d10 + 45 (94 hp)
Initiative:	+1 (Dexterity)	+2 (Dexterity)
Speed:	Fly 40 feet (average) (8 squares)	Fly 50 feet (average) (10 squares)
Armor Class:	16 (−4 size, +1 Dexterity, +9 natural), touch 7, flat-footed 15	17 (−2 size, +2 Dexterity, +7 natural), touch 10, flat-footed 15
Base Attack/Grapple:	+16/+40	+9/+25
Attack:	Tail slap +26 melee (1d8+18)	Bite +15 melee (2d6+12)
Full Attack:	Tail slap +26 melee (1d8+18)	Bite +15 melee (2d6+12)
Space/Reach:	20 feet / 15 feet	15 feet / 10 feet
Special Attacks:	—	—
Special Qualities:	Darkvision 60 feet, low-light vision, blindsight, control weather, <i>fly</i>	Darkvision 60 feet, low-light vision, blindsight, control weather, <i>fly</i>
Saves:	Fort +16, Ref +11, Will +6	Fort +11, Ref +8, Will +4
Abilities:	Str 35, Dex 13, Con 22, Int 3, Wis 12, Cha 6	Str 27, Dex 15, Con 21, Int 3, Wis 12, Cha 6
Skills:	Listen +17*, Spot +16*	Listen +13*, Spot +13*
Feats:	Alertness, Dodge, Flyby Attack, Hover, Power Attack	Alertness, Flyby Attack, Hover, Power Attack
Environment:	Any land	Any land
Organization:	Solitary	Solitary or pod (6–11)
Challenge Rating:	8	7
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	17–18 HD (Gargantuan); 19–36 HD (Colossal)	10–13 HD (Huge); 14–27 HD (Gargantuan)
Level Adjustment:	—	—

Control Weather (Su): Sohr can control weather to a limited degree, causing storms to part just enough to allow them to pass unaffected by the harsh winds, lightning, or other dangers.

Flight (Ex): A sohr's body is naturally buoyant. This buoyancy allows it to *fly* as the spell, as a free action, at a speed of 40 feet (battle sohr move at 50 feet). This buoyancy also grants it a permanent *feather fall* effect with Personal range.

Skills: * Sohr gain a +4 racial bonus to Spot and Listen checks. These bonuses go away if blindsight is negated.

T'KRAAM, THE THUNDERKIN

Medium Magical Beast

Hit Dice: 6d10 + 12 (45 hp)

Initiative: +4 (Dexterity)

Speed: 10 feet (2 squares), fly 60 feet (good)

Armor Class: 21 (+4 Dexterity, +7 natural), touch 14, flat-footed 17

Base Attack/Grapple: +6/+8

Attack: Tail smash +8 melee (1d8+2 plus 2d6 electricity)

Full Attack: Tail smash +8 melee (1d8+2 plus 2d6 electricity) and bite +6 melee (1d8+1)

Space/Reach: 5 feet / 5 feet

Special Attacks: Thunderous roar

Special Qualities: Darkvision 60 feet, low-light vision, *fly*, energy form, immune to electricity

Saves: Fort +9, Ref +9, Will +2

Abilities: Str 15, Dex 18, Con 15, Int 12, Wis 11, Cha 15

Skills: Hide +10, Listen +9, Spot +8, Tumble +10

Feats: Alertness, Great Fortitude, Multiattack

Environment: Any land

Organization: Solitary or band (3–6)

Challenge Rating: 7

Treasure: None

Alignment: Usually neutral evil

Advancement: 7–8 HD (Medium); 9–18 HD (Large)

Level Adjustment: —

The thunderkin thrive in storms and come to the ground only to hunt. They appear to be long, flat serpents with huge heads and sail-like fins. They range in color from blue to red (and sometimes violet). Called T'kraam in their own strange language, these creatures inhabit storms, dancing amid the lightning. As such, they can appear anywhere, coming out of the storm-darkened sky to prey upon whatever they can find before returning to the sky.

T'kraam breed quickly and in large numbers. Though highly intelligent, they do not possess the ability to build structures or lairs. Nevertheless, they sometimes inhabit abandoned cloud giant flying fortresses or other magical aerial structures.

COMBAT

Thunderkin like to fly up to a foe quickly (using a flying tumble maneuver if necessary) and lash with their tails, charged with electricity. Then, they take on their energy form (see below) and dart away. T'kraam only use their thunderous roar ability once they are angry—usually if fighting on the defensive.

Thunderous Roar (Sp): The T'kraam can loose a roar that stuns all within 60 feet for 1 round (Fortitude saving throw [DC 15] to resist). The creature can use this ability only once every 1d4 rounds. Thunderkin themselves remain immune to the effects of the thunderous roar.

Energy Form (Su): Thunderkin can, up to three times per day, take on the form of living lightning for 10 rounds. In this form, T'kraam become incorporeal but lose their Strength bonus (–2 to listed attack and damage modifiers for tail smash, –2 to attack and –1 to damage for bite). Anyone touching them directly or hitting them with a weapon suffers 2d6 points of electricity damage. They can use *dimension door* as 10th-level sorcerers in living lightning form.

Flight (Ex): A thunderkin's body is naturally buoyant. This buoyancy allows it to fly as the spell, as a free action, at a speed of 60 feet. This buoyancy also grants it a permanent *feather fall* effect with personal range.

UNHOLY RIVEN

Medium Monstrous Humanoid

Hit Dice: 12d8 + 48 (102 hp)

Initiative: +1 (Dexterity)

Speed: 30 feet (6 squares)

Armor Class: 31 (+1 Dexterity, +20 natural), touch 11, flat-footed 30

Base Attack/Grapple: +12/+17

Attack: Slam +17 melee (1d8+7)

Full Attack: Slam +17/+12/+7 melee (1d8+7)

Face/Reach: 5 feet / 5 feet

Special Attacks: Drain spells, energy drain, destroy magic item, *greater dispel magic*

Special Qualities: Immunity to magic, immunity to cold and poison, *detect magic*, *see invisibility*

Saves: Fort +10, Ref +11, Will +8

Abilities: Str 20, Dex 13, Con 18, Int 19, Wis 11, Cha 17

Skills: Climb +20, Hide +26*, Listen +17, Search +19, Spellcraft +19, Spot +17

Feats: Alertness, Combat Reflexes, Dodge, Great Fortitude, Lightning Reflexes, Mobility, Power Attack, Spring Attack

Environment: Any land and underground

Organization: Solitary

Challenge Rating: 13

Treasure: Standard coins, standard goods, no items

Alignment: Always neutral evil

Advancement: 13–18 HD (Medium); 18–24 (Large)

Level Adjustment: —



The unholy riven were once good-aligned humanoid arcane spellcasters—usually humans, elves, or half-elves. At some point in their otherwise respectable and virtuous lives, they committed a particularly atrocious, heinous act. This sudden change of alignment is always connected to the use of magic, either through casting an evil spell or using a spell to commit the act.

The sudden flux of evil arcane energy infuses the arcanist, transforming the character into an ebony-skinned creature covered in arcane symbols and runes. It now appears to be a being of black magic given form: incarnate evil power embodied as the ultimate expression of null-magic and life-draining negativity.

The unholy riven feeds on arcane power. It lurks in the shadows, hunting mages of all types. It seeks to drain the spells and eventually the life from an arcanist. Thoroughly evil and entirely corrupt, the unholy riven kills with glee and revels in misery. The very name strikes fear into the hearts of even the most powerful arcane spellcasters.

COMBAT

The unholy riven's favored mode of combat is to spring attack from an ambush in the dark. Obviously it focuses its attacks against arcanists, to the point where it ignores non-spellcasters altogether. When it must face nonspellcasters, it uses its ability to destroy magic items and drain levels to weaken them, hoping they will simply flee. If they do not, it slaughters them—gaining enjoyment but no sustenance.

Drain Spells (Su): With a touch attack (or as a part of its slam attack), the unholy riven can drain spells (or spell slots) from an arcane spellcaster. Each touch drains 2d6 levels of prepared spells or unused spell slots, starting with the highest-level spells and working down. For example, say an unholy riven touches a sorcerer with a 4th-level spell slot, a 3rd-level slot, two 2nd-level slots, and five 1st-level slots left unused. The creature rolls an 8. It drains the 4th- and 3rd-level slots, as well as one 1st-level slot.

Each drained spell level gives the unholy riven 1d6 temporary hit points, and every five drained spell levels grants it a +1 enhancement bonus to attacks and damage and a +1 deflection bonus to Armor Class.

Energy Drain (Su): Living creatures touched or slammed by an unholy riven receive one negative level. A Fortitude save (DC 19) is required to remove the negative level.

Destroy Magic Item (Su): If the unholy riven touches a magic item (automatic for an unattended item, a touch attack against a held item), the item must make a caster level check (1d20 + the item's caster level) with a Difficulty Class of 19. Failure results in the item's disintegration.

