

Super Genius Presents

THE VILE MAGIC OF ARGONAX THE MAD



Owen K.C. Stephens

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Welcome to *The Vile Magic of Argonax the Mad*, the first product in the new *Super Genius Presents* line of books. Each of the products in this line is the strong vision of a single game designer, bypassing the normal planning, development, and revision process used for most Super Genius Games products. While we consider those processes to be a major part of maintaining a high level of compatibility, quality, and balance in our main product lines, we also know that sometimes a writer has a strong vision that doesn't exactly match the style of our company, or that the designer doesn't want to be diluted through normal development processes. In those cases, if we believe in the skill and vision of the designer, we now have the option of presenting their work without laying claim to it as part of one of our standard product lines.

While most *Super Genius Games* products are the carefully developed work of a team (even when there's only one designer, the input of the whole Super Genius staff is likely to have affected the product), *Super Genius Presents* are the editorial pages, the solo rants, and the soapboxes. As a company we're giving individual creators a chance to present their ideas more directly to the consumer. As commercial works, we'll ensure such products are professionally produced and edited, but the tone, content, and voice are largely under the control of the authors.

THE AUTHOR

Owen K.C. Stephens is an experienced and well-known game designer, with credits dating back to the late 1990s for games that focus on fire-breathing lizards and laser swords. He has worked with numerous role-playing game companies, has more than 250 RPG credits, and is currently the Lead Developer of Super Genius Games.

REFERRING TO SELF-REFERENTIAL REFERENCES

If a spell, feat or magic item introduced in this product is referenced anywhere other than its main entry, it is marked with an asterisk. For example, the new magic item *courtesan's ring** has the new spell *shrouded affliction** listed as a prerequisite. Because *shrouded affliction** has an asterisk, you know you can find it in the appropriate section of this book.

HOW TO USE THIS BOOK

The Vile Magic of Argonax the Mad is primarily designed to be used one of two ways. For groups simply looking for some new options for their campaigns with a darker feel, the book provides new magic items, feats, and spells that have a distinctly questionable moral flavor. While most of the vile magic aren't inherently evil in nature, they are most appropriate for characters who enjoy playing on the wrong side of the river and worrying their paladin friends.

For GMs interesting in adding a new background element to their games, this book includes everything needed to introduce the idea of Argonax the Mad into a campaign. A legendary, powerful, insane spellcaster who has long since died (and returned, and died, and returned...), Argonax is the sort of crazed mage who actually would combine a bear and an owl into one creature to see what the end result would be like. In addition to the background for Argonax (and the origin of both his madness and his vileness), we provide the seeds of a story arc involving the storied spellcaster and the Harbingers of Argonax, agents who seek to serve him whether he wants them to or not.

THE MAD ONE

Argonax the Mad is a legendary spellcaster who appears in myths and parables found the world over. While details of his existence, ranging from his race to the timeline of his life, vary in these tales, they all agree on a single point – Argonax was a powerful spellcaster who sought to rediscover what he called the art of *high artifice*. This theoretical magical study was supposedly the technique used to create artifacts by the gods and heroes of the ancient past, long lost to mortal craftsmen. While the reason for his endless quest to rediscover this art varies from story to story, the common thread of Argonax legends are his obsession to discover how to create artifacts at any cost, and the unspeakable price he paid in this quest.

One of the reasons tales of Argonax vary so wildly is that the Mad One ultimately concluded that his quest to regain knowledge long since lost to mortals would require both more than one lifetime of study, as well as access to lore and instruction from long-dead weavers of magic. Thus, he undertook what he called the College Obscura, a plan to teach himself the arts of all races and sages, not limiting himself to that known by the living or members of a single bloodline.

In its simplest form, the College Obscura called for Argonax to die at the end of his first natural lifetime, after casting a ritual that would allow him to roam the lands of the dead as an independent sapient spirit. During these deathly travels he would seek out and study at the feet of great masters of eldritch lore no longer among the living. Once he had gained all the knowledge he could from the lands of the dead, he would trigger the second part of the ritual he cast in life, and be reincarnated as a member of a new race. Through his childhood and early adulthood he would gradually regain the full memory of his previous life (and death), and be able to learn the secret lore kept by the sages of his new race. When that new life came to a close, he would again perform the College Obscura ritual, allowing him to seek out new masters of magic in the lands of the dead.

According to myth, Argonax has taken this trip through a new race's life to the lands of the dead and back into life as a member of a new race many times. No one can agree if he was originally a dwarf, or elf, or human, or dragon, though most stories agree he has been all these things many times by now. Of course, no living mind is designed to hold the knowledge gathered in a dozen lifetimes, nor to be bombarded by the racial outlooks of dozens of species; thus, in each reincarnation Argonax became a little less sane. His skills at magic are undiminished, but his memories of his past lives are, at best, blended.

Further, Argonax intends to leave no avenue unexplored in his drive to recover the art of high artifice, and as such has turned to dark and forbidden experiments in most of his lifetimes. He is credited with creating many of the hybrid monsters that plague civilization, inventing new curses, poisons, and diseases, and his failed efforts at creating artifacts are often given as the source of the most dangerous cursed magic items. Believing he must understand all aspects of magic to achieve his goal, Argonax has developed spells, hexes, and prayers designed to accomplish horrific goals for no better reason than to see if such manipulations of magic were possible. Essentially, Argonax believes that if it were possible to learn the secrets he seeks through only ethical and moral means someone would have done it

by now. Thus, to ensure he succeeds where others have failed he turns to dark arts and dreadful deeds just to record and learn from their results.

This, then, is the confused legacy of Argonax the Mad, the para-living and deathly scholar, and the creator of many horrors in the name of knowledge. Though his intent is not evil, and most of his creations are more "dreadful" or "horrific" than evil, there is good reason his research has come to be known as the vile magic. Argonax does not care what happens to his new spells and techniques after he masters them, and many can easily be turned to tyrannical and evil ends. Indeed, Argonax himself is often of goodly and

ordered alignment early in each of his incarnations, though his willingness to sacrifice anything and anyone for his own pursuits does inevitably turn him to evil as his full personality and memories develop.

Because of his many great successes in creating new ways to use magic, many unethical spellcasters spend considerable time seeking lore connected to Argonax the Mad and his Vile Magic. While it is certain that numerous of his creations have gone unaccredited to him, and some evils created by others have been placed at his feet, Argonax has gone to some lengths to ensure that he, himself, can

recognize his own work. Always fearful that he would forget some eldritch trivia that would ultimately allow him to create artifacts, Argonax in every lifetime marks his workbooks and labors with his sigil – a triangle with a bloodshot eye in the center. Similarly, his spells and incantations include signature phrases and methods of controlling magic that mark them as his work.

Of course, such marks can also be found by others, and have led to the rise of a dangerous cult. The Harbingers of Argonax are convinced that in time the "Mad Master" (as they call Argonax, not wishing to make assumptions about his race or role in his current incarnation) will become a god. They wish to be the first outsider agents of Argonax the Divine, and work to prepare the world for each of his comings, hoping that after they die, in time a newly-deified Argonax will free their souls from whatever abyss they end up in, and transform them into his angel- or demon-like outsider-servants.



THE WORKS OF ARGONAX THE MAD

In each lifetime, as Argonax comes to realize who and what he truly is, he undertakes to write a book he always calls *The Works of Argonax the Mad*. (Though he does not consider himself insane, he does see himself as beyond the morality and rationality of other mortals, and accepts the moniker bestowed upon him by those who study his history.) These books serve as his journals and workbooks, combined repositories of lifetimes of study and eldritch lore. While many copies are lost or destroyed after that lifetime of Argonax's comes to an end, enough survive to make them a known category of rare and valuable spellbook.

While the middle sections of each of the Works of Argonax are nearly identical (outlining Argonax's ultimate quest and going over some common principles of magic he has discovered over dozens of lifetimes), the beginning and end of each is unique. In most cases, the beginning of these journals appears to be written by the young stage of each of Argonax's lives, before he realizes his true nature and identity. These are generally written in whatever language was most common for scholars of the culture Argonax was born into. However, by the middle section of any of the books, the text almost always turns to Dwarven or Gnoll. The final section is always coded in arcane runes, requiring *read magic* and a DC 30 Linguistics check to comprehend.

Most Argonax scholars assume the prevalence of Dwarven as the preferred language of older versions of the book are a sign that Argonax once felt that dwarves, with their reputation as excellent crafters and artificers, were most likely to hold the secret of artifact creation. The change to Gnoll is more puzzling. The two prevailing theories are that either Argonax found something about the harsh nature of the gnolls' native tongue to be particularly appropriate for expressing his darker ideas on magic, or that he chose it as a security measure (because gnoll spellcasters are fairly rare and not much of anyone else bothers to learn the language).

Every copy of the Works of Argonax the Mad includes enough information for a character studying one to take the Craft Curios of Argonax feat (see Vile Feats, later in this product). Each also includes 2-12 spells of 1st-4th level from a single class (representing whatever class Argonax chose to learn in that lifetime) and 2-8 spells of random classes and levels researched by Argonax (use the Vile Spells, presented later in this product, to fill in these options). The final section of each

book always includes one new discovery not found in any other copy of *The Works of Argonax the Mad*.

While Argonax himself never seeks out his old workbooks, they are common goals for other arcanists, artificers, and researches – especially the Harbingers of Argonax.

ARGONAX THE OUTSIDER AND THE COLLEGE OBSCURA

Toward the end of his first lifetime, Argonax concluded that no existing tome or school could teach him the powerful mystic rituals he was consumed with learning, and no divination would be able to reveal it. Rather than allow this obstacle to bring his quest to a close, Argonax decided to overcome even this impediment. He devised a method for searching through the knowledge of lost libraries, communing with long-dead spellcasters, and discussing his question with forces beyond the reach of mortal beings. Though the full details of his plan has never been unveiled, it is known to have centered around a form of the *pale return* spell (a variation of *reincarnate*, that automatically brings its subject back to life in a new body after a set amount of time after his death, detailed in **Vile Spells**). Though *pale return* reincarnates subjects as adults, in Argonax's ritual this is modified to have him reborn as an infant, allowing him to experience a full life as a new species. Argonax is also born without knowledge of who and what he is, though his true personality and memories eventually return.

Thus, Argonax began what his later journals called his tenure in the College Obscura. He would spend a lifetime as a member of a new species, seeking to understand all the lore and faculty available to spellcasters of that race. When he died of old age (or, more often, was slain), he spent time in the afterlife seeking out the learning of long-deceased masters of magic, traveling from plane to plane as a free-roving entity. After learning enough that he felt another effort at creating artifacts was needed, Argonax would reincarnate himself as a new being, beginning a whole new mortal life.

When not alive, however, Argonax is essentially an outsider, a creature native (though temporarily) to the outer planes. As an archmage and master spellcaster many times over, Argonax always takes the form of a powerful outsider, generally the equivalent of an asurendra, balor, olethrodaemon, pit fiend, pleroma, solar, or titan – though Argonax is not truly any of those things. A maddened soul driven by its own needs, the



Outsider Argonax is never of good alignment, and is rarely lawful. In addition to such creatures' normal powers, the Outsider Argonax has spell-like abilities equal to four spells of every spell level (drawn from any spell lists), each of which can be used once per day as a swift action. This increases the CR of the Outsider Argonax by +4.

Characters powerful enough to seek Argonax during this phase of his life cycle will find him no less dangerous or driven than his most powerful mortal forms. Like most powerful outsiders, he can be bargained with, but the only thing that ever interests him as payment is some bit of mystic lore previously unknown to him. The more obscure and powerful the magical knowledge, the more aid the Outsider Argonax will grudgingly offer in return, though he never makes permanent alliances, and dislikes being taken from his studies for prolonged periods.

THE HARBINGERS OF ARGONAX

"The Harbingers of Argonax" is a title given to the loose coalition of independent cults and pro-Argonax factions within other groups who believe Argonax is destined to not just succeed at creating artifacts, but that when he does so he will achieve the highest rank of godhood. They in turn believe that when he does so, having existed as a member of every race, every social class, every gender, and every occupation, he will be uniquely qualified to judge every creature in existence. The Harbingers believe Argonax will eventually become an ur-divinity, the force that decides what elements of the universe are worth keeping, before reshaping all of creation in his own image.

Obviously, the Harbingers desire to be worthy of surviving to see that new reality. They believe the best way to do that is to aid their "master" (who has never

taken any particular interest in their beliefs or efforts) in accomplishing his goals, and to warn those who are “enlightened” enough to understand what is coming that only those who aid the Harbingers are likely to survive.

Harbingers come in many different forms, from primitive shamans already worshipping Argonax as a spirit totem to erudite scholars of magic who see his eventful ascension as a mathematically likely outcome. The exact origins of the groups are unknown, though most who have studied them agree that Harbingers are the inheritors of a confused and inconsistent theology most likely passed down from former apprentices of Argonax’s many previous lives. Others contend that the Harbingers are themselves an experiment of Argonax’s, an intentionally false religion created and periodically nurtured by him in an effort to see if being worshiped as a god is the missing link to his ultimate goal. If this later is true, it’s certainly an experiment Argonax is willing to allow to run over many generations.

Very little unites different groups of Harbingers. Indeed, even groups with similar backgrounds and beliefs seem more likely to splinter after reaching a size in excess of a few dozen members than to grow towards a larger unified organization. Some Harbingers believe they must seek out Argonax’s old workshops and towers, and preserve the lore therein to offer to their master when he is ready for it. Others believe they should destroy all traces of the Mad One’s work, to ensure that no one but he has access to it. Yet others wish only to recreate the ritual that allows Argonax to be reincarnated over and over, so they can sync with his multiple life cycles and serve him in every lifetime. Some Harbingers are fanatically devout, while others consider their beliefs to be something worth taking into consideration from time to time. Indeed, different groups of harbingers are as likely to fight among themselves as to come in conflict with other organizations.

One of the rare common elements of Harbinger groups is a belief that all thinking forms of life are equal, as embodied by their master’s willingness to take the form of anything that might have an insight into artifact creation. While this egalitarian stance is sometimes hailed by lovers of liberty and fairness, it does not come from a place of compassion, nor does it drive Harbingers to work towards equality for all creatures. Instead it is much more of a mantra, a declaration that all creatures can make more of their state of being if they have the drive and will to do so, and thus those who do not are to



be blamed for their poor conditions. To the Harbingers, the fact that every thinking creature is equal is proof that slaves have failed to live up to their potential, and serfs have chosen a life of drudgery over the struggle to become great. Harbingers don’t think each individual should be able to take on the world – after all, a single creature of value can still be outnumbered by other beings of equal ability – but they reserve their sympathy (and effort) for those who have improved their life by some noteworthy degree regardless of how bad their situation was when they are born.

If all the world’s Harbingers were willing to work together toward a single goal, they would be a nearly unstoppable force. Luckily for everyone else, the Harbingers are no more impressed with the superiority of their own senior members than with any other “equal” creature, and different groups of Harbingers often have very different ideas about how Argonax’s coming can best be prepared for. While Harbingers who are efficient, intelligent, and charismatic can bring dozens of less-accomplished members of their cult to work toward a single goal, this requires the leading Harbinger to form a personal relationship with each lesser Harbinger under his control. The best and most powerful Harbingers can command groups that number in the dozens, but none can ever hold a larger group together for long.

Harbingers can serve as a source of Argonax lore for players to trade with and learn from, or constant foils seeking to prevent PCs from ever gaining access to any of his secrets. Their purposes and methods can be twisted to match the needs and style of any campaign, and there’s nothing inconsistent with different groups of harbingers acting in totally opposed manners.

USING ARGONAX THE MAD IN YOUR CAMPAIGN

Since Argonax the Mad can be any race, any class, any gender, is pretty well impossible to permanently kill, and can vary from an innocent not even aware of his true identity to a raving madman willing to burn the world to achieve his goals depending on where in his current life-cycle he is, he can be easily added to your campaign. In fact, any NPC you have, even one you're already introduced, can turn out to be the current incarnation of Argonax the Mad.

The easiest way to add Argonax to a campaign is to pick a powerful existing spellcaster and just decide that's Argonax. If you want to add Argonax as a new character, any spellcaster of any race, from any source, can serve as his stat block.

If you are adapting a published adventure for use in your own campaign, one way to throw a loop at your players is to slowly morph a character they think they know into Argonax. A major spellcaster, especially one the PCs hear about early in their career, may be the current incarnation of Argonax just beginning to gain access to his previous memories and goals. As the campaign progresses, the actions of the spellcaster shift from whatever plot he was involved in as his own person to the long-reaching generational goals of The Mad One. Agents of the spellcaster begin to have access to his vile magic, and the Harbingers of Argonax come to his service. What the players may have thought was just another run of a game they may even have read through becomes just the "A plot" of a much more complicated story.

If a storyline with more pathos and sympathy is desired, a GM can have a well-liked and trusted ally turn out to be the current incarnation of Argonax. At first moral and open, as the NPC begins to experience shadows of the memories of a score of lifetimes. He becomes haunted and secretive as these grow more intense. Perhaps the "true" personality of Argonax comes out when he sleeps, or is frightened or angry. In time, the NPC realizes he is turning into the new version of an immortal madman, and has very little time to prevent a total change of his character and alignment. This can even be the driving force of a long-running plot, in which the PCs must learn as much as possible about Argonax not to gain his vast power, but to prevent a good friend from turning into a power-hungry, amoral demi-mortal. For groups that

really like bizarre and emotionally charged stories, the GM might even set up one of the PCs to be the current lifetime of Argonax, doomed to eventually revert to the personality of previous lives.

Of course, the impact of Argonax can be felt in a campaign even if the Mad One himself never makes an appearance. Many popular adventure and fantasy stories revolve around trying to find some item, place, or secret left by a genius from another age. Examples of real-world inventors popularly used as the ancient genius in such stories include Archimedes, Leonardo da Vinci, and Nikola Tesla. While characters based on these geniuses can be used in a fantasy game set in a different world, it's generally better to create new characters with their own mythology and legends. Argonax is well suited for such a role, and the new rules presented in this book allow a GM to add small secrets of his to treasure troves and captured lorebooks throughout an adventuring party's career, in addition to any "ultimate secret" the GM wishes to include.

Similarly, the Harbingers of Argonax can be used as enemies or allies of the PCs without Argonax ever showing up. They make an excellent cult, driven to find caches of their reborn master's works, prepare the way for his next round of studies, and possibly even find and train the next life of Argonax. It's easy to see how they could be used as villains, ruthlessly raiding libraries for secret knowledge and building a secret power base for their master's inevitable return, but they can also serve as arms-length allies. If an evil lich seeks to take control of all magic, for example, the Harbingers of Argonax would seek to stop the lich, as their master's plans don't (to the best of their knowledge) include binding his soul forever in an undead state. Players may not trust such pragmatic motives from a cult of power-hungry mages who venerate a madman, but the secrets the Harbingers can offer may make them too useful to refuse.

