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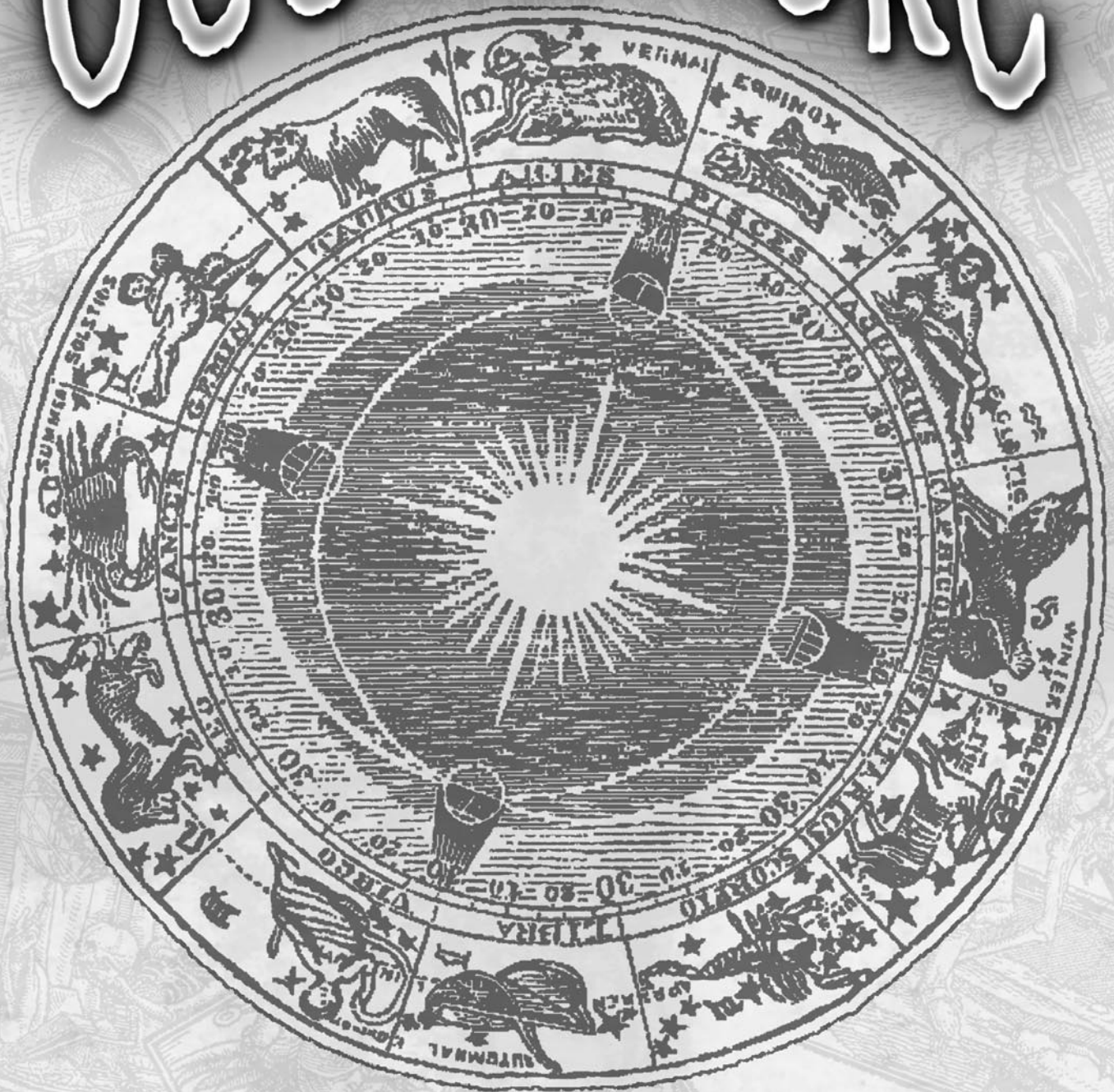
OCCULT LORE