Magic Immunity (Su): No spell, spell-like ability, or supernatural ability can affect the unholy riven, including even an *antimagic field*. Spells cast with the unholy riven as



its target (as opposed to with it simply in the area) give the creature power just as if it had drained them.

Other Immunities (Ex): The unholy riven is immune to cold and poison.

Detect Magic (Sp): The unholy riven can use *detect magic* at will, as a free action.

See Invisibility (Sp): The unholy riven can use *see invisibility* at will, as a free action.

Greater Dispel Magic (Sp): The unholy riven can use *greater dispel magic* at will, as a standard action.

Skills:* An unholy riven's ebony skin and shadowy nature help it hide, conferring a +10 racial bonus to Hide checks.

Supplemental Material

In this appendix we present a random rune description generator to create unique symbols to use with the feats, spells, and classes in this book, plus an extended section with guidelines for using the rules in this book with Monte Cook's *Arcana Evolved*.

You will encounter many opportunities to use cool glyphs, runes, and tattoos in your games. However, it can be pretty tough to come up with a design for the fiftieth rune inscribed in the ancient tomb your characters are exploring. What do all those runes look like?

RANDOM RUNE GENERATOR

Here are some lists of potential visual descriptions that can come together to create interesting runic images. Use these lists to create item images†, *animated tattoos*‡, graven images‡, *etched object runes*‡, marks of power, *glyphs of warding*, or *symbols*. The results generated by these tables can even serve as evocative hieroglyphs and emblems for organizations in your campaign—for instance, the main image for the coat of arms of a group called the Knights of the Red Curtain.

USING THE TABLES

Roll once on each of the three tables on these pages, stringing the results together to generate your rune description. If you get a result of “[nothing],” use only the results from the other tables. Reroll anything that doesn't make sense or does not appeal to you. Alternatively, simply choose results you like, rather than rolling.

GENERATE PART ONE

d%	Result
01–06	a dagger plunged into
07–10	vines growing out of
11–15	a crown perched atop
16–21	crossed swords over
22–25	a pair of hands surrounding
26–30	demonic eyes peering out of
31–35	blue lightning arcing out of
36–40	an axe thrust into
41–50	a hand bursting from
51–52	a tentacle reaching out of
53–57	a spear thrust through
58–60	a trumpet thrust from
61–64	tiny stars surrounding
65–68	a jewel within
69–70	a hand inside
71–75	a sword inside
76–80	a hand within
81–85	an arrow piercing
86–90	a hand clutching
91–00	[nothing]

GENERATE PART TWO

d%	Result
01–04	a skull
05–07	a treasure chest
08–10	a circle cut into three parts
11–13	a pyramid
14–16	a triangle
17–18	a mushroom
19–20	a grinning mask
21–24	a clenched fist
25–26	a giant human eye
27–29	a shield
30–33	a circle
34–35	a pentagram
35–38	a pentacle
39–40	a flagon
41–42	a circle cut in half
43–44	a semicircle
45–47	a heart
48–49	a large star
50–51	a wave
52–53	a diamond
54–55	an octagon
56–57	a scroll
58–59	a spiral
60–62	a tree
63–65	a rose
66–67	a helmet
68–69	a book
70–71	a staff
72–73	a hammer
74–76	a bone
77–78	a cat's face
79–80	a wolf's head
81–83	a large mouth
84–85	an upward-pointing arrow
86–87	a downward-pointing arrow
88–89	an arrow pointing two directions
90–91	a circle cut into four parts
92–94	a ship
95–96	a six-pointed star
97–98	a seven-pointed star
99–00	a pentagon

GENERATE PART THREE

d%	Result	d%	Result
01–02	girded by laurels	43–45	atop a mountain
03–05	sheathed in flames	46–48	next to a crescent moon
06–07	glowing like the sun	49–51	made of thin red lines
08–09	emblazoned with a demonic face	52–54	made of thin blue lines
10–11	flanked by batlike wings	55–57	made of thin green lines
12–13	in the coils of a serpent	58–60	made of thin black lines
14–15	swaddled in tentacles	61–63	all done as a silhouette
16–17	flanked by feathered wings	64–65	wrapped in a cloud
18–19	inscribed within a red circle	66–67	dripping with blood
20–22	inscribed within a magic circle	68–69	flanked by swords
23–24	inscribed within a long rectangle	70–71	flanked by skulls
25–26	covered with spikes and spines	72–73	flanked by arrows
27–28	haloed in light	74–75	within a ring made by a whip
29–30	half in shadow	76–77	within a ring made by a snake, eating its own tail
31–32	with coins all around it		
33–34	with curved knives all around it	78–79	atop crossed bones
35–37	wrapped in a pair of rings	80–81	above a trident
38–40	atop a tower	82–83	below two spears
41–42	next to a writhing snake	84–85	covered in insects
		86–00	[nothing]

ARCANA EVOLVED CONVERSIONS

The material in this section is for DMs and players using *Monte Cook's Arcana Evolved*. It offers advice and rules for using the material in this book with that variant player's handbook. There are also suggestions for how the Eldritch Might rules might fit into the Diamond Throne setting specifically.

ALTERNATE CLASSES

While the variant sorcerer is meant for a standard *Player's Handbook*-based game, the variant bard could be inserted into an *Arcana Evolved* game with few problems. The spellcasting system is very similar, and the flavor of a “song magic” style character would be very appropriate. In fact, originally *Monte Cook's Arcana Evolved* was supposed to include a music-related spellcasting class, but the class turned out so similar to the variant bard that it was dropped.

FEATS

Any of the feats presented in Chapter Two will fit into an *Arcana Evolved* campaign, with the exception of the Lace Spell feats. These are either inappropriate or are already spell templates (see Chapter Eight: Magic in *Monte Cook's Arcana Evolved*).

PRESTIGE CLASSES

Most of the prestige classes in Chapter Three could fit into an *Arcana Evolved* game with little work.

The diplomancer's feat requirements change to The Voice and Skill Focus (Diplomacy). Diplomancers are found throughout the lands of the Diamond Throne, working as diplomats and advisors to high-ranking officials, particularly giantish wardens.

The eldritch warrior is very similar to the mage blade core class.

The embermage's feat requirements change to Elemental Resistance (Fire), Sturdy, and Elemental Mage (Fire). These rare fire mages are usually verrik and keep a secret society in Zalavat, only occasionally leaving the borders of that land.

The graven one's skill requirements change to five ranks of Knowledge (Magic) and seven ranks of Knowledge (Runes). Rather than Toughness and Scribe Scroll, the class requires Tattooed Spell and Iron Flesh. The Holy/Unholy and Lawful/Chaotic tattoos of power are inappropriate choices. Graven ones are said to be mostly runethanes who wish to emulate runechildren. A few are both.

The knight of the chord is appropriate to the campaign probably only if the variant bard is used. Replace the requirement for Toughness with Sturdy. This order of knights is small but influential in the larger cities of the realm.

The mirror master requires little conversion. You will have to adopt some spells from the *Player's Handbook* to use this class' bonus spell list to the fullest (see the *Arcana Evolved Spell Treasury* for conversions of some of them). Mirror masters comprise a small group who wish to resurrect old lore from ancient Thartholan. Though the region is dangerous, they seek its lost secrets, especially those dealing with magical mirrors, which were quite common in ancient times.

The song mage is appropriate to the campaign probably only if the variant bard is used. Troupes of these mages are said to travel up and down the eastern coast, performing for audiences and perfecting their skills. They occasionally hire themselves out as magical mercenaries as well.

The starlight mage's racial requirement should be eliminated, or—if you prefer—changed to faen. Their feat requirements change to Night Owl and Eldritch Training. Their only spell requirement is *temporal venomf*, but as an exotic spell this requires another feat. Starlight mages usually work in secret, and operate as a quasi-religious order serving an obscure star god named Vallath.

SOUL MAGIC

Soul magic, as a concept, fits neatly into *Arcana Evolved*. In the Diamond Throne, these intelligent spells could be left over as a legacy from earlier times (probably in Thartholan or in Zalavat, created by the verrik or the Vnaxians), or as a uniquely giantish magical trait, or perhaps as a new development in the Free Cities of the South.

MAGIC LOCALES

Fitting the locales in Chapter Five into the Diamond Throne is not difficult. The Nexus, for example, could be reached through Thartholan (of course, it being the Nexus, it might be reached from anywhere). The Bastion of the D'Stradi could detail a land in the Mysterious West, or perhaps an alternate world accessed from Thartholan. The Pool of Glenmasis might fit into the southern portion of the Harrowdeep—just don't forget to add in some faen and sprytes! Vabrin's Forge might be found anywhere hidden in the Elder Mountains. The Vale of Stars (and particularly Castle Arthanath) actually inspired some of the Mysterious West. The Tomb of Frozen Dreams lies far to the north, reached—most likely—only by magic. The City in the Storm is a legend among the people of the far south, and it lies along the coast of the Sea of Dreams.