VILE MAGIC ITEMS

As might be expected of someone trying to create artifacts, Argonax in his many incarnations has created a lot of magic items and developed several new kinds of abilities for magic items. Many scholars believe Argonax is responsible for at least a few of the "standard" magic items as well (*vicious weapons* are often attributed to him), but that he developed those creations so long ago that they have been "standardized" by generations of successive artificers.

More recent inventions of Argonax, on the other hand, are much rarer, and often have odd quirks associated with the fringe nature of his more contemporary studies. Those items created using one or more of Argonax's unusual methods are often referred to as "Curios of Argonax the Mad," even if someone other than Argonax actually creates them.

CRAFTING THE CURIOS OF ARGONAX

Most of the items designed by Argonax can be created using just the appropriate Craft feats, as long as you are aware of the existence of such items. For example, it's possible to craft a *tyrannical chain shirt* as long as you have the Craft Magic Arms & Armor feat and are aware of the existence of the tyrannical magic armor ability. Each GM must decide how common knowledge of these items is, but the default assumption is that a character must either have access to such an item for study, or have one of *The Works of Argonax the Mad* that outlines how such an item is created. A GM may decide to allow all vile items to be created without special knowledge, or limit them to only characters with an appropriate tome of study and/or the Craft Curios of Argonax feat.

THE POWERS OF THE CURIOS OF ARGONAX

Magic items created by Argonax in one of his many lives (or those created using his exact techniques by students of his legacy) sometimes have extra powers in addition to their "normal" qualities. In many cases these side-powers are an intentional effort to bind multiple magics together, one of the primary means Argonax uses to attempt to create true artifacts. In other cases the experimental nature of the methods Argonax uses to create items has an unexpected consequence, resulting in magic abilities with no connection to the item's primary function.

Any magic item that uses the vile magic of Argonax (including all the vile special armor and weapon abilities presented later in the book, all eldritch lense, magic items created with a feat presented in the book, and those created with a spell from this book as a prerequisite) have a 10% chance to also have a random secondary magical property. If an item was created by Argonax himself, in any of his incarnations,

this doubles to a 20% chance. These properties are an intrinsic part of these items' functions, and cannot be removed from the items with any magic short of *miracle* or *wish* (and even these are ineffective against minor artifacts with vile side effects). Abilities and powers granted to the wielder only function while the item is in the character's possession (though not necessarily in hand), unless they specify they are permanent changes. Unless otherwise specified, permanent changes act like curses from a *bestow curse* spell at 21st caster level.

To determine what vile side effect a magic item created with the lore of Argonax has, roll on the table below.

Table: Vile Side Effects (Roll 1d100)

- 01.** Item glows as brightly as a torch at all times. If its light is somehow concealed, the item stops working until the light is again allowed to shine freely.
- 02.** Wielder can switch gender once per day, at dawn or dusk. (10% chance wielder automatically changes gender at dawn and dusk).
- 03.** Wielder can eat rotten, spoiled, and moldy food as if purify food and drink had been cast on it.
- 04.** Wielder can speak to rodents as if using speak with animals, but suffers a -5 penalty to all Charisma-based ability and skill checks with rodents. (10% chance that this also applies to one additional common animal type, such as cats, dogs, hawks, or horses).
- 05.** Wielder gains darkvision, with a range of 5 feet.
- 06.** Wielder gains a +4 bonus on all Charisma-based ability and skill checks, and a -4 penalty to all saving throws against mind-affecting charm and compulsion spells.
- 07.** Wielder gains Craft (Cheesemaking) as a bonus skill, with one rank/level.
- 08.** Wielder smells strongly of lilacs (creatures with scent ability gain a +4 bonus to find the character if they are aware of this trait, and a -4 penalty to do so if they are not).
- 09.** Wielder's eyes change color permanently as soon as the magic item is used. Roll 1d8:
 1. Random metallic color.
 2. Random gemtone.
 3. Random primary or secondary color.
 4. Rainbow striped.
 5. Random animal fur pattern.
 6. Pearlescent.
 7. White (50%) or black (50%).
 8. Poka-dots, roll twice for background and dot colors.
- 10.** Wielder's hair changes color permanently as soon as the magic item is used. Roll 1d8 and see power 09 for colors.

11. Wielder's skin changes color permanently as soon as the magic item is used. Roll 1d8 and see power 09 for colors.

12. Any clothing, armor, or jewelry worn by the wielder changes color to match the item. Roll 1d8 and see power 09 to determine that color. New clothing or items change color to match after 1d4 weeks.

13. Wielder tastes terrible. Creatures that successfully bite the target take a -2 penalty on attack rolls to do so again.

14. Wielder gains the benefits of 8 hours of sleep in 2 hours, but only once per day.

15. Wielder requires 12 hours of sleep to gain the benefits of 8 hours, but heals at three times the normal healing rate if such sleep is achieved.

16. Wielder casts necromancy spells at +1 caster level, and all other spells at -1 caster level.

17. Wielder gains endure elements and a dodge bonus to AC equal to 1/3 his level, but only when the wielder is gaining no armor or shield bonus to AC from any source, and has less than 10% of their body covered by apparel of any object whatsoever.

18. Wielder catches on fire any time he takes fire damage in excess of its Constitution modifier.

19. Wielder suffers the sickened condition for 1d12 hours any time it fails a saving throw against a cold effect.

20. Wielder permanently loses sense of taste.

21. Wielder permanently loses sense of smell.

22. Wielder permanently loses sense of touch.

23. There is a 1% chance that the duration of any enchantment (charm) spell the wielder casts on subjects of the opposite gender with less than half the wielder's HD becomes "instantaneous."

24. Wielder gains a +4 bonus on saves against poison, and a -4 penalty on saves against hexes.

25. Wielder's skin permanently becomes smooth, white marble. Wielder always acts as if in heavy encumbrance, gains DR 3/—, and is immune to petrification.

26. Any time the wielder rolls a natural 1 on a saving throw against a damaging effect, the wielder's nonmagical clothing is destroyed.

27. Randomly determined body part of the wielder becomes unusually large, granting a +2 circumstance bonus to one skill of the GM's choice.

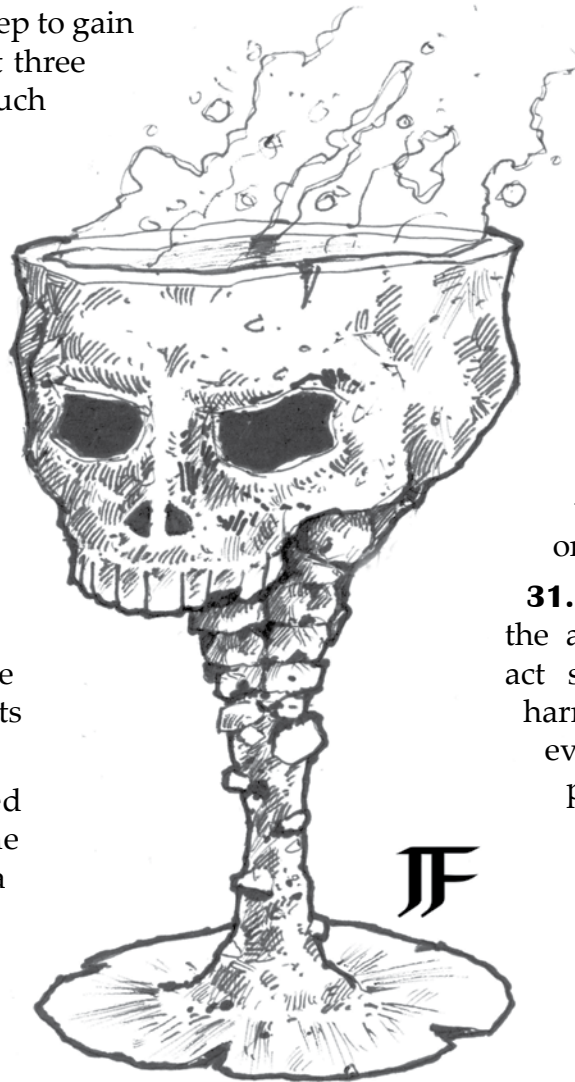
28. Wielder becomes permanently able to breathe water.

29. Wielder permanently gains a wracking cough. Any natural roll of a 1 on a skill check (the die roll shows a 1) is an automatic failure, and results in loud coughing that lasts 3d4-5 minutes (minimum 1) and inflicts a -4 penalty to all the wielder's skill checks.

30. Wielder permanently gains wild empathy (as a ranger), but only with squirrels.

31. Wielder permanently gains the ability to have head and body act separately. Wielder cannot be harmed through decapitation (not even by a vorpal weapon), but if pinned a successful CMB check can remove the head, leaving wielder's body unable to act except to place the head back on (as a standard action) if body and head become adjacent. The head functions normally while separated from the body.

32. Wielder gains ability to speak 1 randomly-selected language. (There is a 50% chance the language is gnoll.) The item always grants the same character the same language, even if the item is lost and later reacquired. (10% chance one of the wielder's known languages permanently changes to a new random language when the item is first used.)



33. The wielder gains scent, but the sense only works against cats. (10% chance it works against another common animal type).

34. Wielder's blood can heal. Any creature that successfully deals hp damage to the wielder with a bite heals 1/3 of the damage done.

35. Whenever the wielder sleeps, there's a 10% chance he is affected by a nightmare (as the spell) for that night.

36. As above, but the nightmares may become real. Each night of a nightmare, there is a 25% chance creatures leap from the wielder's dream and attack anyone nearby except the wielder. Treat this as a random summon monster spell of a level equal to 1/3 the wielder's HD.

37. Each day, the wielder gains 1 cp, placed randomly in his bags or pockets.

38. Each day, the wielder loses 1 gp, taken randomly from his bags or pockets.

39. Each day, the wielder gains 1 gp, taken randomly from the bags or pockets of a nearby creature which is placed in the bags or pockets of the wielder. The creature recognizes its money, if it sees it.

40. Each day, the wielder loses 1 gp, taken randomly from his bags or pockets, which is placed in the bags or pockets of a random creature nearby. The wielder recognizes his money, if he sees it.

41. Anytime the wielder makes a Diplomacy check, there is a 10% chance the target hears it as an attempt at seduction.

42. The wielder detects as evil.

43. The wielder detects as chaotic.

44. Wielder's hair permanently turns into leaves. Wielder can gain nourishment equal to a normal meal by staying in sunlight for 1 hour.

45. Item sings whenever it is in use, and 10% of the time when the wielder is making a Stealth check. It is equal to a Perform (vocal) check of 10 + 1/3 wielder's level.

46. Item weighs half as much as normal.

47. Item weights twice as much as normal and gives wielder SR 30, but only against the feather fall spell.

48. Item seems uproariously funny to one randomly determined creature type other than humanoids. It grants efforts to amuse such creatures with a skill check a +2 bonus, and negates any bonus the creature would receive to saves against a hideous laughter spell for being of a different creature type.

49. Item is unusually tough, with double normal hardness and hit points.

50. Item is unusually fragile, with half normal hardness and hit points.

51. Item cannot be repaired with a mending or similar spells, but can be repaired with magic that restores hit points to living creatures. Item is never considered unattended.

52. The wielder can vomit up a cloud of butterflies once per day. This spell-like ability acts as an *obscuring mist*, with a duration of 1d4 rounds.

53. First time each day the wielder is attacked, the item screams like a terrified child.

54. Item randomly growls. Wielder gains a +1 circumstance bonus to Intimidate checks.

55. Item can be readied for use (drawn if it is a weapon or similar held item, donned if armor or clothing) as a swift action.

56. Item refuses to work for a new wielder until the old wielder is dead.

57. Item must eat and drink as much as a Tiny creature. If it does not, it suffers starvation and thirst, and ceases to be magical if these "kill" it. Such items can usually survive without outside assistance when submerged in a stream or laid in a lively meadow.

58. Item recites a new, unique, scatological or sexual haiku or limerick at dawn each day.

59. Whenever item and wielder teleport, item lands 1d4 x 5 feet away from wielder's location.

60. Whenever item is in the area of a spell with "detect" in the title, there is a 25% chance the item shows as a strong aura of whatever is being detected.

61. Item makes hiccup noises randomly whenever in a church, temple, or consecrated area.

62. Wielder is randomly blown by a light breeze that ruffles his hair and any cloak.

63. Whenever used, item makes a deep sigh and releases a small amount of steam.

64. Once per day item can create a wall of paper as a spell-like ability. This acts as a wall of iron at caster level 2, but has 0 hardness and 1 hp and cannot harm or slow any creature.

65. Once per day the item can create food and water, as the spell at caster level 1, but the food is all bacon.

66. Each day the wielder is within 1 mile of at least one person he has never met before, there is a 10% chance that one random person he has never met becomes aware of his distance and direction, though this creature has no idea why he knows this.

67. Item has a 25% chance to cast guidance on its wielder as a free action in the 2nd round of each combat.

68. Wielder gains 1 temporary hit point at dawn each day. These do not stack.

69. Wielder permanently becomes dependent on sex to survive. Any day the wielder does not have sex, the effects of starvation begin.

70. Item very quietly repeats everything the wielder says.

71. Item very quietly repeats everything the wielder says in a mocking tone of voice.

72. Overnight, every night, item becomes covered in a thick, foul-smelling, mucus-like discharge.

73. When wielder is asleep, item snores loudly.

74. Item glows yellow when wielder is at 50% or less of his hp total, and glows red if wielder is at 25% or less.

75. Wielder is always clean, as if a prestidigitation had been used to clean him.

76. Wielder is always grimy, as if a prestidigitation had been used to dirty him up.

77. Wielder has the benefit of a constant unseen servant, but it is only able to put on, take off, and clean his footwear.

78. Item repeats local rumors to the wielder in an overloud whisper at random intervals. The wielder may ask the item to repeat this on command, allowing the wielder to make a Diplomacy check to gather information in 1d4 minutes. (The item divines the rumors magically, it need not have heard them itself.)

79. Creatures of the same type but opposite gender as the wielder who would normally have an initial attitude of indifferent toward the wielder are instead friendly. Creatures of the same type but same gender as the wielder who would normally have an initial attitude of indifferent toward the wielder are instead unfriendly.

80. As 79, but the opposite gender is unfriendly, and the same gender friendly.

81. If the wielder is grappled, the item loudly cries out in a language understood by the grappler that the item is being tickled, and begs the grappler to stop.

This grants the wielder a +1 circumstance bonus to Escape Artist checks to escape the grapple.

82. Wielder has difficulty telling a lie. He takes a penalty equal to 1/3 his level (minimum -1) on saving throws against effects that force him to tell the truth, and on all Bluff checks.

83. Wielder permanently gains the ability to sustain himself through bloodshed. He gains sustenance equal to a full meal and gallon of water every time he kills a living creature with an Int of 4 or higher, or one with a CR no less than 2 lower than his level.

84. Once per day, the item can produce enough cheese-toast to feed a number of Medium creatures equal to the wielder's level squared. All food not eaten in 6 hours turns to dust.

85. The first time the wielder gains a level while possessing the item, one of his skill points is automatically spent to permanently learn Gnoll. If he



already speaks Gnoll, he still spends the skill point, but instead gains a +4 bonus to all Diplomacy checks made using Gnoll.

86. Item causes one weapon of the wielder's to look as if it was designed for a creature one size category larger, though this illusion (treated as a spell with the wielder's HD as its caster level, and a spell level equal to half that) changes none of the weapon's actual values or damage.

87. Whenever the item's wielder scores a critical hit, the item gives off a triumphant trumpet call.

88. Item has the ability to cast a random 0-level spell at 1st caster level once per day. Each day there is a 10% chance it refuses to do anything else until the wielder uses this cantrip.

89. Item can detect one randomly determined intelligent monster that speaks a language. This works like a constant detect undead with a caster level of 1st, but reveals the presence of the selected monster type. When the item detects monsters of this type, it announces their presence loudly, using racially insensitive epithets.

90. Item serves as a key to a specific location on a randomly determined plane. If the wielder is the subject of a spell that takes him to that plane (such as plane shift), he may choose to arrive at the item's defined location.

91. Wielder immediately and permanently becomes immensely fat. The wielder gains +1 hp/level and a +4 bonus to his CMD, but is always considered heavily encumbered. This acts as a curse with a CL equal to the wielder's level.

92. The wielder is permanently cursed so that each morning at dawn, the wielder's gender is determined randomly. As long as this curse is not lifted, the item also grants a +2 inherent bonus to the wielder's Charisma. This otherwise acts as a girdle of opposite gender.

93. The wielder gains the ability to grow fangs and suck blood from grappled foes once per day. This works as a vampiric touch cast at the wielder's level, but it may only be used on grappled or helpless foes, and if the wielder is injured, the hit points drained actually heal him.

94. Item counts as an artifact for purposes of its interaction with spells (making it difficult to detect and dispel).

95. Item is intelligent. And (incorrectly) thinks it's funny. See the Pathfinder Roleplaying Game Core Rulebook for more information on intelligent items.

96. Item is intelligent. And depressed. See the Pathfinder Roleplaying Game Core Rulebook for more information on intelligent items.

97. Item is intelligent. And sarcastic. See the Pathfinder Roleplaying Game Core Rulebook for more information on intelligent items.

98. Wielder permanently gains cannibalistic healing. He heals hp and ability damage as if he received a full night's sleep each time he kills and consumes the heart of a living creature with an Int of 4 or higher.

99. The wielder automatically receives a saving throw to disbelieve any illusion he perceives without having to interact with it. However, if he rolls a natural 1 on this save, he will never disbelieve the illusion (if it lasts more than 24 hours, he may make one new save to disbelieve it every day). Indeed, the illusion is so realistic to the wielder, it may (depending on what actions it takes) deal 1d6 nonlethal damage to him each round, or cause him to take a -2 penalty to armor class, skill checks, or saving throws (GM's discretion).

100. Wielder does not age while item is in his possession, but all avoided aging occurs immediately as soon as item is no longer in the wielder's possession.

VILE ARMOR & SHIELDS

Argonax has designed numerous magical special properties for armor over his many lifetimes, many of which are no more vile than typical defensive enchantments. In his last few lives, however, he took a particular interest in armor that harms or punishes an attacker as much as it protects its wearer. These magic augmentations are most common among evil elves and fey, leading many Argonaxian scholars to suggest he may have been in the body of one or the other race when he created them. A less common alternative theory is that Argonax lived as an orc shaman when he created these augmentations, and they fell into elven and fey hands when he was captured and tortured by champions of the fairer races.