Requires the use of the Dungeons & Dragons® Player's Handbook,
Third Edition, published by Wizards of the Coast.®

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OCCULT LORE



A SOURCEBOOK OF MAGICAL KNOWLEDGE

by Keith Baker, Adam Bank, Chris Jones, Scott Reeves, and Elton Robb

Credits

AUTHORS: Keith Baker, Adam Bank, Chris Jones, Scott Reeves, and Elton Robb

EDITOR & DEVELOPER: Michelle A. Brown Nephew

ART DIRECTION & GRAPHIC DESIGN: Scott Reeves

PUBLISHER, PROOFREADER & LAYOUT MONKEY: John Nephew

COVER DESIGN: Scott Reeves and John Tynes

COVER ILLUSTRATION: Lee Moyer

INTERIOR ILLUSTRATIONS: Michael Clarke, John Davis, Brian Figur, Scott Reeves, Steven Sanders, Chris Seaman, Chad Sergesketter, Helena Wickberg/Phoenix Studios

PLAYTESTERS: William Adley, Michael Babbitt, Tim Elkins, Jeff Ibach, Bill 'Urkloré' Schwartz

PUBLISHER'S SPECIAL THANKS: Jerry Corrick, Alex Knapik, and all the gang over at the Source

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Hidden Knowledge

In a fantasy world, it's dangerous to assume you've seen it all. The most powerful occult lore is many times underestimated ... too often complacent wizards, sorcerers, and clerics believe they have a monopoly on mystical might. This hubris can be their undoing when they finally come face to face with magic beyond their experience.

Occult Lore opens the gates to a world of alternative power for D20 System™ players, with in-depth rules for ten new magical traditions. Whether you're interested in a prestige class that lets your character become a celestial creature, or an entirely new system of magic to dumbfound your players, *Occult Lore* offers an abundance of secret knowledge.

Alchemy allows the arcane healer to tend to his patients in the absence of a cleric, and the grand alchemist to pursue the immortality granted by just a drop of pure *philosopher's gold*.

Astrology places the wisdom of the stars into the hands of mortals; horoscopes can predict a character's future, the most auspicious time to explore a dungeon, or let an astrologer control the subject of a nativity from afar. Solar hierophants embody the sun itself, becoming celestial creatures, while lunar mystagogues become the masters of magical secrecy, exerting their dark power over creatures of the earth and underworld.

Elementalism turns the forces of air, earth, fire, and water to the will of the spellcaster, until finally the elementalists transform herself into one of the elemental creatures she commands!

Geomancy gives magic-users access to the power of ley lines, dowsing, and the innate magic of locations to enhance their mystic abilities — sometimes beyond their own control — or even to create fearsome zones of antimagic.

Herbalism is the craft of the wylderwitch and the grand herbalist — the

plants of the field, when properly prepared, become healing poultices and powders, magical concoctions that can extend or shorten life, or even *verdex* that “bind” spells for later use. In a special appendix, starting on page 171, you'll find *Byron B. Baird's Bountiful Botanical*, a treatise describing twenty mundane and magical plants and the concoctions skilled herbalists can distill from them.

Magical imagination gives heraldic wanderers the ability to construct fabulous memory palaces from the knowledge of the ages.

Oneiromancy grants access to the dream worlds where id-hounds roam, lucid dreamers manipulate dream reality to fit their own deepest desires. There, secret knowledge and *transient* magic items are the great treasures to pursue.

Rational magic lets science and logic displace the power of magic. Skeptics strip targets of their spells and special abilities with well-reasoned argument, and even cancel the effects of magical weapons and armor.

Spirit cultivation is the gleaner's art of capturing the fleeting remnants of a soul, and slowly teaching it the ways of power. Gleaners nurture these souls first in a *spiritstone*, then transfer them into *reliquaries* to invoke the skills and spells of the spirit, and finally use focal charms to control spirits with the power of the gods themselves!