SPELLSONGS

Unless you plan to use the variant bard (which is a fine idea), you probably won't get much use from the spellsongs chapter when running an *Arcana Evolved* game. A couple of the spellsongs, however, fit the flavor of *Arcana Evolved* so well that you should consider using them as spells. Here is the additional information you would need to do so:

INSPIRE COURAGE

Level: 1 (Simple)

Diminished Effects: The bonus can last no more than 1 round, no matter what you do.

Heightened Effects: The +1 morale bonus gained also applies to saving throws and skill checks.

Magic Item Creation Modifier:
Constant N/A

OATHCHORD

Level: 4 (Complex)

Diminished Effects: Anyone who breaks the oath is sickened and loses 2 points of temporary Constitution rather than a level.

Heightened Effects: If all oaths are fulfilled, all involved creatures (including you) gain a +1 morale bonus to attacks, saves, and checks for one week.

RECALL TALE

Level: 2 (Complex)

Diminished Effects: The tale has only a 25 percent chance of being relevant, 50 percent if you are touching the focus.

Heightened Effects: The tale has a 75 percent chance of being relevant, 100 percent if you are touching the focus.

SPELLS

If you want to use the spells in this book with *Arcana Evolved*, the following conversion guidelines should help greatly. They classify each spell as simple, complex, or exotic, provide a level, add any *Arcana Evolved* specific descriptors, provide heightened and diminished effects, and detail any necessary magic item creation modifiers for you.

Some of the spells in this book do not fit *Arcana Evolved* flavor precisely (most of these are noted, such as spells that deal with divine/arcane differences, or those that pertain to familiars), but conversions were included anyway for completeness' sake.

Many of the dragon magic spells from this book have gained wider use in the Lands of the Diamond Throne since the return of the dragons from the Mysterious West. Certain dragon magic spells from this book appear in *Arcana Evolved* under their Common tongue names, as noted in the descriptions below.

Spells in parenthesis already appear in *Arcana Evolved*.

ABUASHNE

As *share armor* in *Arcana Evolved*.

ACIDIC CURSE

Level: 1 (Complex)

Diminished Effects: The spell inflicts 1 point of damage and blinds for 1 round.

Heightened Effects: The blinding effect lasts for one day/caster level.

ACIDIC GLOBES

Level: 3 (Complex)

Diminished Effects: You get only one globe.

Heightened Effects: The globes each inflict 2d6 points of acid damage.

Magic Item Creation Modifier:
Constant ×2

ACTIVATE BLOODLINE POWER

Level: 3 (Exotic)

Diminished Effects: You activate only a minor bloodline power, and the duration is 1 round/two levels.

Heightened Effects: The duration of the spell becomes one minute/level.

Magic Item Creation Modifier:
Constant ×4

ACUMINATE

Level: 2 (Exotic)

Diminished Effects: The weapon inflicts 1d6 points of damage (plus your Strength modifier) and has no enhancement bonus.

Heightened Effects: The range becomes touch and the target becomes one creature.

Magic Item Creation Modifier:
Constant ×2

ALIKABA'S GIFT

Level: 3 (Exotic)

Diminished Effects: The spell cannot transfer a creature and you cannot transfer complex objects. The object transferred must be something that you can hold in one hand.

Heightened Effects: A creature transferred need not be willing, although an unwilling creature gets a Reflex saving throw to resist.

ALIKABA'S THEFT

Level: 3 (Exotic)

Diminished Effects: The spell cannot steal a creature and you cannot steal complex objects. The object stolen must be something that you can hold in one hand.

Heightened Effects: The spell can steal objects that another creature is wearing.

ANAVAR'S ANTICIPATED ATTACK Divination [Psionic]

Level: 1 (Exotic)

Diminished Effects: The attack suffers a -5 penalty.

Heightened Effects: The spell affects the first 1d4+1 attacks after casting, within the limits of the duration.

Magic Item Creation Modifier:
Constant N/A

ANIMATE NECROSIS

Level: 5 (Exotic)

Diminished Effects: There is no stunning effect.

Heightened Effects: The animated flesh leaves the target's body and can move at speed 20. It obeys your telepathic commands.

ANIMATED TATTOO

Illusion [Faen, Runic]

Level: 0 (Simple)

Heightened Effects: The tattoo can move all over the subject's body if you wish.

Magic Item Creation Modifier: Single-use ×2

APOLIOTH'S CONDEMNATION

Level: 4 (Exotic)

Diminished Effects: There is no entangling effect.

Heightened Effects: Maximum damage is 15d6. Creatures failing the saving throw are not entangled but stunned for 1d6 rounds.

ARCANA FORM

Level: 9 (Exotic)

Diminished Effects: The transformation into energy is only a partial effect. You are not incorporeal nor immune to critical hits.

Heightened Effects: The duration lasts one hour/level.

Magic Item Creation Modifiers:
Constant ×4, single-use ×2

ARROW DEFLECTION

Level: 1 (Simple)

Diminished Effects: The spell affects only one attack.

Heightened Effects: You can deflect up to three incoming attacks in a round.

Magic Item Creation Modifier:
Constant ×3, single-use ×2

ARROW REDIRECTION

Level: 4 (Complex)

Diminished Effects: The attack misses you but misses the attacker as well.

Heightened Effects: If the redirected missile hits, the attack's damage doubles.

Magic Item Creation Modifiers:

Constant ×3, single-use ×2

(ARROW REFLECTION)

BESTOW MALADY

Level: 3 (Complex)

Diminished Effects: N/A

Heightened Effects: N/A

BETRAY THE YEARS

Abjuration [Dragon, Giant]

Level: 1 (Complex)

Diminished Effects: The object can be no more than 1 lb./level in size, and the duration is one day/level.

Heightened Effects: The object can weigh up to 100 lbs./level.

BIND ITEM

Level: 4 (Complex)

Diminished Effects: Range is touch.

Duration is one minute/level.

Heightened Effects: The globe of force can be up to 6 feet in diameter.

BLACK MULCHING

Necromancy [Plant]

Level: 4 (Simple)

Diminished Effects: The duration is Instantaneous.

Heightened Effects: Plants with less than 5 HD die instantly, and others suffer 3d6 points of damage.

BLAST OF COLD

Level: 1 (Complex)

Diminished Effects: The spell inflicts 1d4 points of damage.

Heightened Effects: The target that fails the save is also dazed for 1d3 rounds.

BLISSFUL SLEEP

Level: 1 (Simple)

Diminished Effects: The target gains no bonus to skill checks.

Heightened Effects: Upon waking, the target gains a +1 enhancement bonus to all skill checks and ability checks for one hour.

BLOOD SPIKES

Level: 1 (Exotic)

Diminished Effects: The subject suffers only 1d6 points of damage but gains only a

+1 bonus to damage when grappling or making unarmed attacks.

Heightened Effects: The damage suffered by the subject heals immediately after the spell takes effect.

Magic Item Creation Modifiers:

Constant ×2, single-use ×2

BLUE BOLT

Evocation [Faen]

Level: 1 (Simple)

Diminished Effects: The spell inflicts 1d4 points of subdual damage.

Heightened Effects: The spell inflicts 1d6 points of subdual damage plus 1d6 additional points per two levels (max. 5d6).

BOLT OF CONJURING

Level: 3 (Complex)

Diminished Effects: The spell has a maximum damage of 5d4, and the conjured creature appears for only 1 round.

Heightened Effects: The spell conjures a creature as if from *conjure energy creature II*.

BONE TATTOO

Necromancy [Runic]

Level: 4 (Simple)

Diminished Effects: Mindless undead creatures do not react to the tattooed creature as if undead.

Heightened Effects: The tattooed creature also gains a +6 competence bonus when making Bluff or Diplomacy checks when dealing with intelligent undead.

Magic Item Creation Modifier:
Constant ×2

BROTHER'S REVENGE

Transmutation [Curse, Truename]

Level: 4 (Complex)

Diminished Effects: Range is Touch and the duration is Instantaneous (the damage inflicted in one day happens immediately).

Heightened Effects: The duration is Permanent.

Magic Item Creation Modifiers: Single-use ×2, spell-completion ×2

BRUTAL SEETHING SURGE

Level: 3 (Complex)

Diminished Effects: The damage is 1d6 points + 1 point/level, and the subject is dazed for no more than 1 round.

Heightened Effects: The subject is stunned for 1d2 rounds rather than dazed.

Magic Item Creation Modifier:
Constant ×2

CALL OF THE DIAMOND

Enchantment (Compulsion) [Truename]
Level: 7 (Exotic)

Diminished Effects: The saving throw becomes Will negates.

Heightened Effects: The spell can affect any creature.

Magic Item Creation Modifiers: Single-use ×2, spell-completion ×2

CALL OF THE EMERALD

Enchantment (Compulsion) [Truename]
Level: 6 (Exotic)

Diminished Effects: The saving throw becomes Will negates.

Heightened Effects: The spell can affect any creature.

Magic Item Creation Modifiers: Single-use ×2, spell-completion ×2

CALL OF THE RUBY

Enchantment (Compulsion) [Truename]
Level: 5 (Exotic)

Diminished Effects: The saving throw becomes Will negates.