Attacking (Melee): The ornate suits of armor and shields of this type always have some form of weapon or creature worked into them as part of the design. Three times per day as a free action, the weapon or creature can be commanded to attack with 5 foot reach

Table: Vile Armor Special Abilities	
Special Ability	Base Price Modifier
Attacking, melee	+1 bonus
Attacking, ranged	+1 bonus
Charging	+1 bonus
Vengeful	+1 bonus
Betraying	+3,750 gp.
Impatient	+3,750 gp.
Tyrannical	+3,750 gp.
Watchful	+3,750 gp.
Retributive	+2 bonus
Betraying, Improved	+15,000 gp.
Impatient, Improved	+15,000 gp.
Tyrannical, Improved	+15,000 gp.
Nameless	+20,000 gp.
Dissipating ¹	+25,000 gp
Betraying, Greater	+33,750 gp.
Impatient, Greater	+33,750 gp.
Tyrannical, Greater	+33,750 gp.
¹ Metal armor only.	

(independently of the wearer), slashing, stabbing, smashing or biting with the wielder's base attack bonus (including multiple attacks, if the wielder's base attack bonus is high enough) and dealing 2d6 points of damage.

Moderate transmutation; **CL:** 5th; Craft Magic Arms and Armor, *summon nature's ally III*; **Price:** +1 bonus.

Attacking (Ranged): These suits of armor and shields have spines and sharp blades protruding from the surface, and must be part of a suit with armor spikes or a spiked buckler. As an attack up to ten times per day, the wearer can fire one of the shield or armor's spines. A fired spine has a +1 enhancement bonus to attacks and damage, a range increment of 120 feet, and deals 1d10 points of damage (19-20/x2). Fired spines regenerate each day.

Moderate conjuration; **CL:** 5th; Craft Magic Arms and Armor, *magic missile*; **Price:** +1 bonus.

Betraying: This armor conceals the wearer's more subtle movements, hiding small shifts of position and blurring quick motions to make them difficult to track. This grants him a +5 competence bonus on Bluff checks made to feint.

Faint illusion; **CL:** 5th; Craft Magic Arms and Armor, *invisibility*; **Price:** +3,750 gp.

Betraying, Improved: As betraying, except it grants a +10 competence bonus on Bluff checks made to feint.

Moderate illusion; **CL:** 10th; Craft Magic Arms and Armor, *invisibility*; **Price:** +15,000 gp.

Betraying, Greater: As betraying, except it grants a +15 competence bonus on Bluff checks made to feint.

Strong illusion; **CL:** 15th; Craft Magic Arms and Armor, *invisibility*; **Price:** +33,750 gp.

Charging: *Charging armor and shields* add +2d6 damage to damage dealt while the wearer is charging, including mounted charges. This damage is not multiplied on a critical hit. A *charging shield* only adds this bonus to damage done with a shield bash while charging, but does give the wielder a +4 bonus to CMB checks to make a bull rush, and to CMD against bull rushes.

Moderate transmutation; **CL:** 3rd; Craft Magic Arms and Armor, *bull's strength*; **Price:** +1 bonus.

Dissipating: Three times per day as an immediate action when struck and damaged by a melee attack, the wearer of *dissipating armor* can affect the attacker with a dispel effect. This works as a dispel magic targeted dispel option, targeted on the attacker. The wearer makes a dispel check using his total character level. This ability can only be placed on metal armor and shields. If placed on cold iron armor or a shield, the dispel check gains a +2 bonus.

Moderate abjuration; **CL:** 8th; Craft Magic Arms and Armor, *dispel magic*; **Price:** +25,000.

Table: Vile Shield Special Abilities	
Special Ability	Base Price Modifier
Attacking, melee	+1 bonus
Attacking, ranged	+1 bonus
Charging	+1 bonus
Gaze Reflecting (DC 13) ¹	+1 bonus
Vengeful	+1 bonus
Tyrannical	+3,750 gp.
Gaze Reflecting (DC 15) ¹	+2 bonus
Retributive	+2 bonus
Tyrannical, Improved	+15,000 gp
Gaze Reflecting (DC 17) ¹	+3 bonus
Dissipating ¹	+25,000 gp
Tyrannical, Greater	+33,750 gp
Gaze Reflecting (DC 19) ¹	+4 bonus
Gaze Reflecting (DC 21) ¹	+5 bonus
¹ Metal armor only.	

Gaze Reflecting: *Gaze reflecting armor* protects its wearer from gaze attacks, and has a chance to reflect such attacks back on their user. Any gaze attack made against the wearer fails unless the gazer makes a character level check (10 + gazer's total hit dice) with a DC of 13, 15, 17, 19, or 21 depending on the armor. The first time each day the gazer fails such a character level check by 5 or more, its gaze is reflected back on itself. (The gazer is still allowed any saving throw normally granted by its gaze attack). Only metal shields may be gaze reflecting.

Moderate abjuration; **CL:** 8th; Craft Magic Arms and Armor, *spell immunity*; **Price:** +1 bonus (DC 13), +2 bonus (DC 15), +3 bonus (DC 17), +4 bonus (DC 19) or +5 bonus (DC 21).

Impatient: This armor boosts the wearer's reflexes, and constantly pushes him to take immediate and decisive action. This grants him a +2 competence bonus on initiative checks. However, the wearer of *impatient armor* must also make a DC 12 Will save to ready or hold an action.



Faint illusion; **CL:** 5th; Craft Magic Arms and Armor, *cat's grace*; **Price:** +3,750 gp.

Impatient, Improved: As *impatient*, except it grants a +4 competence bonus on initiative checks, and the wearer of *impatient armor* must also make a DC 14 Will save to ready or hold an action.

Moderate illusion; **CL:** 10th; Craft Magic Arms and Armor, *cat's grace*; **Price:** +15,000 gp.

Impatient, Greater: As *impatient*, except it grants a +6 competence bonus on initiative checks, and the wearer of *impatient armor* must also make a DC 16 Will save to ready or hold an action.

Strong illusion; **CL:** 15th; Craft Magic Arms and Armor, *cat's grace*; **Price:** +33,750 gp.

Nameless: *Nameless armor* is always plain and nondescript, with no distinguishing marks or flourishes. While wearing *nameless armor*, the wearer cannot be targeted by spells or effects that require the caster to know or identify the target (such as *dream*, *scrying*, and *sending*). This does not protect the wearer from any other divination or spell effect.

Moderate illusion; **CL:** 5th; Craft Magic Arms and Armor, *nondetection*; **Price:** +20,000 gp.

Retributive: Each time the wearer of a suit of *retributive armor* is struck by a successful attack roll, the wearer gains a +1 bonus to the next attack made against that foe. If the wearer is hit multiple times before making an attack, the bonus to the wearer's next attack roll increases by +1 each time the attacker hits (to a maximum of the wearer's level/3, minimum +1). A character may only have this bonus against a single creature at a time (if a second creature strikes the character while it still has a bonus on a previous attacker, the bonus against the earlier attacker ends).

Moderate evocation; **CL:** 10th; Craft Magic Arms and Armor, *bane*, *witchfire**; **Price:** +2 bonus.

Scourge: A suit of *scourge armor* fills the wearer with outrage toward attacks from certain foes, as well as providing superior protection against attacks from those foes. Against a designated foe, the armor's enhancement bonus is +2 better than its

actual bonus. It also grants an additional +2 morale bonus to the wearer's saving throws against spells and effects from creatures of the same type.

To randomly determine a scourge armor's designated foe, roll on the following table:

d%	Designated Foe
01–05	Aberrations
06–09	Animals
10–16	Constructs
17–22	Dragons
23–27	Fey
28–60	Humanoids (pick one subtype)
61–65	Magical Beasts
66–70	Monstrous Humanoids
71–72	Oozes
73–88	Outsiders (pick one subtype)
89–90	Plants
91–98	Undead
99–100	Vermín

Faint abjuration; **CL:** 5th; Craft Magic Arms and Armor, *compel hostility, mage armor*; **Price:** +1 bonus.

Tyrannical: This armor enhances the more severe aspects of the wearer's appearance, making him appear larger and stronger, his weapons sharper, and his gear more sinister. This grants him a +5 competence bonus on Intimidate checks.

Faint illusion; **CL:** 5th; Craft Magic Arms and Armor, *alter self, cause fear*; **Price:** +3,750 gp.

Tyrannical, Improved: As tyrannical, except it grants a +10 competence bonus on Intimidate checks.

Moderate illusion; **CL:** 10th; Craft Magic Arms and Armor, *alter self, cause fear*; **Price:** +15,000 gp.

Tyrannical, Greater: As tyrannical, except it grants a +15 competence bonus on Intimidate checks.

Strong illusion; **CL:** 15th; Craft Magic Arms and Armor, *alter self, cause fear*; **Price:** +33,750 gp.

Vengeful: *Vengeful armor* is normally dark in color, and adorned with runes and symbols of pain, death, and torture. Three times per day as a swift action, you may designate a creature you can see within 30 feet. Each time that creature deals hp damage to you with a melee weapon over the next 24 hours, it takes 1 hp of damage. Any DR the target may have applies against this damage normally.

Moderate necromancy; **CL:** 9th; Craft Magic Arms and Armor, *vampiric touch*; **Price:** +1 bonus.

Watchful: *Watchful armor* is covered in images of eyes, which may be etched, engraved, or painted on

its surface. A character can sleep in watchful armor if proficient with it, even if it is medium or heavy armor. A character suffers no penalties to Perception checks while asleep in watchful armor.

Faint divination; **CL:** 3rd; Craft Magic Arms and Armor, *see invisibility*; **Price:** +3,750 gp.

VILE WEAPONS

For whatever reason, Argonax spends less time developing forms of magic weapons than he does magic armor. When he does create magic weapons, he focuses on granting weapons new forms of attack, or making them more effective for individuals who may not be experts in combat. Many of his weapon enhancements, especially those based on soul stealing and spectral attacks, are specifically outlawed in those kingdoms that are aware of their existence.

Table: Vile Melee Weapon Special Abilities	
Special Ability	Base Price Modifier
Enhancing +1	+1 bonus
Featherlight	+1 bonus
Elemental	+2,400 gp
Enhancing +2	+2 bonus
Sworn	+17,000 gp
Enhancing +3	+3 bonus
Spectral, minor	+3 bonus
Wearying ¹	+3 bonus
Soul Stealing	+4 bonus
Elemental, greater	+35,000 gp
Invincible	+5 bonus
Spectral, major	+5 bonus
¹ Bludgeoning weapons only.	

Elemental: Once per day an *elemental weapon* can blast forth a magic ray at any target within 30 feet as a ranged touch attack. The ray deals 4d6 points of acid, cold, electricity, or fire damage on a successful hit. The type of damage done by the ray is chosen when the weapon is made, and cannot be changed.

Moderate evocation; **CL:** 12th; Craft Magic Arms and Armor, any spell of at least 2nd level that deals damage of the chosen type; **Price:** +2,400 gp.

Elemental, Greater: A *greater elemental weapon* works as an elemental weapon, except it functions an additional time per day for every 4 points of the

wielder's base attack bonus, and the damage dealt is 1d6/2 wielder levels (minimum of 4d6).

Moderate evocation; **CL:** 12th; Craft Magic Arms and Armor, any spell of at least 2nd level that deals damage of the chosen type; **Price:** +35,000 gp.

Table: Vile Ranged Weapon Special Abilities	
Special Ability	Base Price Modifier
Enhancing +1	+1 bonus
Enhancing +2	+2 bonus
Sworn	+17,000 gp
Enhancing +3	+3 bonus
Spectral, minor	+3 bonus
Soul Stealing	+4 bonus
Invincible	+5 bonus
Spectral, major	+5 bonus

Enhancing: An *enhancing weapon* increases the DC of a specific special ability that can be delivered through it with a successful attack by +1, +2 or +3. For example, a +1 *enhancing (quivering palm) quarterstaff* increases the save DC of a quivering palm attack a monk makes through it. It has no effect on any attack other than a quivering palm and does not grant the ability to make a quivering palm attack. Attacks which cannot be delivered through a weapon blow, or that do not have a save DC, cannot be aided with an enhancing weapon. Alternatively, an *enhancing weapon* can enhance the DC of another of its magic properties. For example, a +2 *enhancing (disruption) mace of disruption* has a DC 16 Will save.

A ranged weapon with this ability confers it on ammunition fired, and only applies to special attacks made at range and abilities of the weapon itself.

Moderate transmutation; **CL:** 9th; Craft Magic Arms and Armor, *permanency*; **Price:** +1 bonus (+1 enhancing), +2 bonus (+2 enhancing), +3 bonus (+3 enhancing).

Featherlight: A *featherlight weapon* can be used as the weapon type it is, or as a specific weapon that deals the same kind of damage one category lighter (i.e. a 2-handed *featherlight weapon* can also be used as a specific 1-handed weapon, and a one-handed *featherlight weapon* can also be used as a specific light melee weapon).

For example, a +1 *featherlight bastard sword* can be made to act as a short sword with respect to weight and ease of use. The weapon appears to all viewers to

be a bastard sword, and deals bastard sword damage, but the wielder feels and reacts as if the weapon were a short sword. Any individual able to use either a bastard sword or a short sword with proficiency is proficient in the use of a +1 *featherlight bastard sword*. Likewise, Weapon Focus and Weapon Specialization in short sword and bastard sword apply equally, but the benefits of those feats do not stack.

Only melee weapons may be featherlight.

Moderate transmutation; **CL:** 9th; Craft Magic Arms and Armor, *feather fall*; **Price:** +1 bonus.

Invincible: An *invincible weapon* has at least a chance to harm any creature. It ignores 10 points of hardness and DR (even DR without a vulnerability), the damage it deals cannot be healed with fast healing or regeneration, and if it misses a target because of a percentile roll (regardless of what forced the percentile roll, including being incorporeal or having cover), the weapon's wielder is allowed a second percentile roll to determine success. An *invincible weapon* even has a 50% chance of striking an ethereal target (though this percentile roll is not checked twice).

A ranged weapon with this ability confers it on ammunition fired.

Strong transmutation, **CL:** 15th, Craft Magic Arms and Armor, *miracle* or *wish*; **Price:** +5 bonus.

Spectral, Major: A *major spectral weapon* is imbued with the powers of undeath and darkness. Any creature struck by a *major spectral weapon* must make a DC 18 Will save or suffer an energy drain attack, gaining one negative level. After 24 hours, the creature must make a DC 18 Fort save. If the save is successful, the negative level goes away. If it is not, the creature permanently loses one level. If a target with 5 or more hit dice takes one more negative level than he has hit dice or is killed, there is a 10% chance it rises immediately as a wraith under the control of the creature wielding the *spectral weapon*. A ranged weapon with this ability confers it on ammunition fired.

A creature immune to energy drain is immune to the effects of a *major spectral weapon*. A creature must save against a *spectral weapon* every time the weapon deals damage to it, and can suffer multiple negative levels and multiple lost levels. Each negative level forces its own Fort save 24 hours after it is gained.

Once a creature makes its will save against a *major spectral weapon's* ability, it cannot gain any more negative levels from that *major spectral weapon* for 24 hours.

A character who loses a level to a *spectral weapon* has a scar that never heals, and can always feel the wound on the anniversary of its infliction. A *spectral weapon* cannot also be defending, merciful, or holy.

Strong necromancy; **CL:** 18th; Craft Magic Arms and Armor, *energy drain*; **Price:** +5. bonus.

Spectral, Minor: A *minor spectral weapon* is imbued with the powers of undeath and darkness. Any creature struck by a *spectral weapon* on a natural attack roll of 19 or 20 must make a DC 15 Will save or suffer an energy drain attack, gaining one negative level. After 24 hours, the negative level goes away (there's no chance of the negative level being permanent). A ranged weapon with this ability confers it on ammunition fired.

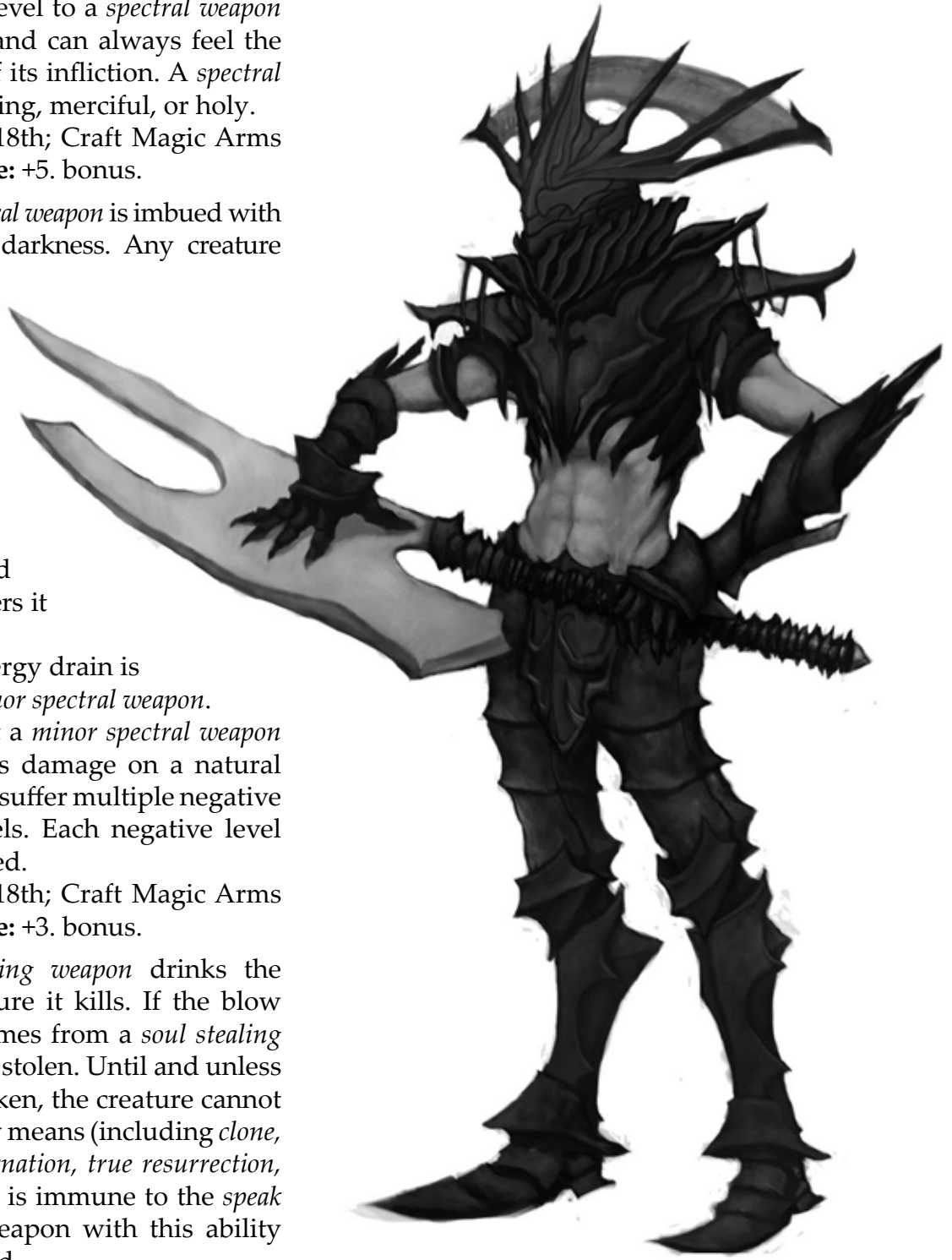
A creature immune to energy drain is immune to the effects of a *minor spectral weapon*. A creature must save against a *minor spectral weapon* every time the weapon deals damage on a natural attack roll of 19 or 20, and can suffer multiple negative levels and multiple lost levels. Each negative level fades 24 hours after it is gained.