Sympathetic magic uses ritual points to toss spells across continents — all a mage needs is a lock of hair to curse an enemy for a lifetime!

To inspire your GM, each chapter includes adventure seeds, to help introduce each previously hidden tradition to the game world. These story ideas may inspire you as a player as well, with character concepts and motivations.

By picking up this book, you've become the newest initiate into the secrets of *Occult Lore*. Welcome!

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Alchemy

The young warrior lay stricken in his sickbed. "Please," he whispered to the strange doctor. "Please. Send for a priest."

The doctor scoffed. "Stop being so melancholy or you really will need one." He pulled a trundle full of odd wares to the bedside. "Our hospice deals with camp fever. I have attended a handful of recoveries. And I've written a treatise," he added with pride.

As the doctor fished about the trundle, the warrior slowly shook his head. "No, not for final rites. Unction. Healing ... prayer ..."

"I know fighting the heathens commands your full attention, boy," the doctor said darkly, "but perhaps you have noticed that when the Patriarchy declares holy war, miracles are in short supply."

The doctor produced a fat onion from the trundle, still flecked with fresh dirt. A blur of the doctor's bone saw split the ripe earth-fruit into ragged halves. He uncovered the warrior's feet. A scalpel appeared in the doctor's hand. Before the warrior could even blink in surprise, blood streamed from the arch of his left foot.

The doctor bound one half of the onion to the left foot before moving on to the right.

"What madness is this?" the warrior sobbed.

"Medicine," the doctor grunted, working with some twine. "Fundamental alchemy, really. Lice spontaneously generate from the human offal of a war camp. The camp louse, therefore, is comprised entirely of excreta. Lice burrow into the skin and reintroduce the expelled waste back into the body. This imbalances the bodily humours, which in turn slowly putrefies the blood. The swiftest remedy is a rebalancing of your humours. Look, your toes are already gangrenous." The young patient sobbed again. "You're suffering from an obvious overabundance of black bile — the melan cholos. By leeching excess melancholy from the blood, I will restore the balance, and your body will heal. It's all in my treatise."

The doctor took a chunk of basalt rock from the trundle and balanced it on his patient's forehead. "There, now. Boy," he said, "if your black mood doesn't lift by the end of the day, let the attendant know and we'll adjust your treatment. Otherwise, see you in a few days."

The warrior's eyes crossed watching the rock wobble. The doctor slapped his knees and stood up. "Now. Who's next?"