Heightened Effects: The spell can affect any creature.

Magic Item Creation Modifiers: Single-use ×2, spell-completion ×2

CALL OF THE SAPPHIRE

Enchantment (Compulsion) [Truename]
Level: 6 (Exotic)

Diminished Effects: The saving throw becomes Will negates.

Heightened Effects: The spell can affect any creature.

Magic Item Creation Modifiers: Single-use ×2, spell-completion ×2

CALL OF THE TOPAZ

Enchantment (Compulsion) [Truename]
Level: 5 (Exotic)

Diminished Effects: The saving throw becomes Will negates.

Heightened Effects: The spell can affect any creature.

Magic Item Creation Modifiers: Single-use ×2, spell-completion ×2

CHAINS OF ANTIMAGIC

Level: 8 (Complex)

Called *chains of null magic* in *Arcana Evolved*.

Diminished Effects: The duration is 1 round/level.

Heightened Effects: The chains are unbreakable.

Magic Item Creation Modifiers: Single-use ×2, spell-completion ×2

(CHAINS OF VENGEANCE)

CHANGE WEAPON

Level: 1 (Simple)

Diminished Effects: The weapon's size can change by only one category.

Heightened Effects: The spell affects one weapon/caster level.

CHARM ITEM

Level: 1 (Complex)

Diminished Effects: The duration is 1 round/level.

Heightened Effects: You gain a +5 bonus to opposed Charisma checks to convince the item to do something it normally wouldn't.

CIRCLE OF BINDING

Level: 4 (Complex)

Diminished Effects: The spell's area is a circle with a radius of 5 feet.

Heightened Effects: Creatures in the area suffer 1d6 points of subdual damage/minute if they fail a Fortitude saving throw.

COAX FORTH POWER

Transmutation [Dragon]

Level: 4 (Complex)

Diminished Effects: The spell affects only items with a caster level of 3rd or less.

Heightened Effects: The item's damage doubles.

COLDSCREAM

Level: 4 (Exotic)

Diminished Effects: The spell cannot shatter objects.

Heightened Effects: The spell inflicts 1d8 points of damage/level (max. 10d8).

Magic Item Creation Modifier: Single-use ×2

(COMA)

(COMPELLING QUESTION)

(COMPELLING QUESTION, GREATER)

COMRADE'S IMMUNITY

Transmutation [Truename]

Level: 3 (Complex)

Diminished Effects: The immunity conferred applies only to spells of 3rd level or higher.

Heightened Effects: The spell can affect one creature for every five levels.

Magic Item Creation Modifier:
Constant ×2

COMRADE'S TRAIL

Conjuration (Creation) [Truename]

Level: 0 (Simple)

Heightened Effects: The duration becomes one day/level.

CONDITIONAL SPELL

Level: 6 (Complex)

Diminished Effects: The stored spell must be 1st level or lower.

Heightened Effects: The stored spell can be 4th level or lower.

Magic Item Creation Modifiers: Single-use ×2, spell-completion ×2

CONTROL CREATURE OF THE MIST

Enchantment (Compulsion) [Air]

Level: 4 (Complex)

Diminished Effects: The spell works only on creatures of the mist that you create, up to CR 9 maximum.

Heightened Effects: The spell's duration lasts one day/level.

Magic Item Creation Modifiers: Constant ×1.5, single-use ×2, spell-completion ×2

CREATE CREATURE OF THE MIST

Conjuration (Creation) [Air]

Level: 7 (Complex)

Diminished Effects: The creature of the mist created has a maximum of CR 7.

Heightened Effects: The creature of the mist created has a maximum of CR 10.

Magic Item Creation Modifier: Constant ×1.5, single-use ×2, spell-completion ×2

CREATE CREATURE OF THE MIST (GREATER)

Conjuration (Creation) [Air]

Level: 9 (Complex)

Diminished Effects: The creature of the mist created has a maximum of CR 11.

Heightened Effects: The creature of the mist created has a maximum of CR 13.

**Magic Item Creation Modifiers:**

Constant $\times 1.5$, single-use $\times 2$, spell-completion $\times 2$

CREATE CREATURE OF THE MIST (LESSER)

Conjuration (Creation) [Air]

Level: 4 (Complex)

Diminished Effects: The creature of the mist created has a maximum of CR 1.

Heightened Effects: The creature of the mist created has a maximum of CR 6.

Magic Item Creation Modifiers:

Constant $\times 1.5$, single-use $\times 2$, spell-completion $\times 2$

(CREATURE LORESIGHT)

CROSS OF LIGHTNING

Level: 7 (Exotic)

In an *Arcana Evolved* campaign, this spell is called *cross of energy* and allows you to select the effect's energy type.

Diminished Effects: Each bolt inflicts 1d4 points of damage/level (max. 10d4).

Heightened Effects: Each bolt inflicts 1d8 points of damage/level (max. 15d8).

Magic Item Creation Modifier: Single-use $\times 2$

CUIGNA ARTHANATH

As consume man in Arcana Evolved.

(DETECT DISEASE)

DETOIM NAR

As guided strike in Arcana Evolved.

DEVLIN'S BARB

Level: 0 (Exotic)

Heightened Effects: You create one arrow, bolt, bullet, or sling stone/level.

Magic Item Creation Modifiers:

Constant $\times 2$, single-use $\times 2$

DEVLIN'S VENOMBADE

As venomblade in Arcana Evolved.

DIABOLICH PORTAM

As devil's gate in Arcana Evolved.

DISDAIN THE DIVINE

Level: 1 (Simple)

This spell has little use in a standard *Arcana Evolved* game.

Diminished Effects: The duration is 1 round/level and the save bonus is always +1.

Heightened Effects: Halve the durations of harmful divine spells cast on the subject.

Magic Item Creation Modifier:

Constant N/A

DISINTEGRATION FIELD

Level: 8 (Exotic)

Diminished Effects: The area is a sphere 1 foot across. It moves as you direct, up to 20 feet/round, and inflicts 10d6 points of damage upon anyone that touches it (Reflex save negates).

Heightened Effects: The area moves as you direct, up to 20 feet/round.

Magic Item Creation Modifiers:

Constant $\times 1.5$, single-use $\times 1.5$

DOMINATE ITEM

Level: 5 (Complex)

Diminished Effects: The duration becomes 10 minutes/level.

Heightened Effects: The duration becomes Permanent.

Magic Item Creation Modifiers:

Constant $\times 2$, single-use $\times 2$

DOORWAY TO ELSEWHERE

Level: 9 (Complex)

Diminished Effects: The destination point becomes entirely random.

Heightened Effects: The door can be two-way, if you wish.

Magic Item Creation Modifiers:

Constant $\times 1.5$, single-use $\times 1.5$, spell-completion $\times 1.5$

DRAGONSKIN

Conjuration (Creation) [Dragon]

Level: 5 (Exotic)

Diminished Effects: The natural armor bonus is +1.

Heightened Effects: The natural armor bonus is +5.

Magic Item Creation Modifier:

Constant N/A

(DUPLICATE)

ELECTRICAL DELUGE

Level: 6 (Exotic)

In an *Arcana Evolved* campaign, this spell is called *energy deluge* and allows you to select the effect's energy type.

Diminished Effects: The spell inflicts 1d4 points of damage/level (max. 15d4).

Heightened Effects: The spell inflicts 1d8 points of damage/level (max. 15d8).

Magic Item Creation Modifier: Single-use $\times 2$

ELEMENTAL SHROUD

Level: 5 (Complex)

In an *Arcana Evolved* campaign, this spell is called *energy shroud* and allows you to select the effect's energy type.

Diminished Effects: The duration becomes one hour/level.

Heightened Effects: The undead also receives +4d6 bonus hit points.

Magic Item Creation Modifiers: Single-use $\times 2$, spell-completion $\times 2$

(ENCHANTING FLAVOR)

ENERGY LASH

Level: 2 (Complex)

Diminished Effects: The duration is 1 round/level, and the whip inflicts only 1d6 points of damage.

Heightened Effects: The whip inflicts 1d6 points of damage plus 1d6 points/three caster levels (max. 5d6).

Magic Item Creation Modifier:

Constant $\times 5$

ENHANCE FAMILIAR

Level: 1 (Simple)

This spell has little use in a standard *Arcana Evolved* game.

Diminished Effects: The familiar gains no bonus to speed, and the enhancement bonus is +1.

Heightened Effects: The familiar also gains a +2 resistance bonus to all saving throws and a +1 enhancement bonus to attack and damage rolls.

Magic Item Creation Modifier:

Constant $\times 4$

(ENHANCE MAGICAL FLOW)
(ENHANCE MAGICAL FLOW, GREATER)

ERIADOR'S PERMANENT LEVITY

Level: 3 (Exotic)

Diminished Effects: The duration is 1 round/level.

Heightened Effects: You can affect up to three targets, all within 25 feet of each other.

EXTENDED CHARGE

Transmutation [Dragon]

Level: 3 (Complex)

This spell affects any item with charges.