Strong necromancy; **CL:** 18th; Craft Magic Arms and Armor, *energy drain*; **Price:** +3. bonus.

Soul Stealing: A *soul stealing weapon* drinks the immortal spirit of any creature it kills. If the blow that ends a creature's life comes from a *soul stealing weapon*, that creature's soul is stolen. Until and unless the *soul stealing weapon* is broken, the creature cannot be restored to life through any means (including *clone*, *raise dead*, *resurrection*, *reincarnation*, *true resurrection*, *miracle* or *wish*), and its body is immune to the *speak with dead* spell. A ranged weapon with this ability confers it on ammunition fired.

Once per day, the wielder of a *soul stealing weapon* can name one creature killed by the weapon and ask it two questions, as if casting *speak with dead* on the creature's complete corpse. If the *soul stealing weapon* is broken, those killed by it can be restored to life through all normal means, and their bodies become vulnerable to the *speak with dead* spell. A *soul stealing weapon* cannot also be defending, merciful, or holy.

Strong necromancy; **CL:** 18th; Craft Magic Arms and Armor, *soul bind*; **Price:** +4 bonus.



Sworn: A *sworn weapon* makes a whispered oath each time it is drawn (or fired, if a ranged weapon). The oath varies by weapon, but is generally a promise to kill the wielder's enemies. Once per day, if the wielder swears aloud to slay his target (a free action), the weapon's whisper becomes a low shout.

Against such a sworn enemy, the weapon has a +2 greater enhancement bonus, and deals an additional 2d6 points of damage (and critical multiples are increased by 1). However, the weapon is treated as

only a masterwork weapon against all foes other than the sworn enemy, and the wielder takes a -1 penalty on attack rolls with any weapon other than the *sworn weapon*. These bonuses and penalties last for seven days or until the sworn enemy is slain or destroyed by the wielder of the *sworn weapon*, whichever comes first. A ranged weapon with this ability confers it on ammunition fired.

A *sworn weapon* may only have one sworn enemy at a time. Once the wielder swears to slay a target, he cannot make a new oath until he has slain that target or seven days have passed. Even if the wielder slays the sworn enemy on the same day that he makes the oath, he cannot activate the *sworn weapon's* special power again until 24 hours have passed from the time he made the oath.

Strong evocation; **CL:** 15th; Craft Magic Arms and Armor, *sacrificial oath*; **Price:** +17,000 gp.

Wearying: A *wearying weapon* causes any living creature struck with it to have to make a DC 14 Fortitude save or become fatigued for 1 minute. A *wearying weapon* must be a bludgeoning weapon.

Strong necromancy; **CL:** 13th; Craft Magic Arms and Armor, *ray of exhaustion*; **Price:** +3 bonus.

VILE RINGS

For some reason, Argonax has never gone into much research regarding magic rings. Some scholars believe Argonax finds the symbolic ties of rings to such limits and oaths and pledges of friendship to be distasteful. Among the Harbingers, a common legend relates how early in his efforts, Argonax spoke with a powerful undead elf that had mastered all there was to know about magic rings, and concluded further study on the issue was pointless.

However, Argonax has created a few magic rings in his many lives, usually to allow him some insight into points of view he has not yet gained through reincarnation, or as defenses against the consequences of his frequent delving into forbidden and protected lore. Precisely because such rings are rare, they are highly valued prizes among Argonax enthusiasts.

Ring	Market Price
Courtesan's Ring	2,500 gp
Deathless Band	264,000 gp
Interrogator's Ring	2,500 gp
Ring of Affliction Reversal	100,000 gp
Ring of Succor	18,000 gp
Verminlord's Signet	5,000 gp

COURTESAN'S RING

Aura: faint abjuration; **CL:** 8th

Slot: ring; **Price:** 2,500 gp; **Weight:** —

DESCRIPTION

Courtesan's rings are generally made of silver-coated wire, often copper or iron, and twisted into intricate and decorative shapes. The intentional effect is to make the rings pretty to look at, but not appear so valuable as to attract unwanted attention. When a creature attempts to detect if you have a curse, disease, or poison on you or an item in your possession, it must make a caster level check with a DC equal to 10 + your HD +5, or the divination fails.

CONSTRUCTION

Requirements: Forge Ring, *shrouded afflictions**; **Cost:** 1,250 gp

DEATHLESS BAND

Aura: strong necromancy; **CL:** 11th

Slot: ring; **Price:** 264,000 gp; **Weight:** —

DESCRIPTION

Rings of this type are extremely rare, and generally only found in the possession of powerful necromancers who craft them for personal use. Each ring is a circle of lacquered bone, generally taken from a giant or dragon, etched in silver with runes of death and repose.

It takes 24 hours of constantly wearing of a *deathless band* for its abilities to affect you. Once this occurs, you act as though you are a creature of the undead type for purposes of all spells and special abilities. (You do not also act as a creature of your normal type during this time.) You do not change your ability scores, hit dice, skill points, racial abilities or proficiencies. You do gain darkvision 60 feet, immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), bleed, death effects, disease, paralysis, poison, sleep effects, stunning, damage to your physical ability scores (Constitution, Dexterity, and Strength), as well as to exhaustion and fatigue effects. You are not subject to nonlethal damage, ability drain, or energy drain, and do not breathe, eat, or sleep.

Immediately upon wearing the ring, and for 24 hours after you remove it, you are healed by negative energy (such as an inflict spell) and harmed by

positive energy (such as from a cure spell), and are not affected by *raise dead* and *reincarnate* spells or abilities. *Resurrection* and *true resurrection* can still affect you.

CONSTRUCTION

Requirements: Forge Ring, *undead anatomy III***;
Cost: 132,000 gp

**Indicates a spell found in *Ultimate Magic*.

INTERROGATOR'S RING

Aura: faint necromancy; **CL:** 5th

Slot: ring; **Price:** 2,500 gp; **Weight:** —

DESCRIPTION

These ominous rings generally take the appearance of a loop of cold iron chain. When you deal damage to a creature, you gain a +8 bonus to all Intimidate checks you make against that creature for the next minute.

CONSTRUCTION

Requirements: Forge Ring, *hex harrow**; **Cost:** 1,250 gp

RING OF AFFLICTION REVERSAL

Aura: strong abjuration; **CL:** 13th

Slot: ring; **Price:** 100,000 gp; **Weight:** —

DESCRIPTION

Once per day on command, this simple lead band automatically reflects the next affliction (curse, disease, or poison) that targets you back upon its source. This does not protect any other target caught in the affliction, only you. The original source is allowed its normal defenses against the affliction (making a saving throw if one is allowed, being protected by SR, and so on). If the original source cannot be affected by the affliction, you are still protected from it. For example, if opening a sarcophagus causes you to be affected by a bestow curse while your ring of affliction reversal is active you are protected from the curse, even though the curse cannot affect the sarcophagus.

CONSTRUCTION

Requirements: Forge Ring, *neutralize poison*, *remove curse*, *remove disease*; **Cost:** 50,000 gp

RING OF SUCCOR

Aura: moderate abjuration; **CL:** 11th

Slot: ring; **Price:** 18,000 gp; **Weight:** —

DESCRIPTION

A *ring of succor* normally has a militant appearance, often looking like a noble's signet or having heraldry embossed upon it. When you take the aid another action, as a swift action you may also cast a spell with a range of touch and a casting time of 1 standard action or less on the creature you are aiding. You may use this ability three times per day.

CONSTRUCTION

Requirements: Forge Ring, haste; **Cost:** 9,000 gp

VERMINLORD'S SIGNET

Aura: moderate transmutation; **CL:** 5th

Slot: ring; **Price:** 5,000 gp; **Weight:** —

DESCRIPTION

These rings always appear corroded and tarnished, even when first created. You may affect vermin with spells that specifically target animals, humanoids, or plants. This does mean you can attempt to affect a vermin with a mind-affecting spell, such as targeting a giant scorpion with a *charm person* spell (despite vermin normally being immune to such spells). Because of their lack of true minds, vermin receive a bonus to Will saves against mind-affecting spells equal to 1/2 their hit dice.

CONSTRUCTION

Requirements: Forge Ring, *summon swarm*; **Cost:** 2,500 gp

ELDRITCH LENSE

Among the new kinds of magic items created by Argonax the Mad are *eldritch lense* (both singular and plural), crystals that have the mystic patterns of one or more specific spells permanently etched into them. An *eldritch lense* is a magic item that allows a spellcaster to convert energy from a prepared spell or unused spell slot into the spell coded within the item. This works much like a cleric's spontaneous healing ability, but rather than converting a prepared spell into a cure spell, the magic is converted into whatever spell is within the *eldritch lense*.

Eldritch lense were developed by Argonax to solve a complex problem with his long-range plans. Through the *College Obscura*, Argonax is constantly reborn into new bodies and new lives, using each lifetime to learn secrets he might need to create artifacts. But that also means Argonax is constantly losing access to

HOW VILE ARE WIZARDS WITH CURE LIGHT WOUNDS?

The existence of *eldritch lense* inevitably leads to some blurring of the lines between the roles of different spellcasters. At its most basic level, this becomes a question of what happens when clerics gain access to *magic missile* and wizards to *cure light wounds*. How balanced is it for a cleric to have access to spontaneous *magic missiles* for 10,000 gp?

To answer that question, let's compare an *eldritch lense* with *magic missile* to a *staff of magic missiles* and see if they are balanced against each other.

- The staff costs 3,200 gp, has 10 charges, can be recharged with 1 spell/day, and uses the cleric's ability scores, feats, and level to determine the spell's effect. The cleric can only use the staff with a successful DC 20 Use Magic Device check. The cleric could buy an item that grants +10 to UMD check (meaning on average he'd hit a DC of 20) for 10,000 gp. Since that applies to all UMD checks, it seems reasonable to allow one that applies to only staves for 5,000 gp. (A GM might well never allow such an item into his campaigns, but pricing it remains a useful measure of comparative power).
- The *eldritch lense* costs 10,000 gp, uses the cleric's spell slots, and uses the cleric's ability scores, level, feats, and abilities to determine spell effect.

It's important to note that an *eldritch lense* gives a character more options, but doesn't increase the total number of spells he can use each day. A magic staff, however, can be used for 10 extra magic effects during a particularly difficult encounter, extending the total number of effects the character can create in a pinch. Of course, it then takes up to 10 days to recharge the staff, but that still represents additional power a character can pull out when needed. The *eldritch lense* does have the advantage that it uses all of the character's spell-affecting abilities, but that's not usually going to be relevant when a character chooses a spell from a different class.

So while the *eldritch lense* seems slightly more useful than the staff of *magic missiles* plus a UMD skill-booster, it also costs around 20% more. If a GM decides the *eldritch lense* is more than 20% more useful, he can simply hike the cost of the item by whatever percentage matches his perception of *eldritch lense's* increased utility.

A GM can also decide to introduce a few *eldritch lense* into a campaign that have spells that are less ubiquitous than *cure light wounds* or *magic missile*, and without allowing the PCs to craft their own. Since creating an *eldritch lense* requires at least two feats and access to either a third feat (Craft Curio of Argonax) or an item (one of The Works of Argonax the Mad) it's easy to justify their existence as rare oddities regardless of the amount of money PCs have to buy items, and to ensure PCs can't make or custom-order specific kinds of *eldritch lense*.

the spells and powers of his previous incarnations. If Argonax is currently a goblin witch, and he believes his hex powers must be combined with the spells he knew as an orc oracle, he cannot easily test those combinations without some way of using oracle spells in his new body. With *eldritch lense*, Argonax could access the spells of any previous life, though often he was required to amass vast wealth in order to construct the *eldritch lense* he required.

Though intended only for his own use, as with many of Argonax's unique mystic creations, *eldritch lense* were often copied or emulated by those who found them on a corpse of Argonax's previous lives, or who acted as apprentices or colleagues to Argonax

as he regained his memories in a new life. Slowly but surely, the secret of their construction and use has spread, and while they are still far from common there are likely at least a dozen or so spellcasters who currently understand their creation.

Physical Description: All types of *eldritch lense* are small gems, generally translucent, which have been mounted on metal frames designed to hold them to the palm, back of the hand, or wrist. Most have loops of silver, gold, or more rarely iron, connected by wires or fine chains to form a delicate frame wrapped around the wielder's hand, but a small percentage are mounted onto metal gauntlets. Regardless of how it is mounted, an *eldritch lense* uses the hand slot, and

thus cannot be worn with magic gloves or gauntlets. Up to two *eldritch lense* can be worn (one on each hand) at a time. *Eldritch lense* weigh between a tenth and half a pound, and have 5 hit points, hardness 10 and a break DC of 26.

Activation: An *eldritch lense* is activated by casting a spell which fuels the magic of the lens. All vocal, somatic and material components of the spell within the *eldritch lense* must be completed, and any required spell focus must be present. Using an *eldritch lense* acts exactly as if the user were actually casting the spell within the lens, and provokes an attack of opportunity unless the user casts defensively.

Special Qualities: Roll d%. A result of 91-100 indicates the *eldritch lense* has a special power (see **The Powers of the Curios of Argonax**, above). A result of 100 indicates the *eldritch lense* is also intelligent (use the standard rules for intelligent magic items to determine its Int score, Ego, any special powers, and additional cost).

Powers: An *eldritch lense* is a special kind of use activated magic item, in that the wielder must actually attempt to cast the spell stored within it and expend a spell slot or prepared spell of at least the stored spell's level in order to activate it. This is different from a spell trigger item in that the wielder need not have the *eldritch lense's* spell on his class list. Since the action required to activate an *eldritch lense* is to cast a spell, it is treated in all ways as spellcasting (subject to attacks of opportunity, counterspelling, and even Spellcraft checks to identify what spell is being cast from the *eldritch lense*).

When used, an *eldritch lense* casts a spell stored within it at the caster level of the character activating it. Any class ability, feat, or special ability the caster has that affects how the spell functions (such as Spell Focus, Spell Penetration, or the bloodline arcana of an infernal bloodline sorcerer to increase the DC of charm subschool spells by +2) affects the spell from the *eldritch lense* normally. *Eldritch lense* must be worn for 24 hours before they begin to function, and if removed must be worn for another 24 hours before working again.

For example, a *lense of storms* is an *eldritch lense* with *call lightning storm* and *control weather*. Its wielder may expend a 5th-level or higher prepared spell to cast *call lightning storm* at his caster level, and a 7th-level or higher prepared spell to cast *control weather* at his level.

Creation: *Eldritch lense* may be created by a character with either the Craft Rod or Craft Staff feats and Craft Wondrous Items, as well as either one of the Works of Argonax the Mad (see **Argonax the Mad**, above) or the Craft Curio of Argonax feat (see **Vile Feats**, below). These prerequisites cannot be bypassed by increasing the Spellcraft DC needed to create the *eldritch lense*.

The cost of an *eldritch lense* is (spell level +1) x 5,000 gp for the highest-level spell bonded to it. The second spell in the same *eldritch lense* costs 125% full, and each additional spell costs 150%. Since an *eldritch lense* requires any material components or spell focuses required by its bonded spell to be present when it is used, the cost of these things is paid only once as part of item creation.

Thus the *storm lense* costs (7+1 x 5,000 =40,000 for the *control weather*, plus 3+1 x 5,000 =20,000 x 1.25 = 25,000 for the *call lightning*) 65,000 gp.

Specific Lense

The following lenses are examples of what can be done with the *eldritch lense* rules.

BATTLE LENSE

Aura: moderate evocation; **CL:** 8th

Slot: hand; **Price:** 52,500 gp; **Weight:** —

DESCRIPTION

These *eldritch lense* have a sliver of sapphire cat's-eye set in a collection of hinged rings. They give access to the following spells:

Magic missile (1st)

Shield (1st)

Shocking grasp (1st)

True strike (1st)

CONSTRUCTION

Requirements: Craft Rod or Craft Staff, Craft Curio of Argonax or a copy of one of The Works of Argonax, Craft Wondrous Item, *magic missile*, *shield*, *shocking grasp*, *true strike*; **Cost:** 26,250

FIRE LENSE

Aura: moderate evocation; **CL:** 8th

Slot: hand; **Price:** 32,250 gp; **Weight:** 0.25 lbs.

DESCRIPTION

These *eldritch lense* are constructed from bright red agates with streaks of yellow running through them,

set in wire loops of iron connected to finger-caps.

These lense give access to the following spells:

Burning hands (1st)

Fireball (3rd)

CONSTRUCTION

Requirements: Craft Rod or Craft Staff, Craft Curio of Argonax or a copy of one of The Works of Argonax, Craft Wondrous Item, *burning hands*, *fireball*; **Cost:** 16,125 gp.

LENSE OF STORMS

Aura: strong transmutation; **CL:** 13th

Slot: hand; **Price:** 65,000 gp; **Weight:** 0.25 lbs.

DESCRIPTION

These *eldritch lense* have a cloudy quartz crystal with chains and finger-rings of etched silver. They give access to the following spells:

Call lightning (3rd)

Control weather (7th)

CONSTRUCTION

Requirements: Craft Rod or Craft Staff, Craft Curio of Argonax or a copy of one of the Works of Argonax, Craft Wondrous Item, *call lightning*, *control weather*; **Cost:** 32,500 gp.

LENSE OF THE WANDERER

Aura: moderate conjuration; **CL:** 9th

Slot: hand; **Price:** 67,500 gp; **Weight:** 0.5 lbs.