ARCANE HEALERS

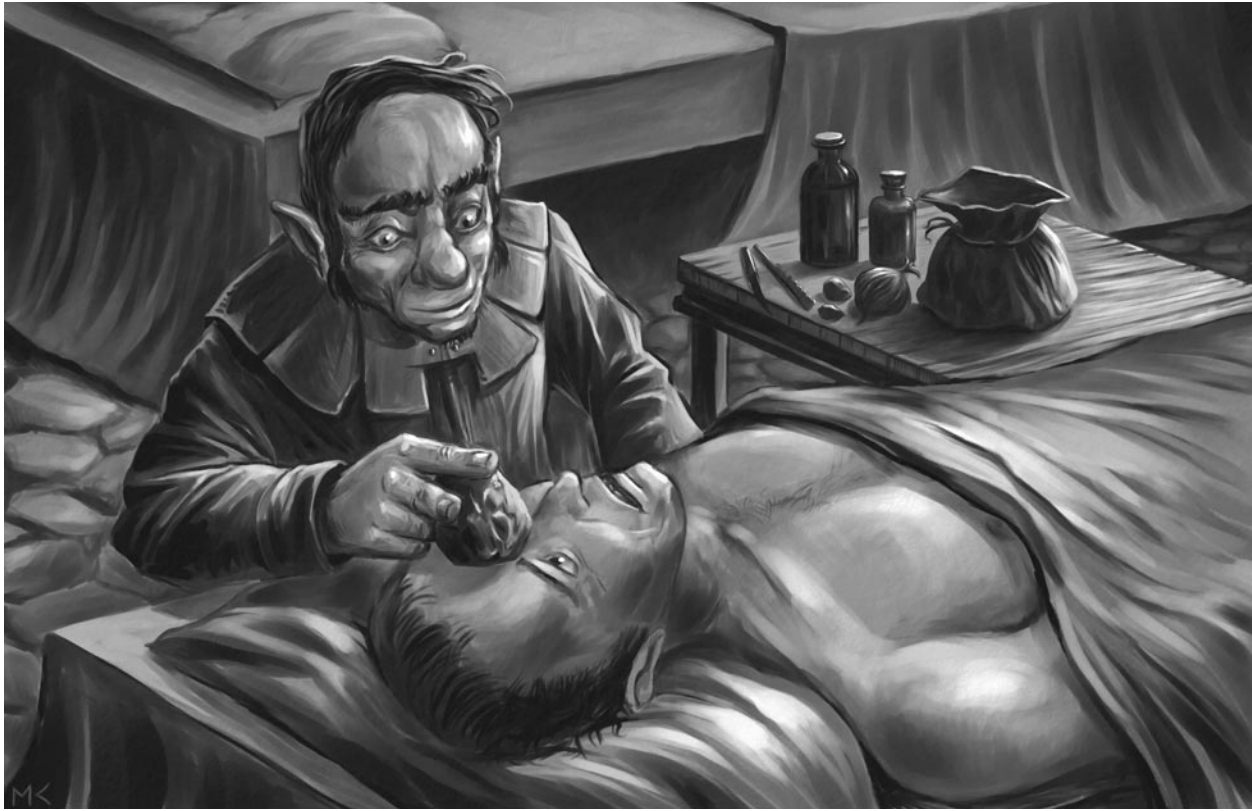
The society of arcane healers arose in an early age when the gods disfavored the acts of mortals. According to legend, the demigod Asclepius, half-mortal son of a solar deity and a powerful oracle, refused the ways of heaven and walked among mortal-kind. When the other gods denied the prayers of clerics, Asclepius worked miracles for the mortals he encountered on his travels. The gods of fate and the underworld, angered with Asclepius' interference with death, demanded that the high god of heaven punish Asclepius. The high god declared that if Asclepius ever accepted payment for his miracles, the demigod would lose his powers forever. Many years later, Asclepius forgot himself and accepted a golden laurel for resurrecting a mortal king. The high god struck Asclepius with a thunderbolt, burning away his immortality. Now humbled, Asclepius spent the remainder of his days dedicated to medicinal — rather than miraculous — healing, refusing recompense except when necessary to continue his practice and research.

Asclepius became a patron saint of doctors, and supposedly began the tradition of arcane healers. In some lands, physicians of all sorts are called the "Children of Asclepius," and groups of doctors the "Asclepiads." Arcane healers organize into cults, colleges, hospices, and secret societies all over the world, practicing their strange "science" of alchemical medicine. They are most prominent in lands lacking the protection of the gods, and often come into conflict with clerics and religious groups. While the whims and aides of the gods are fickle, arcane healers argue, the science of alchemy remains the constant protector against mortal injury and disease.

HEALER'S OATH

To learn their secret magic and knowledge, an apprentice arcane healer must swear the Healer's Oath.





When groups of arcane healers are well-funded and powerful, this Oath is backed by *geas/quest* or similar spells.

The Oath is as follows:

"I swear by Asclepius the Physician, and the Sun, and Health, and All-Heal, and all the just gods and goddesses:

"To reckon my master who taught me this Art equally dear to me as my birth parents, to share my substance with him, and relieve his necessities if required;

"To look upon my master's disciples as my own siblings, and to teach them this Art, if they shall wish to learn it, without fee or stipulation;

"By precept, lecture, and every other mode of instruction, I will impart a knowledge of the Art to my own disciples, and those of my teachers, and to disciples bound by a stipulation and oath according to the laws of alchemical medicine, but to none others.