Diminished Effects: The spell in the item must be 1st level.

Heightened Effects: The spell in the item can be 5th level or lower.

Magic Item Creation Modifier:

Constant N/A

FAMILY CURSE

Transmutation [Curse]

Level: 3 (Complex)

Diminished Effects: Range is Touch, and the penalties do not increase with proximity to other family members.

Heightened Effects: Each subject suffers a -2 luck penalty rather than -1; proximity increases the penalty by 2 points rather than 1 point.

Magic Item Creation Modifiers: Single-use $\times 2$, spell-completion $\times 2$

FEEDBACK

Level: 4 (Complex)

Diminished Effects: The subject suffers the damage only on the first instance of the triggering action.

Heightened Effects: The duration is one minute/level.

Magic Item Creation Modifier:

Constant $\times 3$

FERROD ADUL VESTORIMIN

(VESTORIMIN'S GOLDEN AURA)

Abjuration [Dragon, Positive Energy]

Level: 6 (Exotic)

This spell suppresses negative energy spells, not evil spells.

Diminished Effects: The duration becomes 1 round/level.

Heightened Effects: Undead suffer 3d6 points of damage/round while in the area (no save).

Magic Item Creation Modifiers:

Constant $\times 2$, single-use $\times 2$

FEY STORAGE

Transmutation [Faen]

Level: 1 (Complex)

Diminished Effects: The extradimensional space can store only one object, weighing no more than 1 lb.

Heightened Effects: The extradimensional space can store up to 20 lbs./level worth of objects.

Magic Item Creation Modifier:

Constant $\times 3$

FEY WARD

Abjuration [Faen]

Level: 3 (Complex)

Diminished Effects: Fey can enter the area, but suffer a -2 penalty on attack rolls, saves, and checks.

Heightened Effects: Any fey touching the sphere suffer 1d6 points of fire damage.

FLAMING CORROSION

Level: 4 (Complex)

Diminished Effects: The spell does not force one target to make two saves.

Heightened Effects: The spell inflicts 1d8 points of damage/level (max. 10d8).

FLY, MASS

Transmutation [Air]

Level: 7 (Complex)

Called *mass flight* in *Arcana Evolved*.

Diminished Effects: Creatures affected fly at a speed of 30 feet.

Heightened Effects: Creatures affected fly at a speed of 90 feet.

FOIL TRACER

Level: 3 (Complex)

Diminished Effects: The duration becomes 1 round/level.

Heightened Effects: The duration is 10 minutes/level, and the targets are one creature for every three levels.

Magic Item Creation Modifier:

Constant $\times 2$

FORCEBLAST

As *forcebeam* in *Arcana Evolved*.

FORGE INHERITED BOND

Level: 2 (Exotic)

Diminished Effects: You and the relative must be touching to gain the bonus.

Heightened Effects: The spell grants a +2 luck bonus.

Magic Item Creation Modifiers:

Constant $\times 3$, single-use $\times 2$

(FREEZING CLAW)

FUSE LINE

Transmutation [Dragon]

Level: 8 (Exotic)

Diminished Effects: The trait inherited is random.

Heightened Effects: The offspring gains two traits.

Magic Item Creation Modifiers: Single-use $\times 2$, spell-completion $\times 1.5$

GARRIS ADON

As *seeming of form* in *Arcana Evolved*.

GAZE OF DESTRUCTION

Level: 4 (Complex)

Diminished Effects: The spell affected must be 1st level or lower.

Heightened Effects: The spell affected can be as high as 5th level.

Magic Item Creation Modifier:

Constant $\times 5$

GESTALT

Level: 6 (Exotic)

Diminished Effects: Duration is 1 round/level; range is Touch (you must touch both creatures).

Heightened Effects: Duration becomes Permanent.

Magic Item Creation Modifier: Single-use $\times 2$

(GIRD THE WARRIOR)

(GLAMOUR)

GRANT MOBILITY

Level: 3 (Exotic)

Diminished Effects: N/A

Heightened Effects: Duration becomes one hour/level.

Magic Item Creation Modifier: Single-use $\times 2$

GRANT SENSES

Level: 2 (Exotic)**Diminished Effects:** Duration becomes 1 round/level.**Heightened Effects:** Duration becomes one hour/level.**Magic Item Creation Modifier:** Single-use ×2

GRANT SPEECH

Level: 2 (Exotic)**Diminished Effects:** Duration becomes 1 round/level.**Heightened Effects:** Duration becomes one hour/level.**Magic Item Creation Modifier:** Single-use ×2

GUIDE CRAFT

Level: 1 (Exotic)**Diminished Effects:** Duration becomes 1 round/level.**Heightened Effects:** Duration is 24 hours.

GUILT

Enchantment (Compulsion)

[Mind-Affecting, Psionic]

Level: 1 (Simple)**Diminished Effects:** Duration becomes 1 round.**Heightened Effects:** Up to three targets within 25 feet of each other, can be affected.

HARASSING WEAPON

Level: 1 (Complex)**Diminished Effects:** Duration becomes 1 round.**Heightened Effects:** The weapon attacks once/round in addition to making attacks of opportunity.

HARROC ADULESE

As hunter serpent in Arcana Evolved.

HELM OF WARDING

Level: 2 (Simple)**Diminished Effects:** The resistance bonus is +1.**Heightened Effects:** The helmet also confers a +2 enhancement bonus to Armor Class.**Magic Item Creation Modifier:**

Constant ×5

HIDDEN OBJECT

Level: 4 (Exotic)**Diminished Effects:** The duration becomes one day/level.**Heightened Effects:** You can make up to one object/three levels invisible; all are tied to the same piece of glass.**Magic Item Creation Modifiers:** Single-use ×2, spell-completion ×2

(HYGIENE)

(ICEBOLT)

ICED FIRE

Level: 1 (Exotic)**Diminished Effects:** The spell inflicts 1d6 points of damage.**Heightened Effects:** The spell inflicts 1d6 points of damage plus 1d6 points/two levels (max. 5d6) to all within 10 feet.**Magic Item Creation Modifier:** Single-use ×2

IDENTIFY SCRIER

Divination [Psionic]

Level: 1 (Complex)**Diminished Effects:** The duration becomes 1 round/level.**Heightened Effects:** You also learn the general direction and distance of the scrier, if he or she is within a distance of 100 miles/level.**Magic Item Creation Modifier:** Constant ×2

ILROSOS TOBOR

As roses of life in Arcana Evolved.

IMBUE GUARDIAN

Level: 8 (Complex)**Diminished Effects:** The guardian gains no bonuses or special visual abilities but still does not age or need food or sleep.**Heightened Effects:** The creature need not be willing but gets a Will saving throw and spell resistance check to resist the spell. If the creature fails, it is compelled to remain in the area and serve as a guard forever.**Magic Item Creation Modifiers:** Single-use ×2, spell-completion ×2

INDUCE VULNERABILITY

Level: 3 (Complex)**Diminished Effects:** Target becomes one creature. The target suffers 1.5 times

the normal damage rather than double damage.

Heightened Effects: Target becomes one creature for every three levels. Non-elemental creatures immune to the energy type in question lose their immunity and suffer standard damage from that energy.

INSTILL FAMILIAR

Level: 4 (Complex)This spell has little use in a standard *Arcana Evolved* game.**Diminished Effects:** The familiar can cast a 1st-or 2nd-level spell.**Heightened Effects:** The familiar can cast any spell of 5th level or lower.

(INVIGORATE ITEM)

INVISIBLE FAMILIAR

Level: 1 (Complex)This spell has little use in a standard *Arcana Evolved* game.**Diminished Effects:** The duration is 1 round/level.**Heightened Effects:** The familiar need not remain in physical contact with you.

ITEM FROM BEYOND

Level: 3 (Complex)**Diminished Effects:** The item can weigh no more than 1 lb. and must be nonmagical.**Heightened Effects:** Multiple items can be transferred as long as they do not collectively exceed the weight limit.

JEVICCA'S FOURFOLD OSTRACISM

Level: 7 (Exotic)In an *Arcana Evolved* campaign, this spell is called *fourfold ostracism*.**Diminished Effects:** The spell can affect only one creature, with no modification to its saving throw.**Heightened Effects:** The targets stay in stasis while ostracized, unable to take actions.**Magic Item Creation Modifier:** Single-use ×2

JEVICCA'S JUST REVERSAL

Level: 3 (Exotic)In an *Arcana Evolved* campaign, this spell is called *just reversal*.**Diminished Effects:** The duration becomes 1 round/level.

Heightened Effects: The foe's saving throw suffers a -2 penalty.

Magic Item Creation Modifier: Single-use ×2

JISGUS SEPA

As disguise soul in Arcana Evolved.

KEEP DRY

Level: 0 (Simple)

Heightened Effects: You can affect one object/level.

KEEP FRESH

Level: 0 (Simple)

Heightened Effects: You can affect 1 lb./level.

KEVESSA GUL

As spines of death in Arcana Evolved.