DESCRIPTION

These rare *eldritch lense* have a cluster of several gem chips mounted in a bronze gauntlet (normally built for a left hand, though 20% are built to be worn on the right hand). These lense give access to the following spells:

Plane shift (5th)

Teleport (5th)

CONSTRUCTION

Requirements: Craft Rod or Craft Staff, Craft Curio of Argonax or a copy of one of the Works of Argonax, Craft Wondrous Item, *plane shift*, *teleport*; **Cost:** 33,7500 gp.

PEACE LENSE

Aura: moderate conjuration; **CL:** 8th

Slot: hand; **Price:** 72,500 gp; **Weight:** 0.1 lbs.

DESCRIPTION

An *eldritch lense* of this type has a polished white marble button run through with golden veins, hooked to hinges and rings. These lense give access to the following spells:

Lesser restoration (2nd)

Remove disease (3rd)

Neutralize poison (4th)

CONSTRUCTION

Requirements: Craft Rod or Craft Staff, Craft Curio of Argonax or a copy of the Works of Argonax, Craft Wondrous Item, *lesser restoration*, *remove disease*, *neutralize poison*; **Cost:** 36,250 gp.

SAGE LENSE

Aura: moderate divination; **CL:** 8th

Slot: hand; **Price:** 27,250 gp; **Weight:** 0.5 lbs.

DESCRIPTION

These *eldritch lense* have a cat's-eye set in a web of steel chains. They give access to the following spells:

Identify (1st)

Augury (2nd)

CONSTRUCTION

Requirements: Craft Rod or Craft Staff, Craft Curio of Argonax or a copy of one of the Works of Argonax, Craft Wondrous Item, *identify*, *augury*; **Cost:** 13,625 gp.

THE VILE ART OF MINOR ARTIFACT CONSTRUCTION

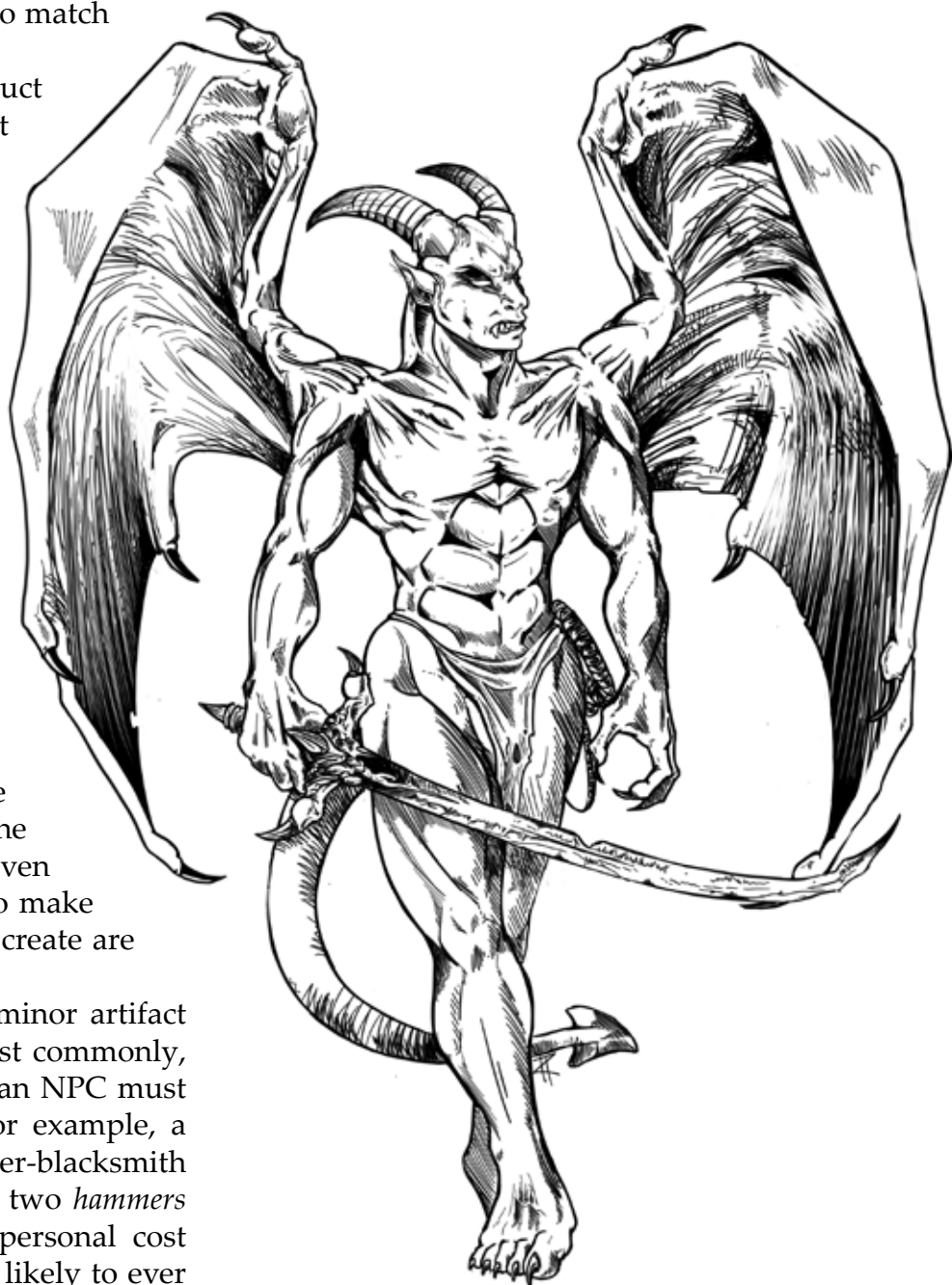
In most campaigns, there are objects of magic that exceed the power limits of normal magic items. Known as artifacts, these incredibly potent devices are beyond the capabilities of normal mortals. No matter how powerful a wizard, regardless of a cleric's devotion or the size of his congregation, irrespective of a psion's mental acuity, no normal mortal can make an artifact. Even Argonax the Mad, despite spending lifetimes in search of such knowledge, has yet to unlock the art of creating items to match the unequaled power of true artifacts.

He has, however, learned to construct relics and heirlooms just short of that power, those that fall in the realm of minor artifacts. While Argonax himself sees this as a failure of his ultimate quest to create full artifacts, it is considered an amazing accomplishment by those few scholars and members of the harbinger cult who are aware of it. Though Argonax himself almost never creates minor artifacts anymore (having concluded that his methods for doing so cannot be scaled up to more powerful items) there do exist other beings able to do so. They are few and far between, often existing no more frequently than once per generation. The price for such creation is high, even for these powerful beings, so they engage in the act of artifact creation only rarely. Not even archmages and demigods can afford to make such things lightly, and those they do create are often closely guarded tools.

In most cases, a GM will use the minor artifact creation rules in one of two ways. Most commonly, they are guidelines for how powerful an NPC must be in order to create such objects. For example, a famous dragonblooded dwarven sorcerer-blacksmith might be legendary for having forged two *hammers of thunderbolts*. Because of the great personal cost involved in doing so, the artificer isn't likely to ever

do so again, but PCs may seek him out for advice or be hired by him to recover the weapons he forged a century ago. Because the GM has solid rules for what it takes to create the *hammers*, he can present a consistent and believable NPC to his players. If the players are aware of these rules, they have a sense of the powers such a character must wield.

The second, and much less common, use for minor artifact creation rules is to allow PCs to make such things. Obviously this is only relevant in the most epic of campaigns. Even in such high-powered games, making minor artifacts is a costly, time-consuming and dangerous endeavor. The most appropriate use for PC minor artifacts is to change the tone of a campaign from one of heroic action to behind-



the-scenes manipulations, and the construction of a legendary object for one specific purpose.

When considering if he wants to allow PC minor artifact creation, a GM should familiarize himself with just what minor artifacts exist, and how potent they are. Minor artifacts are far and away more powerful than even epic magic items, but they have powers and abilities in keeping with the general capabilities of epic characters. An archwizard with a *staff of the magi* is extremely powerful, but he's still in the same ballpark as other 20+ level characters.

MINOR ARTIFACT RULES

Minor artifacts have a few universal powers. They are extremely resilient, with hardness scores ranging from 10 to 50 and ten times the hit points of mundane objects of the same size and manufacture. Many can only be destroyed in one specific manner, in which case this is detailed in the minor artifact's description.

Numerous spells and magic effects specify they do not function on artifacts – this is true of both major and minor artifacts. If in doubt about a spell or power's ability to affect a minor artifact, give it a power level check (d20 + caster level) against a DC of 40.

ARTIFACT CREATION

To create a minor artifact, a character must take the Create Minor Artifact feat (see **Vile Feats**, below). This allows him to make one specific kind of minor artifact (which must be approved by the GM, see the *Pathfinder Roleplaying Game Core Rulebook* for examples of minor artifacts). The character may make this minor artifact multiple times, though the personal cost is huge. If the character cannot meet the prerequisites for the feat after taking it (if his loss of ability scores, feats, or skill points removed one of his prerequisite qualifications, for example), he cannot make minor artifacts until he once more meets the prerequisites.

Before the minor artifact can be created, the character must meet certain prerequisites. These represent the fulfillment of rituals, the acquisition of special materials, and the arranging of the correct astrological and planar conjunctions for a minor artifact's creation to be possible. The creator must declare he is working towards a minor artifact's prerequisites, and then cast a *miracle* or *wish* (or use the psionic power *genesis*, if psionics are in use in the campaign). The creator must do this himself, he

cannot have someone else do it for him. Additionally, a 9th level spell or power of the same school as the minor artifact must be cast, again by the creator.

After that, the creator has altered reality in such a way that the gathering of materials and formation of conjunctions becomes possible. The creator must earn a minimum of 5,000 experience points per caster level of the minor artifact (all minor artifacts have a minimum caster level of 16). The GM need not plan specific adventures for this – the required 9th level spells and powers prepare the way for the creator, and whatever adventures he then undertakes automatically set the conditions for him to gather the materials and discover or create the special circumstances he requires.

The minor artifact creator may then begin the actual crafting work. This requires him to spend gp equal to the CL of the artifact multiplied by 50,000. He must work on the artifact for one day per 10,000 gp spent. This working time may be interrupted, but only complete and uninterrupted 8-hour days of work count toward the creation process. At the end of this time, the character must make an appropriate DC 30 Craft or Knowledge check (determined by the GM, based on the properties of the minor artifact) as well as a DC 30 Spellcraft check at the end of the creation process. If the checks both succeed, the crafter gains 1d4 negative levels, and the minor artifact is successfully created. If the check fails, half the money spent is lost, and the time to create is extended by 50%.

Each time a character successfully creates a minor artifact, the crafter has his choice of having one ability score reduced by one, losing one feat, or losing 1d6 skill ranks in randomly determined skills. These losses are permanent, and cannot be healed, restored, or reversed by anything short of direct divine intervention. Nothing can prevent these losses (if the loss is somehow prevented, the minor artifact is not created and all money and work is lost). The magics that make artifacts, even minor ones, go beyond the power of even the most powerful mortal spells to restore.

Even taking the Create Minor Artifact feat can change a creature. Any character who dies after taking the Create Minor Artifact feat may, if it wishes, turn itself into a minor artifact. If the character does this, the character is permanently destroyed forever, and cannot be restored through any means (including *reincarnation*). The creature makes DC 25 Fort and Will saves (using the bonuses it had while alive). If the saves are a success, a minor artifact is created out of the

creature's remains (often a hand or eye, but sometimes some other object on his body is imbued with the artifact power). The GM decides what the nature of this artifact is, and it need not be the same minor artifact as the character was able to create while living.

If the creator was 20th level or higher, and was killed by the violent action of a creature of similar level, there is a 10% chance a major artifact is created with this option, rather than a minor artifact.

A VILE LESSER ARTIFACT

Despite knowing how to do so, given the vast time and resources required to do so, Argonax the Mad doesn't spend much time making minor artifacts. In fact, most of the minor artifacts he creates are failed efforts at making major artifacts. However, he has created unique minor artifacts on a number of occasions over the centuries, and most continue to exist. The most common of these is the *Cyclopean Helm*, which is treasured as an unholy relic by the Harbingers of Argonax. The Mad One himself is never found with such an item in his possession, as he considers them yet another sign of his failure.

CYCLOPEAN HELM OF ARGONAX (MINOR ARTIFACT)

Aura: strong conjuration (healing); **CL:** 20th

Slot: head; **Weight:** 8 lbs.

DESCRIPTION

This conspicuous and ornate helmet is an unwieldy pyramid of bronze with a single rune of an eye etched into the front. Though large enough to be worn by a Huge creature, leather straps within the helm allows it to be strapped to the head of a Large or Medium creature, though the helm does not change size when worn by these smaller creatures. It takes two minutes to don the helm (which requires all the straps to be cinched tight), and one minute to remove it. The helm has its own armor check penalty of -4 (-5 if worn by a Large creature, -6 for Medium creatures).

The original *cyclopean helm* was the first minor artifact created by Argonax the Mad, the current apogee of his quest to rediscover the lost arts of high artifice. He has constructed a few since then, but most still in existence were actually created by powerful Harbingers of Argonax, often at their time of death.

The *cyclopean helm* gives the wearer constant *true seeing*, as the spell, and allows the wearer to foresee

the future once per day (a *commune* spell-like ability, at 16th caster level). Once per day as an immediate action, the wearer can also peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the wearer only, and cannot be applied to the rolls of others. Finally, every round that the wearer makes an attack, there is a 5% chance that it gains a burst of savage inspiration. If this occurs, the wearer triples the threat range of all weapons he attacks with for that round.

DESTRUCTION

A *disintegrate* spell cast by a spellcaster with no eyes destroys a *cyclopean helm* forever.

VILE FEATS

In his endless research into new forms of magic that could give him an insight into the secrets of artifact creation, Argonax has developed many techniques and secrets. Often his apprentices in any one lifetime learn these faculties from their master, and pass them on to following generations of spellcasters. While few of these techniques are inherently evil, many easily lend themselves to abuses of power. Spellcasters who resort to such tactics develop reputations for cruelty and sadism, and many of these abilities are outlawed in the kingdoms that are aware of their existence.

ACCURSED SPELL [METAMAGIC]

Your spells can lay a curse upon a target.

Prerequisites: Caster level 13, must be able to cast *bestow curse* or *major curse*.

Benefit: You can alter any spell that allows a saving throw to be an accursed spell. An accursed spell causes one target that fails a save against the spell to be cursed, as if it had been effected by a *bestow curse* spell. An accursed spell uses up a spell slot four levels higher than the spell's actual level.

BLEEDING SPELL [METAMAGIC]

Your spells leave long, jagged wounds on their targets.

Prerequisite: Caster level 5

Benefit: You can alter any spell that deals hp damage and requires an attack roll or allows a saving throw to be a bleeding spell. A bleeding spell causes any one target you successfully hit with an attack roll for the spell or that fails a save against the spell to take

Table: Vile Feats		
Name	Prerequisites	Description
Blood Reaping	Base attack +1, cl 1	If you cut a foe, you gain a bonus to cl checks against it.
Craft Curio of Argonax	CL 5	You can create the vile items of Argonax.
Craft Minor Artifact	CL 16, mental ability score 25, 4 item creation feats	You can craft one specific kind of minor artifact.
Necrothurge	<i>speak with dead</i> , Heighten Spell	Metamagic is easier after you kill a target.
Spell Leech	Two metamagic feats	Fuel metamagic with other spell slots.
Spell Reaper	<i>speak with dead</i> , Heighten spell, Necrothurge	Regain spells when you kill foes with magic.
Metamagic Feats Name	Prerequisites	Description
Accursed Spell	CL 13, able to curse	Add a curse effect to another spell.
Bleeding Spell	CL 5	Add 2d6 bleed to a spell attack.
Blinding spell	CL 7, able to cast blindness/deafness	Add a blinding effect to a spell
Crippling Spell	CL 7	Your spells slow creature's movement.
Diseased Spell	CL 9	Spell sickens one target.
Fatiguing Spell	CL 9	Spell fatigues one target.
Hindering Spell	CL 5	Spell entangles one target.
Paralyzing Spell	CL 15	Spell holds one target.
Terrifying Spell	CL 9	Spell causes one target to be shaken.

2d6 points of bleed damage each round on its turn, in addition to the damage dealt by the spell. Bleed damage can be stopped by a DC 15 Heal skill check or through any magical healing. Even if the spell can affect multiple targets or attack one target multiple times only one target (chosen by the caster) is affected by the bleed. The effects of multiple bleed spells do not stack. A bleeding spell uses up a spell slot one level higher than the spell's actual level.

BLINDING SPELL [METAMAGIC]

Your spells can destroy a target's vision.

Prerequisites: Caster level 7, must be able to cast *blindness/deafness*.

Benefit: You can alter any spell that allows a saving throw to be a *blinding spell*. A *blinding spell* causes one target that fails a save against the spell to be blinded, as if it had been affected by a *blindness/deafness* spell. A *blinding spell* uses up a spell slot three levels higher than the spell's actual level.

BLOOD REAPING

You can attack a creature's spells and abilities through its spilled blood.

Prerequisites: Caster level 1, base attack bonus 1.

Benefit: If you have caused hp damage with a melee weapon to a creature in the past 24 hours, you gain a +1 bonus to all caster level checks you make in regards to the creature's spells and effects. This includes (but is not limited to) checks made as part of *break enchantment*, *dispel magic*, *greater dispel magic*, *remove curse*, *remove disease*, and *neutralize poison* spells, as well as checks to overcome such spells as *glibness*, *nondetection*, and *rest eternal*. This does not affect caster level checks you make to overcome the creature's SR.

If you score a critical hit with a melee weapon against a creature in the past 24 hours, you gain a bonus to such caster levels equal to the weapon's critical multiple. (This leads many spellcaster with this feat to favor sickles and scythes.) Bonuses gained through this feat do not stack with themselves.

CRAFT CURIOS OF ARGONAX

You have learned some of the item creation secrets discovered by Argonax the Mad.

Prerequisite: Caster level 5.

Benefit: You can craft an *eldritch lense* (see **Eldritch Lense**, above, for details on such items' powers). Crafting an *eldritch lense* takes 1 day for each 1,000 gp in its base price. To craft an *eldritch lense*, you must use up raw materials costing half of this base price. See the magic item creation rules in the *Pathfinder Roleplaying Game Core Rulebook* for more general information on item creation. Depending on the campaign, there may be other magic items that use the vile magic of Argonax the Mad which can only be crafted if you have this feat.

You can also craft any other kind of item you have the appropriate Craft feat for using the unusual methods of Argonax, choosing to gain one of the benefits (and taking all the risks) detailed below.

When you use this feat to craft an item, you may choose to use one of Argonax's more esoteric (and often corrupt) techniques. Some examples of such techniques are listed below, but your GM may add others appropriate to your campaign.