"I will follow that system of regimen which, according to my ability and judgment, I consider for the benefit of my patients, and abstain from whatever is deleterious and mischievous.

"I will give no deadly medicine to anyone if asked, nor suggest any such counsel.

"Into whatever houses I enter, I will go into them for the benefit of the sick, and will abstain from every voluntary act of mischief and corruption; and, further, from the seduction of females or males, of freeman and slaves.

"Whatever, in connection with my professional practice or not, that I see or hear, in the life of mortal-kind, which ought not be spoken of abroad, I will not divulge, as reckoning that all such should be kept secret."

MEDICAL ALCHEMY

The "science" of medical alchemy is based on observation, reason, and analogy. For example, Galen the arcane healer wants to research stomach ulcers. First, he makes the obvious observation that raw food must be cooked before it is ready to be eaten. Next, he reasons that the body has its own process of "cooking" food — of preparing and extracting nutrients. By analogy, he concludes that the stomach is the "oven" of the body. It "bakes" food into nutrition. This analogy suggests a cause for ulcers: ulcers occur when the stomach gets too hot and burns food — hence the burning sensation of ulcers. A remedy for ulcers, therefore, must cool the stomach down to its proper warmth. A chilled infusion of mint tea, perhaps?

These leaps of logic dominate medical alchemy. Galen sees a patient complaining of chills. The patient's eyes are

watery, his nose is running, and he keeps coughing up phlegm. “This man is leaking phlegm,” Galen thinks, “therefore, his problem is too much phlegm.” A text on phlegmatic diseases confirms Galen’s suspicions. Phlegm is a cold bodily humour, and an overabundance of phlegm would therefore cause chills. The treatment: heat the patient up with hot baths and heartwarming meals.

In game session, these pseudo-scientific theories can be used to unnerve the PCs when they encounter arcane healers or seek them out for treatment. For instance, retreating from a cursed tomb, the party’s cleric has been struck down by a magical disease. Out of options, the party turns to the arcane healer in a nearby village. A PC’s life hangs in the balance; imagine the players’ reaction when the healer rushes to the cleric’s side — only to force feed the dying PC jalapeños.

In a game world, the strange theories of arcane healers work like magic. The central premise of all medical alchemy is the notion that balance equals health. The body is an alchemical machine. When all parts operate in harmony, the body is healthy. Disharmony leads to imbalance and disease. Arcane healers devote themselves to restoring the balance of the forces at play within the mortal body: the four humours and the three spirits.

The humours are the four bodily fluids vital to mortal life. The body, like any material object, is composed of the four elements (fire, earth, air, water), and each humour is a result of one elemental force. **Choler**, the fiery yellow bile, grows in the gall bladder. **Melancholy**, the cold black bile of earth, comes from the spleen. The liver produces blood, known as the **sanguine** humour, which is linked with air. Watery **phlegm** seeps out of the pituitary gland.

The mortal body would be nothing but a bag of foul ichors if not for the three enlivening spirits. The **natural** and **vital** spirits are carried by the blood, giving nutrition and heat to all parts of the body. The **animal** spirit

flows through the nerves — which are mere hollow channels — conveying physical sensation to the soul located in the heart.

INFAMOUS DISEASES

BLACK DEATH (BUBONIC PLAGUE)

This disease is famous for how quickly it spreads by touch, even while incubating with no apparent symptoms. Black death begins as a painful inflammation of the underarms or in the groin. These buboes (egg-sized, hard cysts) aim their influence straight at the lungs, which gradually fill with phlegm until the victim drowns from within. The best treatment for the black death is to rebalance the patient’s phlegm and blood humours. The fastest method is simple blood-letting, intended to stimulate the body’s production of clean blood. Because infection starts in the least clean areas of the body, arcane healers associate the black death with poor bathing habits. Hot baths in heavily salted water both help to heat the blood and stay the infection through the preserving properties of the salt.