KIN CURSE

Enchantment (Compulsion)

[Curse, Mind-Affecting, Truename]

Level: 5 (Exotic)

Diminished Effects: The spell functions only if the nearest relative has fewer Hit Dice than the subject and can be reached in one hour's travel.

Heightened Effects: You do not need to know your target's truename; this version of the spell does not carry the truename descriptor.

Magic Item Creation Modifier: Single-use ×2

KIN LINK

Divination [Truename]

Level: 3 (Exotic)

Diminished Effects: The spell affects only one relative.

Heightened Effects: The spell's range is one mile/level.

Magic Item Creation Modifier: Single-use ×2

KNAVESCOUR

Level: 4 (Complex)

Diminished Effects: The spell affects only one object and inflicts 1d4 points of damage/level (max. 10d4).

Heightened Effects: The damage does not diminish with each object touched.

Magic Item Creation Modifiers: Single-use ×2, spell-completion ×2

LEARN HERITAGE

Level: 0 (Simple)

Heightened Effects: You can check for one bloodline/level.

LEGACY

Level: 2 (Exotic)

Diminished Effects: The spell's duration becomes one day/level (until discharged).

Heightened Effects: The spell's duration is Permanent. Disguises and illusions cannot fool the trigger.

Magic Item Creation Modifiers: Single-use ×3, spell-completion ×2

LEGACY OF ELDRITCH MIGHT

Level: 9 (Exotic)

Diminished Effects: N/A

Heightened Effects: The target may be your age or older.

Magic Item Creation Modifiers: Constant N/A, single-use ×2, spell-completion ×2

LETHALITY DENIED

Level: 3 (Simple)

Diminished Effects: The duration becomes 1 round/level, and the spell affects only melee attacks.

Heightened Effects: The spell functions each time the conditions are met during the duration, which is 10 minutes/level.

LONG FLAME

Level: 0 (Simple)

Heightened Effects: The flame continues to burn indefinitely (but can be put out normally, ending the spell).

MAGICAL PERFORMANCE

Level: 1 (Simple)

Diminished Effects: The circumstance bonus is +1.

Heightened Effects: The spell affects you and one other performer/level.

Magic Item Creation Modifier: Constant ×3

MAGMA BURST

Conjuration (Creation) [Earth, Fire]

Level: 10 (Exotic)

Diminished Effects: The vent reseals after 1 round.

Magic Item Creation Modifiers: Single-use ×3, spell-completion ×2



MANTLE OF EGREGIOUS MIGHT

Level: 8 (Exotic)

Diminished Effects: The luck bonus is +2.

Heightened Effects: The luck bonus is +6.

Magic Item Creation Modifiers: Constant ×5, single-use ×3, spell-completion ×2

MARGUL

As dreaded freeze in Arcana Evolved.

MARK OF AIR (LESSER)

Evocation [Air, Runic]

Level: 2 (Complex)

Diminished Effects: The mark has no power except when activated (conjuring the shield). It grants only a +2 deflection bonus.

Heightened Effects: The enhancement bonus is +4.

MARK OF AIR (GREATER)

Evocation [Air, Runic]

Level: 4 (Complex)

Diminished Effects: The duration becomes one minute/level.

Heightened Effects: The enhancement bonus is +4.

MARK OF DEATH

Evocation [Negative Energy, Runic]

Level: 8 (Complex)

Diminished Effects: The duration becomes one minute/level.

Heightened Effects: Death spells cast at the target are reflected back upon the caster.

MARK OF EARTH (LESSER)

Evocation [Earth, Runic]

Level: 2 (Complex)

Diminished Effects: The mark has no power except when activated (conjuring the mass of rock).

Heightened Effects: The enhancement bonus is +4.

MARK OF EARTH (GREATER)

Evocation [Earth, Runic]

Level: 4 (Complex)

Diminished Effects: The duration becomes one minute/level and the spell inflicts only 1d4 points of damage/two caster levels (max. 5d4).

Heightened Effects: The enhancement bonus is +4.

MARK OF FIRE (LESSER)

Evocation [Fire, Runic]

Level: 2 (Complex)

Diminished Effects: The mark has no power except when activated (casting the ray of fire). The ray inflicts only d26 points of damage +1 point/caster l level.

Heightened Effects: The enhancement bonus is +4.

MARK OF FIRE (GREATER)

Evocation [Fire, Runic]

Level: 4 (Complex)

Diminished Effects: The duration becomes one minute/level.

Heightened Effects: The enhancement bonus is +4.

MARK OF FROST (LESSER)

Evocation [Cold, Runic]

Level: 2 (Complex)

Diminished Effects: The mark has no power except when activated (conjuring the spear).

Heightened Effects: The enhancement bonus is +4.

MARK OF FROST (GREATER)

Evocation [Cold, Runic]

Level: 4 (Complex)

Diminished Effects: The duration becomes one minute/level.

Heightened Effects: The enhancement bonus is +4.

MARK OF WATER (LESSER)

Evocation [Runic, Water]

Level: 2 (Complex)

Diminished Effects: The mark has no power except when activated (casting the stream) and inflicts only 1d4 points of damage/two caster levels (max. 5d4).

Heightened Effects: The enhancement bonus is +4.

MARK OF WATER (GREATER)

Evocation [Water]

Level: 4 (Complex)

Diminished Effects: The duration becomes one minute/level.

Heightened Effects: The enhancement bonus is +4.

MASTER CREATURE OF THE MIST
Enchantment (Compulsion)

[Air, Mind-Affecting]

Level: 7 (Complex)

Diminished Effects: The spell works only on creatures of the mist that you create, up to CR 9 maximum.

Heightened Effects: You can master two creatures of the mist.

Magic Item Creation Modifiers: Constant $\times 1.5$, single-use $\times 2$, spell-completion $\times 2$

MENTAL ALARM

Divination [Psionic]

Level: 0 (Simple)

Heightened Effects: The spell's duration becomes one day/level.

MINOR LASTING IMAGE

Level: 1 (Complex)

Diminished Effects: The spell's duration becomes one hour/level.

Heightened Effects: The image can move for up to 1 round, repeating that round over and over.

Magic Item Creation Modifiers: Single-use $\times 2$, spell-completion $\times 2$

MINOR WARD

Level: 0 (Complex)

Heightened Effects: The blast ward inflicts 2d4 damage. The spell ward can store any harmful 1st level spell you know.

Magic Item Creation Modifiers: Single-use $\times 2$, spell-completion $\times 2$

MIRROR BLAST

Level: 5 (Exotic)

Diminished Effects: This version of the spell inflicts 1d4 points of damage/level (max. 15d4).

Heightened Effects: This version of the spell inflicts 1d8 points of damage/level (max. 15d8).

MIRROR CALLING (GREATER)

Level: 6 (Exotic)

Diminished Effects: You call one creature up to 8 HD.

Heightened Effects: The creature is willing to enter into a permanent service with you, if you offer it a continuing payment as well as accommodations.

Magic Item Creation Modifier: Single-use $\times 2$

MIRROR CALLING (LESSER)

Level: 4 (Exotic)

Diminished Effects: You call one creature up to 4 HD.

Heightened Effects: The creature is willing to enter into a permanent service with you, if you offer it a continuing payment as well as accommodations.

Magic Item Creation Modifier: Single-use $\times 2$

MIRROR PORTAL

Level: 7 (Exotic)

Diminished Effects: The spell ends when one creature/object passes through the portal.

Heightened Effects: The passage is two-way (you only have to touch one mirror and be certain of the other's location).

Magic Item Creation Modifiers: Single-use $\times 3$, spell-completion $\times 2$

MIRROR SHIELD

Level: 3 (Exotic)

Diminished Effects: The spell does not reflect back at its caster, but you remain unaffected.

Heightened Effects: The spell automatically strikes the original caster.

Magic Item Creation Modifier: Single-use $\times 2$

MIRROR THEFT

Level: 5 (Exotic)

Diminished Effects: The object cannot be a magical item.

Heightened Effects: You can steal one object for every three levels.

Magic Item Creation Modifier: Single-use $\times 2$

MIRROR TRUTH

Level: 6 (Exotic)

Diminished Effects: The area is a single 3-foot cube.

Heightened Effects: The spell foils scry attempts as well.

Magic Item Creation Modifiers: Single-use $\times 3$, spell-completion $\times 2$

MISSIVE TOKEN

Level: 3 (Exotic)

Diminished Effects: The token must be within 100 feet of you to function.

Heightened Effects: You can respond with your own message of 25 words or less.

Magic Item Creation Modifiers: Constant N/A, single-use $\times 2$

NONESS TOMA

As slip between sight in Arcana Evolved.

NONESUCH SPELL

Level: 6 (Exotic)

Diminished Effects: The specified spell must be of 2nd level or lower.

Heightened Effects: The specified spell can be of 6th level or lower.

Magic Item Creation Modifier: Single-use $\times 2$

(OBJECT LORESIGHT)

ONE STEP BEYOND

Abjuration [Psionic]

Level: 10 (Exotic)

Diminished Effects: The spell affects one creature for 24 hours.