- Engage in an activity with a sentient partner that the partner considers debauched or sinful, for at least 1 hour each day, in the location where your crafting work will take place.
- Work on your crafting only one day each month, when specific astrological conjunctions occur.
- Kill a sentient creature innocent of any crime you are aware of for the specific purpose of using its death energy to aid in your crafting. This is always an evil act.
- Craft the item using only materials that have been stolen from the rightful owners.

When you do this, the item automatically has a 10% chance to have a vile side effect (as determined by **Table: Vile Side Effects**). You may also choose to take one of the following advantages.

- Increase the skill check to complete your item creation by 5, and reduce the time required to make the item by 50%
- Increase the skill check to complete your item creation by 5, and reduce the cost to make the item by 10%
- Increase the skill check to complete your item creation by 5, and increase the chance it has a random vile side effect (as determined by **Table: Vile Side Effects**) by 40%.

- Increase the skill check to complete your item creation by 5, and engage in totally random item creation research. Your end item is randomly determined to be any magic item with a value of 80%-100% of the item you based your creation time, cost, and skill check DC on.

CRAFT MINOR ARTIFACT

You have mastered the largely lost art of creating a minor artifact.

Prerequisites: Craft curio of Argonax, caster level 16, Int, Wis, or Cha 25, 4 item creation feats

Benefit: Select one minor artifact. You can craft minor artifacts of this type. (See *The Vile Art of Minor Artifact* construction for details on how to create a minor artifact.)

Special: This feat may be taken more than once. Its effects do not stack. Each time it is taken, it allows the creation of one additional type of minor artifact.

CRIPPLING SPELL [METAMAGIC]

Your spells can break and twist limbs.

Prerequisite: Caster level 7

Benefit: You can alter any spell that allows a saving throw to be a crippling spell. A crippling spell causes one target that fails a save against the spell to have its speed halved. The effect of multiple crippling spells stack. Against creatures with multiple types of movement, you must choose which movement type to affect. A flying creature hit by this attack must make a DC 20 Fly check to remain airborne, and has its maneuverability reduced by one step. These penalties remain until the creature receives a *lesser restoration*, *heal*, or a Heal check with a DC equal to 10 +1/2 your caster level.

A crippling spell uses up a spell slot two levels higher than the spell's actual level.

DISEASED SPELL [METAMAGIC]

Your spells can infect your foes with ague and fever.

Prerequisite: Caster level 9

Benefit: You can alter any spell that allows a saving throw to be a diseased spell. A diseased spell causes one target that fails a save against the spell to become sickened for 1 minute per original level of the spell. A diseased spell uses up a spell slot two levels higher than the spell's actual level.

FATIGUING SPELL [METAMAGIC]

Your spells can leech the energy from your foes.

Prerequisite: Caster level 9

Benefit: You can alter any spell that allows a saving throw to be a fatiguing spell. A fatiguing spell causes one target that fails a save against the spell to become fatigued for 1 minute per original level of the spell. If the target of a fatiguing spell is already fatigued or exhausted, it gains an additional Fortitude save (DC 10 + your spellcasting ability modifier + the spell's original level) to resist being further affected by the fatiguing effect. A fatiguing spell uses up a spell slot two levels higher than the spell's actual level.

HINDERING SPELL [METAMAGIC]

Your spells can lock up your foe's joints, making it difficult for them to move freely.

Prerequisite: Caster level 5

Benefit: You can alter any spell that allows a saving throw to be a hindering spell. A hindering spell causes one target that fails a save against the spell to become entangled for 1 minute per original level of the spell. A hindering spell uses up a spell slot one level higher than the spell's actual level.

NECROTHURGE

You can use the secrets of the dead to augment your metamagic spells.

Prerequisites: Ability to cast *speak with dead*, Heighten Spell.

Benefit: Once per round when a spell you cast kills one or more foes, you gain one necrothurgy point. You may spend necrothurgy points to increase the effective spell level of spells you cast with metamagic feats. Each necrothurgy point increases the spell level of a spell by one (as if you had used the Heighten Spell feat), to a maximum of the highest level spell you can cast. You may only spend as many necrothurgy points on a spell as you have adjusted its level with metamagic feats (other than Heighten Spell). Unused necrothurgy points dissipate at the rate of one per hour, and all unused necrothurgy points are lost when you regain use of your daily abilities.

PARALYZING SPELL [METAMAGIC]

Your spells can freeze your foes in their tracks.

Prerequisite: Caster level 15

Benefit: You can alter any spell that allows a saving throw to be a paralyzing spell. A paralyzing spell causes one target that fails a save against the spell to become paralyzed for 1 round per original level of the spell. At the beginning of each round, the target may make a



new Fortitude save (DC 10 + your spellcasting ability modifier + the spell's original level) to be staggered, rather than paralyzed, for that round. A paralyzing spell uses up a spell slot four levels higher than the spell's actual level.

SPELL LEECH

You can leech the magic of one spell to fuel metamagic for another.

Prerequisites: Caster level 5, two metamagic feats.

Benefit: You can add metamagic effects to a spell without raising its level by taking power from other prepared spells or spell slots you have available. As a full-round action, you can cast one spell with a casting time of 1 standard action or less, and add metamagic feats you know to it by sacrificing another spell slot or prepared spell of yours. The total levels of metamagic feats you may add to the spell you cast is equal to half the level of the prepared spell or spell slot you sacrifice. The adjusted level of the spell you cast plus its metamagic effects cannot exceed the highest level spell you cast.

SPELL REAPER

You can regain spells using the life-forces of those you slay.

Prerequisites: Ability to cast *speak with dead*, Heighten Spell, Necrothurge, two metamagic feats.

Benefit: Once per round as a swift action, when a spell you cast kills two or more foes, you can use the dying targets' lost life force to restore your magic abilities. The creatures killed must be within close range (25 ft. +5 ft./2 levels), and must have HD no less than 1/2 your level. If you are a spontaneous spellcaster (such as oracles and sorcerers), you regain the lowest-level spell slot you have already used. If you are a preparation spellcaster (such as magi and wizards) you may regain the use of the lowest-level spell you have already cast for the day. This feat can never allow you to exceed your normal maximum of spell slots or prepared spells.

TERRIFYING SPELL [METAMAGIC]

Your spells can fill your foes with preternatural dread.

Prerequisite: Caster level 9

Benefit: You can alter any spell that allows a saving throw to be a terrifying spell. A terrifying spell causes one target that fails a save against the spell to become shaken for 1 level per original level of the spell. If the target of a terrifying spell is already shaken or frightened, it gains an additional Will save (DC 10 + your spellcasting

ability modifier + the spell's original level) to resist being further affected by the fear effect. A terrifying spell uses up a spell slot two levels higher than the spell's actual level, and becomes a mind-affecting, emotion, fear spell in addition to its normal descriptors.

VILE SPELLS

As most experienced spellcasters do, Argonax the Mad has researched many unique spells. Unlike most spellcasters, he's had many lifetimes of experience to do so. While many of his spells are part of his quest to discover what forces a mortal can tap to create true artifacts – researching the powers of fear, curses, blood magic, and death spells – others are simple utility magics designed to protect Argonax when alive, and hide his less savory experiments from the prying eyes of disapproving authorities.

The spells that have been discovered in the newest versions of *The Works of Argonax the Mad* seem to focus heavily on spells for and by witches, causing many Argonax scholars to believe the Mad One has recently lived a witch's life.

Alchemist Extracts

0-Level Extracts

Apply Poison. Safely add a poison onto a weapon.

1st-Level Extracts

Alter Poison. Change the delivery method and ability damage of a poison.

2nd-Level Extracts

Red Hands. View the moment of a creature's death.

Shrouded Afflictions. Divination spells cannot detect afflictions on your person.

6th-Level Extracts

Ioun Sigil. Temporarily transform a magic item into an ioun stone.

Antipaladin Spells

1st-Level Spells

Alter Poison. Change the delivery method and ability damage of a poison.

Blood Fangs. Cause a foe's wounds to sprout biting jaws.

Curse of Dread. Remove a target's defenses against fear.

2nd-Level Spells

Horrific Shriek. Targets in short cone take 1d8 sonic and are shaken.

Shrouded Afflictions. Divination spells cannot detect afflictions on your person.

3rd-Level Spells

Blood Vomit. Ranged attack deals 2d8 hp, +1 per level, and 1d6 bleed.

Dislocate. Deal 1d6/level to a target, and dislocate one of its limbs.

Jack'O'Lantern. Create a skull lamp that illuminates an area, and has a minor fear gaze attack.

4th-Level Spells

Geist. Becomes invisible to creatures you don't attack.

Greater Blood Fangs. Cause a foe's wounds to sprout long-lasting biting jaws.

Isolate. Target cannot hear or see allies.

Last Breath. Use a dying creature's spirit to heal an ally 3d8+1/level at range.

Rend Psyche. One target takes 3d6 nonlethal or 1d4 Int, Wis or Cha damage each round.

Bard Spells

1st-Level Spells

Red Hands. View the moment of a creature's death.

2nd-Level Spells

Alter Poison. Change the delivery method and ability damage of a poison.

Horrific Shriek. Targets in short cone take 1d8 sonic and are shaken.

3rd-Level Spells

Curse of Dread. Remove a target's defenses against fear.

Phantasmal Horror. Illusionary sight causes foe to be shaken or paralyzed.

4th-Level Spells

Geist. Becomes invisible to creatures you don't attack.

Isolate. Target cannot hear or see allies.

5th-Level Spells

Pariah. Curse a creature to become an outcast from humanoid society.

6th-Level Spells

Ioun Sigil. Temporarily transform a magic item into an ioun stone.

Rend Psyche. One target takes 3d6 nonlethal or 1d4 Int, Wis or Cha damage each round.

Cleric/Oracle Spells

2nd-Level Spells

Blood Fangs. Cause a foe's wounds to sprout biting jaws.

Dimensional Bolt. Prevent the target from accessing extradimensional spaces.

Red Hands. View the moment of a creature's death.

3rd-Level Spells

Curse of Dread. Remove a target's defenses against fear.

4th-Level Spells

Dislocate. Deal 1d6/level to a target, and dislocate one of its limbs.

Eldritch Interdiction. Cut the target off from the aid of beneficial spells.

Last Breath. Use a dying creature's spirit to heal an ally 3d8+1/level at range.

Nightmare Limbs. Target's arms grow, granting reach and a climb speed.



5th-Level Spells

Greater Blood Fangs. Cause a foe's wounds to sprout long-lasting biting jaws.

6th-level Spells

Ioun Sigil. Temporarily transform a magic item into an ioun stone.

Pariah. Curse a creature to become an outcast from humanoid society.

Druid Spells

7th-Level Spells

Ioun Sigil. Temporarily transform a magic item into an ioun stone.

8th-Level Spells

Pale Return. Reincarnate yourself 1 week after your death.

Inquisitor Spells

2nd-Level Spells

Dimensional Bolt. Prevent the target from accessing extradimensional spaces.

Red Hands. View the moment of a creature's death.

Shrouded Afflictions. Divination spells cannot detect afflictions on your person.

4th-Level Spells

Dislocate. Deal 1d6/level to a target, and dislocate one of its limbs.

5th-Level Spells

Bloody Terrain. Slick blood and gore spread out from you, frightening creatures and making the area slick.

Pariah. Curse a creature to become an outcast from humanoid society.

6th-Level Spells

Ioun Sigil. Temporarily transform a magic item into an ioun stone.

Last Breath. Use a dying creature's spirit to heal an ally 3d8+1/level at range.

Rend Psyche. One target takes 3d6 nonlethal or 1d4 Int, Wis or Cha damage each round.

Magus Spells

2nd-Level Spells

Shrouded Afflictions. Divination spells cannot detect afflictions on your person.

3rd-Level Spells

Witchfire. Target takes 3d8 points of fire damage if it attacks you.

4th-Level Spells

Dislocate. Deal 1d6/level to a target, and dislocate one of its limbs.

5th-Level Spells

Geist. Becomes invisible to creatures you don't attack.

Bloody Terrain. Slick blood and gore spread out from you, frightening creatures and making the area slick.

6th-Level Spells

Ioun Sigil. Temporarily transform a magic item into an ioun stone.

Sorcerer/Wizard Spells

0-Level Spells

Apply Poison. Safely add a poison onto a weapon.

1st-Level Spells

Dimensional Bolt. Prevent the target from accessing extradimensional spaces.

2nd-Level Spells

Alter Poison. Change the delivery method and ability damage of a poison.

4th-Level Spells

Curse of Dread. Remove a target's defenses against fear.

Dislocate. Deal 1d6/level to a target, and dislocate one of its limbs.

Geist. Becomes invisible to creatures you don't attack.

Nightmare Limbs. Target's arms grow, granting reach and a climb speed.

Phantasmal Horror. Illusionary sight causes foe to be shaken or paralyzed.

Rend Psyche. One target takes 3d6 nonlethal or 1d4 Int, Wis or Cha damage each round.

5th-Level Spells

Bloody Terrain. Slick blood and gore spread out from you, frightening creatures and making the area slick.

Eldritch Interdiction. Cut the target off from the aid of beneficial spells.

6th-Level Spells

Ioun Sigil. Temporarily transform a magic item into an ioun stone.

Summoner Spells

5th-Level Spells

Bloody Terrain. Slick blood and gore spread out from you, frightening creatures and making the area slick.

Nightmare Limbs. Target's arms grow, granting reach and a climb speed.

Witch Spells

0-Level Spells

Apply Poison. Safely add a poison onto a weapon.

1st-Level Spells

Alter Poison. Change the delivery method and ability damage of a poison.

Blood Fangs. Cause a foe's wounds to sprout biting jaws.

Red Hands. View the moment of a creature's death.

Shrouded Afflictions. Divination spells cannot detect afflictions on your person.

2nd-Level Spells

Curse of Dread. Remove a target's defenses against fear.

Dimensional Bolt. Prevent the target from accessing extradimensional spaces.

Horrific Shriek. Targets in short cone take 1d8 sonic and are shaken.

Knell of Ruin. Target takes 1d6 sonic when it fails a save against your hexes.



Reckoning. Target an attacker with a hex, even if you've already used it.

Witchfire. Target takes 3d8 points of fire damage if it attacks you.

3rd-Level Spells

Blood Vomit. Ranged attack deals 2d8 hp, +1 per level, and 1d6 bleed.

Dislocate. Deal 1d6/level to a target, and dislocate one of its limbs.

Hex Harrow. Wrack a target of your hexes with pain.

Isolate. Target cannot hear or see allies.

Jack'O'Lantern. Create a skull lamp that illuminates an area, and has a minor fear gaze attack.

Nightmare Limbs. Target's arms grow, granting reach and a climb speed.

Phantasmal Horror. Illusionary sight causes foe to be shaken or paralyzed.

4th-Level Spells

Greater Blood Fangs. Cause a foe's wounds to sprout long-lasting biting jaws.

Eldritch Interdiction. Cut the target off from the aid of beneficial spells.

Rend Psyche. One target takes 3d6 nonlethal or 1d4 Int, Wis or Cha damage each round.

5th-Level Spells

Bloody Terrain. Slick blood and gore spread out from you, frightening creatures and making the area slick.

Geist. Becomes invisible to creatures you don't attack.

6th-Level Spells

Last Breath. Use a dying creature's spirit to heal an ally 3d8+1/level at range.

Pariah. Curse a creature to become an outcast from humanoid society.

7th-Level Spells

Ioun Sigil. Temporarily transform a magic item into an ioun stone.

9th-Level Spells

Pale Return. Reincarnate yourself 1 week after your death.

SPELL DESCRIPTIONS

Alter Poison

School: transmutation; **Level:** alchemist 1, antipaladin 1, bard 2, sorcerer/wizard 2, witch 1

Casting Time: 1 standard action

Components: V, S

Range: close (25 ft. + 5 ft./2 levels)

Target: one dose of non magical poison that deals ability damage

Duration: 1 min./level

Saving Throw: Will negates (object); Spell Resistance: yes (object)

You are able to change the type of ability damage dealt by the affected poison. Poison that deals Strength, Dexterity, or Constitution damage may only be altered to one of the other two types. Poison that deals Intelligence, Wisdom, or Charisma damage may only be altered to one of the other two types. Also, you can change the delivery method of the poison, turning any type of poison into an injury or ingested poison. If you are 7th level, you may turn any type of poison into a contact poison. If you are 14th level, you may turn any type of poison into an inhaled poison.

Apply Poison

School: conjuration (teleportation) [poison]; Level: alchemist 0, sorcerer/wizard 0, witch 0

Casting Time: 1 standard action

Components: V, S, DF

Range: touch

Effect: weapon touched

Duration: 1 min./level

Saving Throw: Fortitude partial; Spell Resistance: yes

You apply one poison in your possession (it must be on your person, but need not be in your hand) to a single weapon or piece of ammunition. There is no chance of poisoning yourself by using this spell. The poison is so carefully applied that even if the creature using the weapon rolls a natural 1 on an attack roll, the wielder does not poison itself. The poison otherwise functions normally.

Blood Fangs

School: necromancy [curse]; Level: antipaladin 1, cleric/oracle 2, witch 1

Casting Time: 1 standard action

Components: V, S

Range: close (25 ft. + 5 ft./2 levels)

Target: one living creature

Duration: 1 min./level

Saving Throw: Fort negates; Spell Resistance: yes

You curse the target's blood, so it literally forms mouths with needle-sharp fangs to attack anyone who tries to heal the target. Anyone adjacent to the target who makes a Heal skill check, applies a potion to or uses a conjuration (healing) spell on the target is attacked by the tiny blood fangs. They strike with an attack bonus equal to your base attack bonus plus your Int, Wis or Cha modifier (whichever is higher), and deal 1d6 damage + your Int, Wis or Cha modifier (again, whichever is higher). The blood fangs can only attack a specific creature once each round, but a creature hit while casting a spell must make a concentration check with a DC equal to the spell's save DC, or the healing spell is lost without effect.

Blood Fangs, Greater

School: necromancy [curse]; Level: antipaladin 4, cleric/oracle 5, witch 4

Casting Time: 1 standard action

Components: V, S

Range: close (25 ft. + 5 ft./2 levels)

Target: one living creature

Duration: 10 min./level

Saving Throw: Fort negates; Spell Resistance: yes

As *blood fangs**, but the fangs' attack bonus is equal to your caster level plus your Int, Wis or Cha modifier (whichever is higher), and they deal 3d6 damage + your Int, Wis or Cha modifier (again, whichever is higher) on a successful attack.