CAMP FEVER (TYPHUS)

When too many creatures live in close quarters (such as in a war camp), camp fever is close behind. It begins as sudden headache, fever, and muscular pain. Within a week, a black mark appears on the victim’s chest or trunk, signaling the presence of poisonous levels of melancholy underneath the skin. From there the mark quickly spreads across the body, killing the victim one inch of necrotic skin and muscle at a time. A positive outlook is vital to the victim’s survival, as gloomy thoughts serve only to increase the fever’s production of melancholy.

TABLE OF INFAMOUS DISEASES

Disease	Infection	DC	Incubation	Damage
Black Death	Contact	16	1d6 days*	1d3 Con
Camp Fever	Contact	18	1d3 days	1d2 Con, 1d2 Str
Devil-Shot	Unknown	18	unknown	1d2 Dex, 1d3 Wis
Hicket	Ingested	12	1d10 days**	1 Con***
Mouth-Worm	Ingested	15	1d6 days	1d2 Con, 1d3 Cha
Poison Wind	Inhaled	18	1d3 days	1d6 Con

*No symptoms during incubation, but still contagious by touch with plague victim.

** During incubation, victim endures embarrassing symptoms.

***Victim does not recover ability points once the disease is cured unless through magical healing.



DEVIL-SHOT

This disease causes a slow, creeping paralysis accompanied by painful seizures and fits of babbling. Devil-shot is thankfully not contagious, although most creatures superstitiously believe otherwise. Devil-shot victims are more often shunned than helped. Arcane healers believe this terrible disease is caused by indirect contact with infernal outsiders. One victim may contract the disease by standing where an infernal outsider once stood. Another might inherit the disease from an ancestor of dubious parentage. Cures vary widely from victim to victim; the first arcane healer to publish a successful treatise on devil-shot will earn great fame.

HICKET

This common disease causes unpleasant gastronomical distress, accompanied by hiccups and cramps. Although mild, without treatment suffering can last for years. The usual cause of hicket is a kink in the stomach or intestine resulting from eating while traveling quickly — making hicket the bane of many an adventurer. Laying the patient prone and applying marble slabs to the stomach can smooth the kink out.

MOUTH-WORM

Mouth-worm is so called because arcane healers believe it is caused by a minute worm either too small to see or perhaps incorporeal. This disease begins with a simple toothache, but left untreated it festers into a disgusting infection. First the gums crisscross with rot (the supposed

Paladins of Asclepius

Paladins occasionally take up arms in the name of Asclepius. The two branches of Asclepiads, the doctors and holy warriors, generally idolize and envy each other's stations. A state of intense but friendly rivalry exists between the two: who best protects their fellows? The paladin who seeks to cure the land of evil, or the arcane healer who fights against his patient's suffering?

Paladins of Asclepius follow the Healer's Oath as their Code of Conduct, and receive Alchemy as an additional class skill.

“worm trails”), then teeth crack and stink, and finally the entire jaw seethes with infection. Arcane healers recommend cleaning the mouth regularly with powdered charcoal. Once a “mouth-worm” takes hold of a tooth, however, the barber's pliers are the only recourse.

POISON WIND

A poison wind is one of the most feared sources of disease. Foul exhalations from contaminated earth (such as bogs filled with undead, or caves covered with stirge droppings) spew dire poisons into the upper air. The disease spreads as fast and as far as the wind blows, and its source can be miles away from its victims. Adventurers coming across a town infected by a poison wind cannot easily escape it, since as long as the wind blows infection can occur over and over again. The only sure way to be rid of this dreaded affliction is to purge the source of corruption, wherever it may be.

New Alchemical Equipment

Characters with Heal scores of 5+ can use the Alchemy skill to create the superior medicinal items listed below. See the Craft skill rules (or the recap of them on page 18) and the full description of each item for instructions on how to create these items. Also see the Herbalism chapter, on page 76, for more tools that can be used to give Alchemy check bonuses, and substances that can be made using the Alchemy skill.