Magic Item Creation Modifiers: Single-use $\times 3$, spell-completion $\times 3$

OROSTER'S REVENGE

As feedback strike in Arcana Evolved.

OVERCOME FORCE

Level: 5 (Exotic)

Diminished Effects: The duration is one minute/level and the protection covers only 6 points of damage/level.

Heightened Effects: The spell provides 20 points of protection/level.

Magic Item Creation Modifier: Single-use $\times 2$

PHANTOM FOIL

Level: 5 (Exotic)

Diminished Effects: The spell creates one phantasm/two levels.

Heightened Effects: The duration becomes one hour/level.

Magic Item Creation Modifier: Single-use $\times 2$

PIERCE

Level: 2 (Exotic)

Diminished Effects: The spell only dispels defensive magic, it does not inflict damage.

Heightened Effects: The spell dispels any defensive spell with the force descriptor of 3rd level and below and inflicts 1d8 points of damage for every two caster levels (max. 5d8).

Magic Item Creation Modifier: Single-use $\times 2$

PLAY THE FOOL

Abjuration [Mind-Affecting, Psionic]

Level: 2 (Complex)

Diminished Effects: The spell affects one target only.

Heightened Effects: The spell creates an illusion of the target that makes it appear to the caster of a damage-inflicting spell that the attack selw the target when in fact the target made her saving throw.

PLUNGE DEEP TO THE CORE

Level: 2 (Simple)

Diminished Effects: The duration is only 1 round/level.

Heightened Effects: The target is one weapon for every three levels.

POWER CRAFT

Level: 2 (Simple)

Diminished Effects: Duration becomes 1 round/level.

Heightened Effects: Duration is 24 hours.

(PRECISE VISION)

PRETUR AR NUADE

As hoard ward in Arcana Evolved.

PRIVATE CONVERSATION

Level: 1 (Exotic)

Diminished Effects: The spell only affects you and one other creature.

Heightened Effects: Even the ability to read lips cannot reveal what the targets are saying.

PROFICIENCY

Transmutation [Litorian, Sibeccai]

Level: 1 (Simple)

Diminished Effects: You suffer only a -1 nonproficiency penalty.

Heightened Effects: You gain a $+1$ enhancement bonus to attack rolls with the weapon.

Magic Item Creation Modifier: Constant $\times 2$

PROHIBIT KIND

Level: 7 (Exotic)

Diminished Effects: You can choose one kind of creature to be frozen in stasis; all others can act normally.

Heightened Effects: The spell does not depend on creature type. You can pick and choose who is affected and who is not.

Magic Item Creation Modifiers: Charged $\times 2$, constant $\times 2$, single-use $\times 3$, spell-completion $\times 2$

PROROGATE DEATH

Level: 6 (Exotic)

Arcana Evolved DMs should apply this spell to characters who become disabled or unconscious due to hit point loss rather than those at -1 to -9 hp.

Diminished Effects: The target can take normal actions when he should be disabled or unconscious (spell has no other effects).

Heightened Effects: The target does not lose 1 hp/round when while in his unconscious range.

Magic Item Creation Modifiers: Constant $\times 5$, single-use $\times 2$

PROTECT FAMILIAR

Level: 1 (Simple)

This spell has little use in a standard *Arcana Evolved* game.

Diminished Effects: The familiar gains only a $+1$ armor bonus. The duration is 1 round/level.

Heightened Effects: The familiar also gains a $+4$ resistance bonus to saving throws.

Magic Item Creation Modifier: Constant $\times 3$

QUICK BOOST

Level: 0 (Simple)

Heightened Effects: The enhancement bonus is $+4$.

Magic Item Creation Modifier: Constant N/A

QUINTELEMENTAL BLAST**Level:** 5 (Exotic)**Diminished Effects:** The spell inflicts 1d4 points of damage/level (max. 15d4).**Heightened Effects:** The spell inflicts 1d8 points of damage/level (max. 15d8).**RECENT OCCUPANT****Level:** 0 (Complex)**Heightened Effects:** You learn the details of a number of most recent occupants equal to your level.**RESIST SCRYING****Level:** 1 (Complex)**Diminished Effects:** The target gains a +2 resistance bonus to saves against scrying.**Heightened Effects:** The target gains a +10 bonus to saves against scrying.**Magic Item Creation Modifier:**

Constant ×3

ROBE OF REFLECTION**Level:** 4 (Exotic)**Diminished Effects:** The wearer suffers half damage from the chosen energy type, and the reflected target suffers the other half.**Heightened Effects:** Damage reflected can be up to 6 points/caster level.**Magic Item Creation Modifier:**

Constant ×5

ROGUE'S STAB**Level:** 1 (Simple)**Diminished Effects:** The spell's duration is 1 round.**Heightened Effects:** The target also gains a +4 competence bonus to Sneak.**Magic Item Creation Modifier:**

Constant ×4

SAFE SEARCH**Level:** 1 (Complex)**Diminished Effects:** The duration becomes 1 round.**Heightened Effects:** You also gain a +4 competence bonus to Search.**Magic Item Creation Modifier:**

Constant ×4

SAMPLE**Level:** 0 (Complex)**Heightened Effects:** You gather 1 ounce/level.**SCRY BLAST****Level:** 6 (Exotic)**Diminished Effects:** The spell ends the scrying but inflicts no damage.**Heightened Effects:** The spell inflicts 1d6 points of force damage/two levels (max. 10d6).**Magic Item Creation Modifier:** Single-use ×2**SCRY RETALIATION****Level:** 3 (Complex)**Diminished Effects:** The spell ends the scrying but inflicts no damage and channels no spell.**Heightened Effects:** The spell inflicts 1d8 points of force damage/two levels (max. 10d8).**SCRY REVERSE****Level:** 5 (Exotic)**Diminished Effects:** The original scrier still gets a Will save to resist your scrying attempt.**Heightened Effects:** In addition to scrying the scrier, this spell immediately cancels the original scry.**SCRYTALK****Level:** 2 (Complex)**Diminished Effects:** The duration is 1 round/level.**Heightened Effects:** The communication is mental, so you and the scried subject do not need to share a common language. This version of the spell has the psionic descriptor.**SEEK THE SOULLESS****Necromancy [Positive Energy]****Level:** 3 (Exotic)**Diminished Effects:** The spell inflicts 1d4 points of damage/level (max. 5d4).**Heightened Effects:** The spell inflicts 1d8 points of damage/level (max. 10d8).**Magic Item Creation Modifier:** Single-use ×2**SHIELDBREAKER****Level:** 2 (Simple)**Diminished Effects:** Magical shields are immune to the shieldbreaking ability conferred by the spell.**Heightened Effects:** The wielder can use the shieldbreaking ability once/three caster levels during the duration of the spell.**Magic Item Creation Modifier:**

Constant ×5

SHRAPNEL GLOBE**Level:** 2 (Complex)**Diminished Effects:** The spell inflicts 1d4 points of damage for every two levels (max. 5d4).**Heightened Effects:** The explosion has an area of a 40-foot radius sphere.**SILENT SOUND****Level:** 2 (Complex)**Diminished Effects:** The spell inflicts 1d4 points of damage/level (max. 5d4).**Heightened Effects:** The spell inflicts 1d8 points of damage/level (max. 5d8).**SLAY ILLUSION****Level:** 4 (Exotic)**Diminished Effects:** The spell lasts only long enough to destroy one illusion.**Heightened Effects:** The duration is 10 minutes/level.**Magic Item Creation Modifier:** Single-use ×2**SLEEP (GREATER)****Level:** 3 (Simple)**Diminished Effects:** You roll 3d6 to determine the number of Hit Dice affected. No creature more than 7 HD is affected.**Heightened Effects:** You roll 5d6 to determine the number of Hit Dice affected. No creature more than 12 HD is affected.**SOUL BURST****Necromancy [Negative Energy]****Level:** 4 (Exotic)**Diminished Effects:** The spell inflicts 1d4 points of damage/level (max. 10d4).**Heightened Effects:** The spell inflicts 1d8 points of damage/level (max. 15d8).**Magic Item Creation Modifier:** Single-use ×2

(SPELLMASTER)

SPELLTRAP**Level:** 4 (Exotic)**Diminished Effects:** The gem explodes for 1d6 points of damage/spell level absorbed.**Heightened Effects:** Once triggered, the duration remains permanent until someone touches the gem.

Magic Item Creation Modifier: Single-use ×2

SPHERE OF DETERIORATION

Level: 9 (Simple)

Diminished Effects: The range is only 20 feet.

Heightened Effects: The sphere also affects corporeal undead and objects within range. This version is likely to destroy even the ground beneath your feet!

Magic Item Creation Modifiers: Single-use ×2, spell-completion ×2

SPINE TENDRIL

Level: 5 (Exotic)

Diminished Effects: The *spine tendril* cannot inflict any damage.

Heightened Effects: In addition to grapple and disarm attempts, the tendril can make slam attacks that inflict 2d6 points of damage (plus its Strength modifier, if any).