Blood Vomit

School: necromancy; Level: antipaladin 3, witch 3

Casting Time: 1 standard action

Components: V, S

Range: short (25 ft. + 5 ft./2 levels)

Target: one creature

Duration: instantaneous

Saving Throw: Will partial; Spell Resistance: yes

You vomit up a bolt of cursed, scabrous blood which leeches the life from one creature it strikes. The blood creates negative energy that deals 2d8 points of damage + 1 point per caster level (maximum +10), and causes the target to bleed for 1d6 hit points/round. A successful save results in half damage, and no bleed effect. Since undead are powered by negative energy, this spell cures such a creature of 2d8 points of damage + 1 point per caster level (maximum +10) with no bleed effect, rather than harming it.

Bloody Terrain

School: conjuration (creation); Level: inquisitor 5, magus 5, sorcerer/wizard 5, summoner 5, witch 5

Casting Time: 1 standard action

Components: V, S

Range: medium (100 ft. + 10 ft./level)

Effect: horrific gore that spreads in 20 ft. radius, 20 ft. high

Duration: 1 min./level

Saving Throw: Will partial; see text; Spell Resistance: no

This spell generates a horrorshow of slick, splattered, steaming blood and gore which splashes across floors, drips from overhangs, sprays up walls, and even covers creatures in the area with thick coats of congealed viscera. This display automatically causes creatures with 3 or fewer HD to be panicked (no save) for the duration of the spell. A creature with 4 to 6 HD is panicked for the duration unless it succeeds on a Will save (in which case it is frightened as long as it remains in the spell's area). Creatures with 6 or more HD must make a Will save or be frightened for the duration, and are shaken as long as they remain in the spell's area (no save).

Additionally, the congealed gore is extremely slick. A creature traversing the blood-covered surface at more than half speed is required to make an Acrobatics check (DC 10 + caster level) at the start of the movement. Failure causes the creature to fall prone at the start of the movement. Running or charging in the area increases the DC by 5, with the same effect on a failed skill check. A creature that succeeds at this check by 5 or more can increase its move across the area by 10 feet, but is considered flat footed until the start of its next turn. Creatures (like those with enough levels of barbarian or rogue) that can't be caught flat footed at the start of combat are immune to this flat footed effect as well.

The *bloody terrain* moves away from you at 10 feet per round, rolling along all surfaces it comes across. Figure out the terrain's new spread each round based

on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell. The effect of this spell cannot penetrate liquids, nor can the spell be cast underwater.

Curse of Dread

School: necromancy [curse]; **Level:** antipaladin 1, bard 3, cleric/oracle 3, sorcerer/wizard 4, witch 2

Casting Time: 1 standard action

Components: V, S

Range: medium (100 ft. +10 ft./level)

Target: one creature

Duration: permanent

Saving Throw: Will negates; Spell Resistance: yes

You place a curse on the subject. It loses any ability it has to remove fear effects (using *remove fear* or similar abilities) or grant bonuses to itself or other creatures



on saving throws against fear effects. If the subject is immune to fear it also loses this immunity, though fear effects are only able to cause it to be shaken. (If a fear effect would normally cause the subject to be frightened or panicked, it is instead shaken).

The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Dimensional Bolt

School: abjuration; Level: cleric/oracle 2, inquisitor 2, sorcerer/wizard 1, witch 2

Casting Time: 1 standard action

Components: V, S

Range: short (25 ft. +5 ft./2 levels)

Target: 1 creature or object

Duration: 10 min./level

Saving Throw: Will negates (object); Spell Resistance: yes (object)

A creature affected by this spell cannot access extradimensional or nondimensional spaces, such as a *bag of holding*, *handy haversack*, *portable hole*, or *rope trick*. The creature cannot enter such areas, or place items into or remove items out of them. This has no impact on the creature's ability to use normal dimensional travel such as *ethereal jaunt* or *plane shift*, nor does it prevent other creatures from accessing an extradimensional or nondimensional space in the target's possession. An object affected by this spell cannot be placed in such an extradimensional or nondimensional space. If the target of the spell is an object that contains an extradimensional or nondimensional space, that space cannot be accessed by anyone for the duration of the spell.

Dislocate

School: necromancy [pain]; Level: antipaladin 3, cleric/oracle 4, inquisitor 4, magus 4, sorcerer/wizard 4, witch 3

Casting Time: 1 standard action

Components: V, S

Range: medium (100 ft. +10 ft./level)

Target: 1 creature

Duration: instant

Saving Throw: Fortitude partial; Spell Resistance: yes

You cause one of the target's limbs to be twisted, sprained, and wrenched out of its socket. The target suffers 1d6 damage/caster level (maximum 12d6), and one limb of your choice cannot be used. The limb

requires a Heal check (DC same as the save DC of the spell) or *heal* spell to be popped back into place and made useable. Creatures without skeletons take the damage, but do not suffer the loss of a limb's function. A successful saving throw reduces damage by half, and negates the loss of a limb's function.

Eldritch Interdiction

School: abjuration; Level: cleric/oracle 4, sorcerer/wizard 5, witch 4

Casting Time: 1 standard action

Components: V, S

Range: medium (100 ft. +10 ft./level)

Target: 1 creature

Duration: 1 round/level

Saving Throw: Will partial; Spell Resistance: yes

You prevent beneficial magic from aiding the target. The target gains spell resistance equal to 12 + your caster level (if its save is failed) or 6 + your caster level (if the save is successful). The spell resistance gained only applies to spells that note they are harmless in the saving throw or spell resistance section of their description. The target cannot willingly lower this spell resistance.

This spell can be made permanent with the *permanency* spell. This requires a minimum caster level of 13th, and has a cost of 12,500 gp. The target must be present and helpless for the entire casting time.

Geist

School: illusion (glamer); Level: antipaladin 4, bard 4, magus 5, sorcerer/wizard 4, witch 5

Casting Time: 1 standard action

Components: V, S

Range: personal

Target: you

Duration: 10 min./level (D)

You become invisible, as the *invisibility* spell, as does gear you are carrying. Items you drop or put down become visible; items picked up disappear if tucked into clothing or pouches. Light, however, never becomes invisible, although a source of light can become so. Any part of an item you carry that extends more than 10 feet from you becomes visible.

You are not magically silenced, and certain other conditions can render you detectable (such as swimming in water or stepping in a puddle). If a check is required, you have a +40 bonus on Stealth checks if stationary, only +20 if moving.

If you attack a creature, the *geist* spell ceases to function against that creature and you become visible to it (but not to any other creature you have not attacked). For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe.

Hex Harrow

School: necromancy [pain]; Level: witch 3

Casting Time: 1 standard action

Components: V

Range: close (25 ft. + 5 ft./2 levels)

Target: one creature you have targeted with a hex

Duration: 1 round/level

Saving Throw: Fortitude partial; Spell Resistance: yes

Hex harrow allows you to channel additional energy into a hex you have already used on a foe. You may target anyone who was a target of a hex power of yours in the previous round (whether the hex successfully affected the target or not). The target is wracked with shooting pains that impose a –4 penalty on attack rolls, skills checks, and ability checks. On a successful Fortitude save, the penalty only lasts for 1 round.

Horrific Shriek

School: evocation [emotion, fear, mind affecting, sonic]; Level: antipaladin 2, bard 2, witch 2

Casting Time: 1 standard action

Components: V

Range: 15 ft.

Area: cone shaped burst

Duration: 1 round/2 levels (see text)

Saving Throw: Will partial; Spell Resistance: yes

You create a shrill, piercing scream that fills the area in front of you. Every creature in the area takes 1d8 points of sonic damage and must succeed on a Will save to avoid being shaken for 1 round/2 levels. Creatures that cannot hear or are immune to emotion, fear, or mind-affecting spells are not shaken but are still damaged.

Ioun Sigil

School: transmutation; Level: alchemist 6, bard 6, cleric/oracle 6, druid 7, inquisitor 6, magus 6, sorcerer/wizard 6; witch 7

Casting Time: 10 minutes

Components: V, S

Range: touch

Target: magic item touched

Duration: 24 hours

Saving Throw: Will negates (harmless, object); Spell Resistance: yes (harmless, object)

This spell allows you to change the form of a magic item that is normally worn on the body (such as a cloak, amulet, or gloves) so it functions even when you are not wearing it. The item takes the form of a small precious or semi-precious stone, and takes up a circling orbit 1d3 feet from your head. Thereafter, a stone must be grasped or netted to separate it from you. You may voluntarily seize and stow a stone (to keep it safe while sleeping, for example), but you lose the benefits of the item during that time. While orbiting your head in the form of a stone, the item has AC 24. Its hardness and hit points are unaffected by its change in form.

As long as the item orbits your head, you gain its magic benefits as if you were wearing it, without the item taking up a body slot. You do not gain any nonmagic benefits of the item. You cannot use this spell on magic weapons, magic armor, or magic shields, even if the item is normally worn (such as a +1 *spiked gauntlet*). Only you can benefit from the item in its ioun form, though if a creature takes the item from you, it can set the item in orbit around its own head.

Isolate

School: necromancy [curse]; Level: antipaladin 4, bard 4, witch 3

Casting Time: 1 standard action

Components: V

Range: medium (100 ft. + 10 ft./level)

Target: one living creature

Duration: permanent (D)

Saving Throw: Will negates; Spell Resistance: yes

The target cannot see or hear any ally or creature with an attitude of friendly or helpful. The target acts as if such creatures are under the effects of *invisibility* and *silence* spells. This spell can be countered and dispelled by a *remove blindness/deafness* spell.

Jack'O'Lantern

School: necromancy [fear, light]; Level: antipaladin 3, witch 3

Casting Time: 1 standard action

Components: V, S

Range: short (25 feet + 5 feet/2 levels)

Effect: spectral lamp

Duration: 10 min./level (D)

Saving Throw: Will partial (see text); Spell Resistance: no

You create a spectral lamp with a skull face, about the size of your fist. The exact details of the lamp's appearance are up to you. The lamp floats at shoulder

height and remains within 5 feet of you, no matter how fast you move. The lamp cannot support any weight. The lamp can increase the light level by one step (to a maximum of dim light) in a cone out to the spell's range, or a radius to half that distance. You may change which shape area it illuminates as a swift action.

Foes within the lamp's area of illumination are subject to a gaze attack from the lamp, making a Will save against it at the beginning of their turns (for more details on gaze attacks and how to avoid them, see the *Bestiary*). Each affected creature takes a 1 penalty on attack rolls and a 1 penalty on saving throws against fear effects.

Knell of Ruin

School: evocation [sonic]; Level: witch 2

Casting Time: 1 swift action

Components: V

Range: personal

Target: you

Duration: 1 round/level

Saving Throw: none; Spell Resistance: no

You infuse yourself with power, enhancing your hexes. When a target fails a saving throw against a hex of yours, it is also assaulted by a resounding knell of sound dealing 1d6 points of sonic damage.

Last Breath

School: necromancy [healing]; Level: antipaladin 4, cleric 4, inquisitor 6, witch 6

Casting Time: 1 immediate or swift action

Components: V, S, F (see spell)

Range: medium (100 ft. +10 ft./level)

Target: one creature

Duration: instantaneous

Saving Throw: Will negates (harmless); Spell Resistance: yes (harmless)

This spell uses the fleeing spirit of a dead creature to carry healing life-force to an ally of your choice. The spell's focus is a corpse that died adjacent to you since the beginning of your last turn. The corpse must have had hit dice equal to at least half your level, and cannot be more than one size category smaller than you. A corpse can only be used as the focus for this spell once – after that its spirit has already

been commanded and cannot be used to cast *last breath* again. When you cast this spell, you heal one creature of 6d8 points of damage, +1 point per level (maximum +15).

Nightmare Limbs

School: transmutation; Level: cleric/oracle 4, sorcerer/wizard 4, summoner 5, witch 3

Casting Time: 1 standard action

Components: V, S

Range: touch

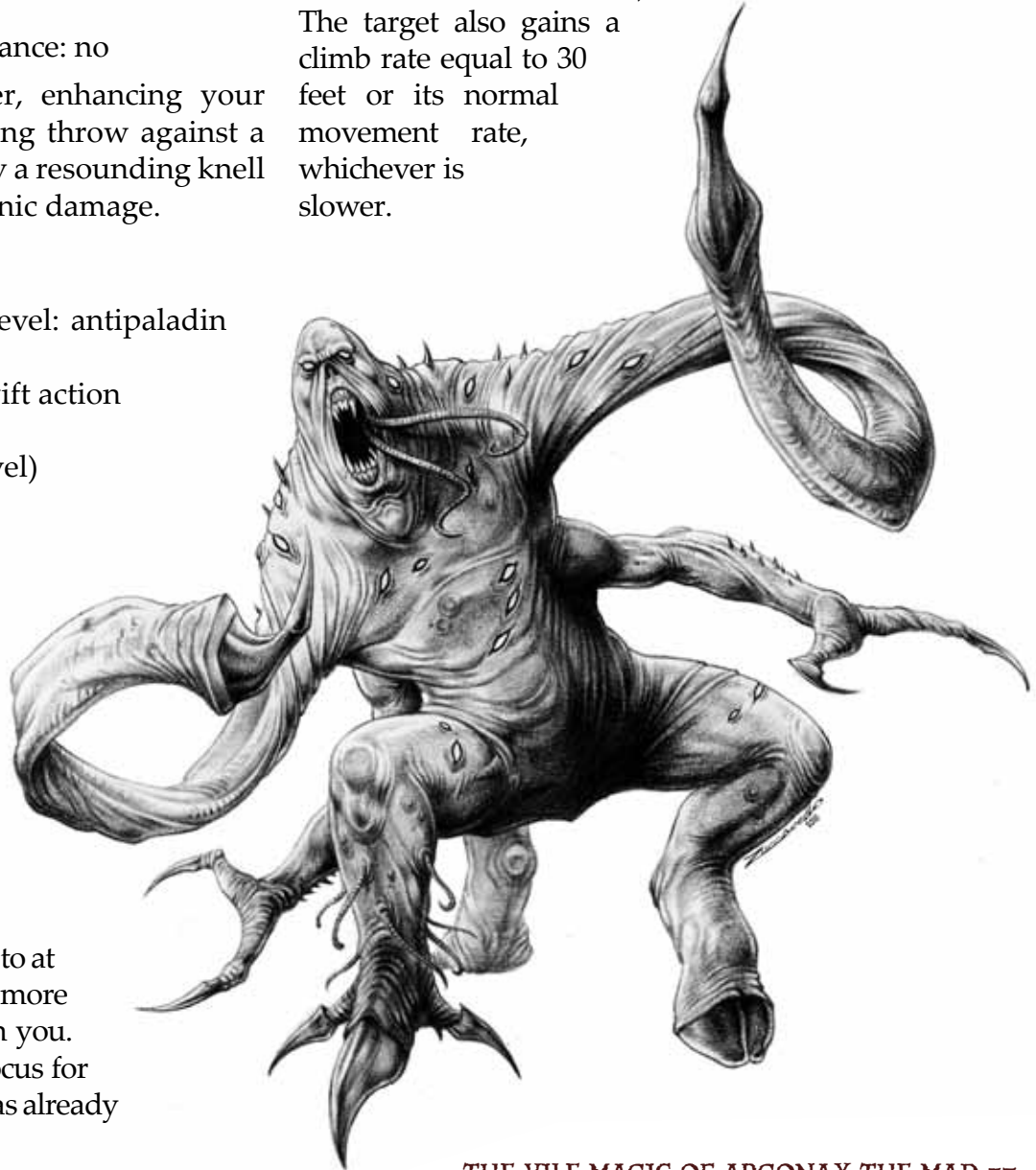
Target: creature touched

Duration: 10 minutes/level

Saving Throw: Fortitude negates (harmless); Spell Resistance: yes (harmless)

The target's arms twist, bend, knot with corded muscles, and stretch out to twice their normal length. This doubles its reach for weapon attacks, unarmed attacks, and natural attacks made with the arms (such as claw and slam attacks).

The target also gains a climb rate equal to 30 feet or its normal movement rate, whichever is slower.



Pale Return

School: transmutation; Level: druid 8, witch 9
Casting Time: 1 hour
Components: V, S, M, DF (oils worth 5,000 gp)
Range: personal
Target: you
Duration: permanent until discharged

This spell is a special, more advanced version of *reincarnation*. Once cast, the magic of the spell remains a part of you until it is discharged or dispelled. If you die, and remain dead for a week, you are brought back in a new body as if a *reincarnate* spell had been cast upon you. This occurs even if your body was totally destroyed, as long as a *limited wish* would be powerful enough to recreate your body. Your new body materializes where you cast this spell, rather than where your body died. You may make a DC 30 Will save (using your bonuses just prior to your death). If successful, you may choose what form of humanoid you are reincarnated as.

Pariah

School: transmutation [curse]; Level: bard 5, cleric/oracle 6, inquisitor 5, witch 6
Casting Time: 1 standard action
Components: V, S
Range: touch
Target: creature touched
Duration: permanent
Saving Throw: Will negates; Spell Resistance: yes

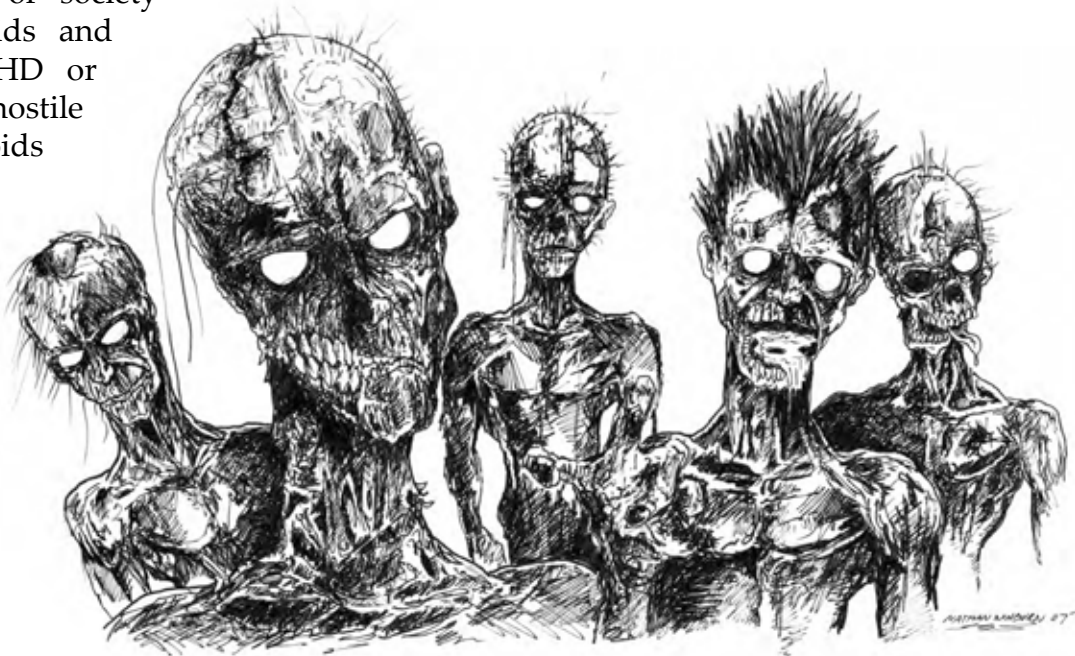
You curse the creature touched, making it an outcast from the realms of society and civilization. All humanoids and monstrous humanoids of 4 HD or less have an initial attitude of hostile toward the target. Humanoids and monstrous humanoids with HD ranging from 5 to a number equal to your caster level must make a DC 15 Will save, or have an initial attitude of unfriendly toward the target. The target also takes a -10 penalty on Diplomacy skill checks. This spell can be removed with *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*.

Phantasmal Horror

School: illusion (phantasm) [fear, mind affecting]; Level: bard 3, sorcerer/wizard 4, witch 3
Casting Time: 1 standard action
Components: V, S
Range: medium (100 ft. + 10 ft./level)
Target: one living creature
Duration: instantaneous
Saving Throw: Will disbelief, then Fortitude partial; see text; Spell Resistance: yes

You create a phantasmal image of the most disgusting object or event imaginable to the subject simply by forming the loathing of the subject's subconscious mind into something that its conscious mind can visualize. This is often a disgusting creature, but may also be a form of torture or sexual depravity being inflicted on an ally or loved one of the subject. You see only a vague shape. The subject gets a Will save to recognize the image as unreal, and a Fortitude save to resist being physically overwhelmed by the sight. If the subject makes both saving throws, it is unaffected. If it makes only one save, it is shaken for 1 round/level. If it fails both saving throws, it is paralyzed for 1 round/level.

If the subject of a *phantasmal horror* that succeeds on both saves possesses telepathy or is wearing a *helm of telepathy*, the vision can be turned upon you. You must then make a Will save to disbelieve the vision or become shaken for 1 round/level.



Reckoning

School: transmutation; Level: witch 2

Casting Time: 1 standard action

Components: V

Range: medium (100 ft. + 10 ft./level)

Target: one creature who has just struck you with an attack

Duration: instantaneous

Saving Throw: none; Spell Resistance: no

Reckoning forms a link between you and a creature that struck you with an attack since the end of your last turn. For purposes of this spell, an attack includes anything that requires an attack roll, requires a CMB check, deals damage, or requires a saving throw. The target is subject to a hex or major hex you know. The hex need not have the range to reach the target, as long as it is within the range of the *reckoning*. You may use a hex you have already used against this target, even if you can normally only use that hex against a target once per day. While *reckoning* does not allow a saving throw and does not require an attack roll, the target still receives any save the hex you select allows, and if you choose a hex that requires an attack roll you still must make a successful attack to affect the target.

Red Hands

School: divination; Level: alchemist 2, bard 1, cleric/oracle 2, inquisitor 2, witch 1

Casting Time: 1 minute

Components: V, S, F (corpse)

Range: touch

Effect: gain a vision

Duration: instantaneous

Saving Throw: Will partial; Spell Resistance: no

By touching a corpse, you receive a clear mental image of the person or creature that killed it and what method was used to do so. The image has the exact same appearance as the creature that killed the corpse at the moment it landed the killing blow or delivered a lethal substance, including any telling features or expressions, any gear or equipment, or anything else the

creature was carrying at the time. Thus, if the killer has taken pains to conceal his appearance (as with a mask or illusion), this concealed appearance is what you see. If the killer makes a Will save, its appearance is not revealed at all, but the method used to kill the target still is.

Rend Psyche

School: necromancy; Level: antipaladin 4, bard 6, inquisitor 6, sorcerer/wizard 4, witch 4

Casting Time: 1 standard action

Components: V, S

Range: close (25 ft. + 5 ft./2 levels)

Target: one living creature

Duration: 1 round/level (see text)

Saving Throw: Will partial; Spell Resistance: yes



With bolts of black energy, you lash out at the essence of personality of the target, stripping it of its manner and unique qualities of demeanor. The target can feel its core nature being damaged, and can protect some parts of its mind, at the cost of allowing other sections of its intellect to be shredded. Each round, the target must make a Will save. On a failed save, the target takes 3d6 nonlethal damage (from the pain of mental trauma), or 1d4 Int, Wis, or Cha damage. (A creature with psionic power points may instead decide to lose 2d4 power points.) The target decides what kind of damage it takes each round, as it juggles the parts of its mind that are most precious to it.

A target cannot be dropped below 1 hp, Int, Wis, or Cha by this spell. A target that is dropped to 1 hp, Int, Wis, or Cha by this spell does not suffer the normal consequences of this state. Instead, it loses all individuality, and obeys the suggestions of others to the best of its ability. The target may not make any Charisma-based skill checks, and has a helpful attitude toward all creatures, regardless of how it is treated. This condition can last beyond the duration of the spell, remaining until the statistic reduced to 1 is restored to a higher value.

If the target makes 2 consecutive will saves against the effect of this spell, the spell ends.

Shrouded Afflictions

School: abjuration; **Level:** alchemist 2, antipaladin 2, inquisitor 2, magus 2, witch 1

Casting Time: 1 standard action

Components: S

Range: personal

Target: you

Duration: 1 hour/level

Poisons, diseases, and curses you are suffering from or are carrying, as well as magic items, creatures or abilities able to create such afflictions you are carrying, become difficult to detect by divination spells such as *detect poison* or *locate object*. Shrouded afflictions also prevents location by such magic items as *crystal balls*. If a divination is attempted against you or an affliction-causing item or creature in your possession, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 15 + your caster level. On a failed check, the divination spell does not reveal any information about curses, poisons, diseases, or items or creatures able to cause such afflictions that are on your person. Thus if you have a rat familiar carrying bubonic plague sitting on your shoulder, *shrouded afflictions* protects it from discovery, though if the rat scurries off on its own it can be detected normally.

Toil and Trouble

School: divination (scrying); **Level:** witch 9

Casting Time: 1 hour

Components: V, S, F (a cauldron worth at least 2,000 gp and weighing at least 50 lbs.)

Range: see text

Effect: magical sensor

Duration: 1 min./level

Saving Throw: Will negates; **Spell Resistance:** yes

You can observe a creature at any distance. You must have an object with some attachment to the creature (see below), which you drop into the cauldron as part of the casting time. A picture of the target and its immediate surroundings appears in the cauldron. If the subject succeeds on a Will save, the spell fails. The difficulty of the save depends on how strong the link is between the target and the object dropped into the cauldron. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

Connection	Will Save Modifier
Likeness or picture	2
Possession or garment	4
Personal detritus (dead skin, lock of hair, bit of nail, etc.)	6
Blood or flesh	-8
Blood or flesh of an offspring	-10

If the save fails, you and others adjacent to the cauldron can see and hear the subject and its surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet. In addition, you and others adjacent to the cauldron may cast spells through the cauldron, calculating ranges to anything viewed in the cauldron as if everything was 25 feet away. As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

Witchfire

School: abjuration [fire]; **Level:** magus 3, witch 2

Casting Time: 1 swift action

Components: V, S

Range: medium (100 ft. +10 ft./level)

Target: one attacker

Duration: 1 minute/level

Saving Throw: none; **Spell Resistance:** yes

The target is engulfed in eldritch flames that flare up if that foe attacks you. The first time the foe makes an

attack roll against you (even if it fails to hit), it takes 3d8 points of fire damage. Once triggered in this manner, the spell ends.

Witchfire, Greater

School: abjuration [fire]; Level witch 5

Casting Time: 1 swift action

Components: V, S

Range: medium (100 ft. +10 ft./level)

Target: one attacker

Duration: 1 minute/level

Saving Throw: Will partial (see text); Spell Resistance: yes

The target is engulfed in eldritch flames that flare up if that foe attacks you. The first time each round the foe makes an attack roll against you (even if it fails to hit), it takes 3d8 points of fire damage. Each time the target is damaged it may make a Will save to end the spell's effect. This spell may be triggered once per caster level, after which the spell ends.

A HARBINGER OF ARGONAX

The stat blocks below represent a “typical” Harbinger at three power levels. Harbingers can be of any race or class, and often focus on the class they believe Argonax currently is, or soon will be. The Harbingers presented below are all human witches, because it's easy to remove human bonuses to turn them into some other race, and this book presents more witch spells than any other class (suggesting Argonax was recently a witch). For information on the general motives and organization of Harbingers, see *The Harbingers of Argonax*, above.

Unless a harbinger believes he is much, much stronger than his opposition, he does not engage in a “fair fight” unless he has no other choice. Harbingers much prefer to use mercenaries or, even better, cat's-paws to do their dirty work. A harbinger is much more likely to use misdirection and subterfuge to rile neutral parties into being foes of his foes than to attack them directly.

For example, Fantoma is a 6th level Harbinger of Argonax who wants to prevent a group of heroes from reaching Suerbak Kak Dalbaz, the ruined Bridge City where Argonax once kept a lab. Rather than attack them herself, she uses *alter self* to take the form of an orc witch, and *charm person* to win over a local orc warlord. She convinces the warlord that the adventurers are rich

and dumb, easy prey for a raid. Just before such an attack, she uses *augury* to ensure her orc's ambush is not coming at a particularly good time for the adventurers. While she might well be present at the ambush and cast one or two hexes to aid the orcs, she stays in the background and makes sure she always has a swift retreat available. If the orcs fall, she makes no effort to save them – they were just tools, and if necessary she'll find more. While the adventurers waste time looking for an “orc witch” who goaded the warband into attacking them, she's already using the orc warlord's treasure (given to her for “safe keeping” before the battle) to hire harpies to drop rocks on the adventurers when they try to cross a dangerous mountain pass.

If a Harbinger is pressed into direct conflict, he tries to avoid going toe-to-toe with frontline warriors, and works to use charms and illusions to turn his enemies against each other. If possible he takes out any healer first, and any other spellcasters second. If defeat seems inevitable, a Harbinger will surrender, hoping to talk his way into a better situation.

HARBINGER OF ARGONAX, LOW-LEVEL

CR5

Human Witch 6

CN Medium Humanoid (Human)

Init: +1; Senses: Perception +7

DEFENSE

AC: 13, touch 12, flat footed 11 (+1 Dex, +1 natural, +1 dodge)

hp: 42 (6d6+12)

Fort: +4, **Ref:** +3, **Will:** +6

OFFENSE

Spd: 30 ft.

Melee: Masterwork Dagger, Punching +5 (1d4 1/20/x3)

Special Attacks: Evil Eye 2 (7 rounds, DC 17), Misfortune (DC 17)

Witch Spells (CL 6, +2 melee touch, +4 ranged touch):
(at will) *Apply poison**, *bleed* (DC 14), *detect magic*, *touch of fatigue* (DC 14),

1st Level: *blood fangs** (DC 15), *charm person* (DC 15), *cure light wounds*, *red hands** (DC 15)

2nd Level: *alter self*, *augury*, *horrific shriek* (DC 16)*, *witchfire**

3rd Level: *blood vomit** (DC 17), *hex harrow** (DC 17), *isolate** (DC 17)

STATISTICS

Str: 8, **Dex:** 13, **Con:** 14, **Int:** 18, **Wis:** 12, **Cha:** 10

Base Atk: +3; **CMB:** +2; **CMD:** 17

Feats: Accursed Hex, Defensive Combat Training, Dodge, Weapon Finesse

Skills: Bluff +6, Diplomacy +6, Intimidate +9, Knowledge (Arcana) +13, Perception +7, Stealth +7, Use Magic Device +9

Languages: Abyssal, Celestial, Common, Gnoll, Orc SQ +3 to Diplomacy checks, Cackle, Deliver Touch Spells Through Familiar, Empathic Link with Familiar (Su), Healing (2d8+6) (Su), Share Spells with Familiar, Speak With Familiar

Equipment: Masterwork Dagger, Punching; Other Gear *Amulet of Natural Armor* +1, *Wand of Magic Missile* (1st level), marked augury sticks worth 25 gp, incense worth 200 gp.



HARBINGER OF ARGONAX, MID-LEVEL

CR11

Human Witch 12

CN Medium Humanoid (Human)

Init: +1; Senses: Perception +12

DEFENSE

AC: 14, touch 12, flat footed 12 (+1 Dex, +2 natural, +1 dodge)

hp: 75 (12d6+24)

Fort: +6, Ref: +5, Will: +9

OFFENSE

Spd: 30 ft.

Melee: +1 Punching dagger +8/+3 (1d4/20/x3)

Special Attacks: Agony (DC 21), Arcane Blast (30' ranged touch, 2d6+1d6/spell level), Blight (DC 21), Evil Eye -4 (8 rounds, DC 21), Misfortune (DC 21)

Witch Spells (CL 12, 5 melee touch, 7 ranged touch):
(at will) *Apply poison**, *bleed* (DC 15), *detect magic*, *touch of fatigue* (DC 15),

1st Level: *blood fangs** (DC 16), *charm person* (DC 16), *cure light wounds* x2, *ray of enfeeblement* (DC 16), *red hands** (DC 16)

2nd Level: *alter self*, *augury*, *curse of dread** (DC 17), *horrific shriek* (DC 17)*, *witchfire**

3rd Level: *bestow curse* (DC 18), *blood vomit** (DC 18), *dispel magic*, *hex harrow** (DC 18), *isolate** (DC 18)

4th Level: *charm monster* (DC 19), *cure serious wounds*, *eldritch interdiction** (DC 19), *rend psyche** (DC 19)

5th Level: *dominate person* (DC 20), *geist**, *magic jar* (DC 20), *overland flight*

6th Level: *last breath**, *summon monster IV*

STATISTICS

Str: 8, **Dex:** 13, **Con:** 14, **Int:** 20, **Wis:** 12, **Cha:** 10

Base Atk: +6; **CMB:** +5; **CMD:** 23

Feats: Accursed Hex, Arcane Blast, Blind Fight, Combat Casting, Defensive Combat Training, Dodge, Weapon Finesse

Skills: Bluff +11, Diplomacy +11, Intimidate +14, Knowledge (Arcana) +19, Knowledge (History) +15, Knowledge (Planes) +15, Perception +12, Spellcraft +19, Stealth +12, Use Magic Device +14

Languages: Abyssal, Celestial, Common, Dwarven, Gnoll, Orc

SQ: +3 to Diplomacy checks, Cackle, Deliver Touch Spells Through Familiar, Disguise (12 hours/day), Empathic Link with Familiar, Healing (2d8+10), Share Spells with Familiar, Speak with Animals, Speak With Familiar

Equipment: +1 *punching dagger*, *amulet of natural armor* +2, *wand of magic missile* (CL 3), marked augury sticks worth 25 gp, incense worth 200 gp., 4 gems worth 100 gp each.

HARBINGER OF ARGONAX, HIGH-LEVEL CR17

Human Witch 18

CN Medium Humanoid (Human)

Init: +4; Senses: Perception +17

DEFENSE

AC: 22, touch 19, flat footed 17 (+4 Dex, +3 natural, +4 deflection, +1 dodge)

hp: 108 (18d6+36)

Fort: +8, **Ref:** +10, **Will:** +12

OFFENSE

Spd: 30 ft.

Melee: +1 *spell storing punching dagger* +14/+9 (1d4/20/x3)

Special Attacks: Agony (18 rounds, DC 24), Arcane Blast (30' ranged touch, 2d6+1d6/spell level), Blight (DC 24), Death Curse (Will or fatigued 1 round, exhausted 2nd round. 3rd round 4d8+18, Fort save or death)(DC 24), Evil Eye -4 (8 rounds, DC 24), Forced Reincarnation (DC 24), Misfortune (DC 24)

Spell Like Abilities: *Feather Fall* (At will), *Fly* (18 minutes/day), *Levitate* (1/day), *Spell Hex* (charm person, DC 24) (3/day) (DC 24)

Witch Spells: (CL 18, +8 melee touch, +13 ranged touch):
(at will) *Apply poison**, *bleed* (DC 15), *detect magic*, *touch of fatigue* (DC 15),

1st Level: *blood fangs** (DC 16), *charm person* (DC 18), *cure light wounds* x2, *ray of enfeeblement* (DC 16), *red hands** (DC 16)

2nd Level: *alter self*, *augury*, *curse of dread** (DC 17), *horrific shriek* (DC 17)*, *witchfire**

3rd Level: *bestow curse* (DC 18), *blood vomit** (DC 18), *dispel magic*, *hex harrow** (DC 18), *isolate** (DC 18)

4th Level: *charm monster* (DC 21), *confusion* (DC 21), *cure serious wounds*, *eldritch interdiction** (DC 19), *rend psyche** (DC 19)

5th Level: *dominate person* (DC 22), *geist**, *greater witchfire*, *magic jar* (DC 20), *overland flight*

6th Level: *eyebite* (DC 21), *last breath**, *mass cure light wounds*, *slay living* (DC 21)

7th Level: *control weather*, *heal*, *ioun sigil*

8th Level: *irresistible dance* (DC 25), *mass charm monster* (DC 25)

9th Level: *dominate monster* (DC 26), *power word kill*

STATISTICS

Str: 8, **Dex:** 14/18, **Con:** 14, **Int:** 20, **Wis:** 12, **Cha:** 10

Base Atk: +9; **CMB:** +8; **CMD:** 36

Feats: Accursed Hex, Arcane Blast, Blind Fight, Combat Casting, Defensive Combat Training, Dodge, Greater Spell Focus (enchantment), Spell Focus (enchantment), Spell Hex, Weapon Finesse

Skills: Bluff +16, Diplomacy +16, Intimidate +19, Knowledge (Arcana) +24, Knowledge (History) +22, Knowledge (Planes) +22, Perception +17, Spellcraft +24, Stealth +20, Swim +3, Use Magic Device +19

Languages: Abyssal, Celestial, Common, Dwarven, Gnoll, Orc

SQ: +3 to Diplomacy checks, Cackle, Deliver Touch Spells Through Familiar (Su), Disguise (18 hours/day) (Ex), Empathic Link with Familiar (Su), Healing (2d8+10) (Su), Ring of Mind Shielding, Scry on Familiar (1/day) (Sp), Share Spells with Familiar, Speak with Animals (Ex), Speak With Familiar (Ex)

Equipment: +1 *spell storing punching dagger*, *amulet of natural armor* +3, *belt of incredible dexterity* +4, *ring of mind shielding*, *ring of protection* +4, marked augury sticks worth 25 gp, incense worth 200 gp, 4 gems worth 100 gp each.

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