Magic Item Creation Modifier: Constant ×3

SQUAMOUS PULSE

Transmutation [Giant]

Level: 9 (Exotic)

Diminished Effects: The spell affects only one target.

Heightened Effects: The spell negates all natural armor bonuses and inflicts 1d8 points of damage.

Magic Item Creation Modifiers: Single-use ×2, spell-completion ×2

STATIC VEIL

Level: 2 (Complex)

Diminished Effects: The duration becomes one minute/level.

Heightened Effects: The duration becomes one day/level.

Magic Item Creation Modifier: Constant ×2

(STRENGTH TO STRIKE)

STUN ITEM

Level: 2 (Exotic)

Diminished Effects: The spell's duration is 1 round.

Heightened Effects: The spell can affect one item for every three caster levels.

Magic Item Creation Modifier: Single-use ×2

SUDDEN WAVE

Conjuration (Creation) [Water]

Level: 6 (Complex)

Diminished Effects: The wave inflicts 5d6 points of damage to anything it strikes.

Heightened Effects: Strength and Swim checks involved with the wave have DC 25.

Magic Item Creation Modifier: Single-use ×2

SUPPRESS LESSER

Level: 4 (Exotic)

Diminished Effects: The target must be at least half your level.

Heightened Effects: This spell can affect a creature with spell-like abilities whose Hit Dice total is less than yours.

Magic Item Creation Modifier: Single-use ×2

SUSAR'S DEATH

Level: 6 (Exotic)

Diminished Effects: The target does not die automatically but suffers 12d6 points of fire damage.

Heightened Effects: This spell turns any internal components to molten lead, so it can affect a creature that does not have blood, or even a nonliving creature.

Magic Item Creation Modifier: Single-use ×2

TELEPORT BLOCK

Level: 5 (Complex)

Diminished Effects: The area is only one 10-foot cube/level.

Heightened Effects: If you are present, you can intentionally allow a teleportation spell you are aware of to function normally, as a free action.

TELEPORT COORDINATES TRANSFER Divination [Psionic]

Level: 4 (Complex)

Diminished Effects: N/A

Heightened Effects: You can absorb the coordinates from someone else's (willing) mind and use them yourself.

TELEPORT REDIRECT

Level: 5 (Complex)

Diminished Effects: Only outgoing teleportation spells are affected. The caster can make a Will saving throw to resist the effect.

Heightened Effects: Teleporters who fail a Will saving throw arrive at the predesignated location in an unconscious state that lasts for 1d6 rounds.

TELEPORT TRACER

Divination [Psionic]

Level: 6 (Complex)

Diminished Effects: The teleport spell must have been cast within 1 round of the casting of this spell.

Heightened Effects: You immediately follow the teleport traced (this spell teleports you with no chance for error and takes on the teleportation descriptor).

TEMPORAL VENOM

Level: 3 (Exotic)

Diminished Effects: The spell creates only one dose of the venom.

Heightened Effects: You can choose to add +5 or subtract -5 from the roll to determine the effect (with 1 being the lowest result and 20 being the highest) when you attempt to poison a subject creature.

Magic Item Creation Modifiers: Constant ×2, single-use ×2

THIEF OF SPELLS

Level: 4 (Exotic)

Diminished Effects: You cannot steal more than one spell, and you must attempt to steal a spell once you learn its name.

Heightened Effects: You can continue to try to steal spells even if you fail in an attempt.

Magic Item Creation Modifier: Single-use ×2

THIEF WARD

Level: 2 (Simple)

Diminished Effects: The Sneak penalty becomes -5.

Heightened Effects: The duration of the spell is one hour/level, and you can choose to dictate that its area not follow you.

THREATENING WEAPON

Level: 4 (Complex)

Diminished Effects: Duration becomes 1 round.

Heightened Effects: The weapon attacks once/round in addition to making attacks of opportunity.

TONGUE OF ANGELS

Level: 0 (Complex)

Heightened Effects: The spell also grants you a +4 competence bonus to Bluff and Diplomacy checks made in regard to creatures that speak Celestial.

Magic Item Creation Modifier:
Constant ×3

TONGUE OF FIENDS

Level: 0 (Complex)

Heightened Effects: The spell also grants you a +4 competence bonus to Bluff and Diplomacy checks made in regard to creatures that speak Infernal.

Magic Item Creation Modifier:
Constant ×3

TRANSCRIBE

Transmutation [Runic]

Level: 0 (Complex)

Heightened Effects: You can fill one page of text/level.

UNDAUNTED FIXTURE

Level: 2 (Simple)

Diminished Effects: Breaking the bond requires a Strength check (DC 20).

Heightened Effects: Breaking the bond requires a Strength check (DC 35).

Magic Item Creation Modifiers: Single-use ×2, spell-completion ×2

UNHAND

Level: 1 (Simple)

Diminished Effects: You add only your level to the opposed check.

Heightened Effects: You can affect one target plus one additional target/five levels.

UTTER THRALL

Enchantment (Compulsion)

[Mind-Affecting, Psionic, Truename]

Level: 8 (Exotic)

Diminished Effects: The duration is one day/level.

Heightened Effects: The target can be any creature size Large or smaller.

Magic Item Creation Modifiers: Single-use ×3, spell-completion ×2

VESSA KORNARI (STEAL HEART)

Necromancy [Dragon, Truename]

Level: 7 (Exotic)

Diminished Effects: The dead creature must be half your Hit Dice or less.

Heightened Effects: You do not need the dead creature's truename to use the spell.

Magic Item Creation Modifiers: Single-use ×3, spell-completion ×2

VICIOUS SUMMONS

Level: 5 (Exotic)

Diminished Effects: N/A

Heightened Effects: The dire weasel has maximum hit points as well as a +1 enhancement bonus to attacks, damage, and Armor Class.

Magic Item Creation Modifier: Single-use ×2

VIVID DISCHARGE

Level: 2 (Exotic)

Diminished Effects: The spell deals 1d4 points of damage +1 point/level (max. 1d4+5).

Heightened Effects: The spell affects the next 1d2+1 melee attacks that strike you.

WALL OF FORCE (LESSER)

As lesser eldritch wall in *Arcana Evolved*.

WARDING GLOBES

Level: 4 (Exotic)

Diminished Effects: The spell creates only one globe.

Heightened Effects: The globes inflict 3d6 points of damage, and you have a maximum of eight.

Magic Item Creation Modifiers:
Charged ×2, constant ×3

WEB SPLAT

Level: 0 (Simple)

Heightened Effects: Strength checks involved with the spell have DC 15 rather than DC 10, and the duration becomes one minute/level.

WEB STRAND

Level: 1 (Simple)

Diminished Effects: The duration becomes 1 round.

Heightened Effects: Strength checks involved with the spell have DC 20 rather than DC 15, and the duration is one minute/level.

WELTER

Level: 2 (Simple)

Diminished Effects: The spell affects one creature.

Heightened Effects: The spell's effects last for 1d3+1 rounds. The Balance check is required each round it lasts.

WINDOW TO ELSEWHERE

Level: 7 (Complex)

Diminished Effects: The viewing point is entirely random.

Heightened Effects: It is impossible for creatures in the viewed location to notice the window. You can change the orientation and angle of the window (but not the position) at your whim.

Magic Item Creation Modifiers:
Constant ×1.5, single-use ×1.5, spell-completion ×1.5

X-RAY VISION

As peer through matter in *Arcana Evolved*.

YOKE

Level: 2 (Complex)

Diminished Effects: The yoke has a +8 grapple, 10 hit points, and no hardness.

Heightened Effects: The yoke has a +16 grapple, 50 hit points, and a hardness of 4.

ZONE OF SPEED

Level: 5 (Exotic)

Diminished Effects: The slowest speed you can designate is 5 feet.

Heightened Effects: You can change the speed within the zone each round as a free action.

Magic Item Creation Modifiers:
Charged ×1.5, constant ×3, single-use ×1.5, spell-completion ×1.5

MAGIC ITEMS

Essentially, with only a very few exceptions, any of the magic items in Chapter Eight would be appropriate for a *Monte Cook's Arcana Evolved* game. In fact, using them would help provide a unique and special feel to a campaign, distinguishing it further from the core rules.

A *rod of the winds*, for instance, is sure to evoke a different kind of feel than a *rod of lordly might*. (While both are interesting, the *rod of lordly might* has a clear core rules feel attached to it.)

Finally, steer clear of items with alignment-based effects and those based on divine magic.

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CREATURES

Arcane angels and D'Stradi demons would be very rare in the lands of the Diamond Throne, but no more rare than any other type of angel or demon. Creatures of the mist would not be all that uncommon, particularly along the eastern coastline. Eye golems and magical constructs would be as common as other types of constructs, and would be found where you might expect—guarding the workshops of mages or the tombs of ancient kings. Sohr occasionally grace the skies above the Bitter Peaks and points west, as do the thunderkin. The unholy riven were certainly the creation of the dramojh, developed specifically to hunt enemy spellcasters and runechildren.

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