Task or Item	Creation DC	Market Cost
Write/read a message in alchemical notation	10 + pages in the message + symbol modifier	2 gp per page x the symbol modifier
Alembic	15	Approximately 50 gp
<i>Aqua vitae</i>	20	5 sp per draught
Athenor	15	100 gp
Pangunculus	Varies (see page 27)	100 + (pangunculus' similarity bonus x 100) gp
Plague gear	15	30 gp
Treatise	DC of disease	60 gp

Alchemical Notation

Alchemists often use cryptograms in their writings, called *alchemical notation*. Instead of mathematical ciphers, alchemical notation is a symbolic code, often invented on the spot and drawn from the symbols and sympathies learned in training as an alchemist.

To write a message in alchemical notation, the character must determine how many pages a particular message will take up. In general, a message taking up 1 page in normal script takes 3 pages in alchemical notation. The exact number is at the discretion of the GM and is based on the complexity of the message.

Next, the character must choose the message's symbol modifier, which represents the complexity of the symbolism used to obscure the message. A character can choose a symbol modifier no greater than the character's score in the Alchemy skill.

Lastly, the character carefully drafts the message. Writing a message in alchemical notation is an Alchemy task with a DC equal to 10 + number of pages in the message + the symbol modifier.

A skill check represents one week's work, and the result of the Alchemy check determines how much more or less time than that base amount it takes to complete the item. (Use the rules for making items found in the Craft skill description.)

Reading a message in alchemical notation requires an Alchemy check using the same market price, raw material cost, and DC as writing one. Reading a message in alchemical notation takes one hour per point of the message's symbolic modifier. Different messages from the same author require new Alchemy checks unless the author deliberately uses an identical symbol scheme and symbol modifier.

Alchemical notation cannot be read with *read magic* or *comprehend language* spells. Decipher Script cannot be used to read alchemical notation because the code is symbolic of the secrets of alchemy, rather than being an ancient language or mathematical cipher. If the character has a Decipher Script score of 5+, however, the character gains a +2 synergy bonus when writing or reading alchemical notation using the Alchemy skill.

Market Cost: 2 gp per page times the symbol modifier; **Raw Material Cost:** 6 sp per page times the symbol modifier; **Creation Check:** Alchemy DC 10 + the number of pages in message + the symbol modifier.

Alembic

An alembic is usually a ceramic or glass vessel, or series of vessels, used for purifying substances to distill the essential components; by default, alchemist's and apothecary's labs include these. There are five types of alembic, each with a slightly different market price: exhalation alembic, 54 gp; gradation alembic, 45 gp; incorporation alembic, 46 gp; liquefaction alembic 50 gp; restinction alembic, 50 gp.

Using one grants a +2 circumstance bonus to Alchemy or Herbalism checks when making various substances (see pages 88-89 for specifics). Failing an Alchemy or Herbalism check while using an alembic cracks and ruins the vessel. Masterwork alembics, however, do not crack upon a failed check.

Market Cost: approximately 50 gp; **Raw Material Cost:** 17 gp; **Creation Check:** Alchemy DC 15.

Aqua Vitae

Legend has it that alchemists invented distilled spirits. In most lands, the creation of liquor and brandy is a well-guarded secret and such potent drinks are rare delicacies (or addictions) of the nobility. The *aqua vitae* is a special, fruity brandy renowned for its use as a convalescent and sedative. Making it requires an Alchemy check DC 20, which creates 50 draughts of the liquid.

Administering one draught to a patient gives a +4 circumstance bonus to one first aid, treat wound, or treat poison Heal roll. However, a patient drinking a single draught must make a Fortitude check with a DC of 15 or suffer a -2 penalty to AC and any rolls involving Dexterity for 1 hour.

Using *aqua vitae* to treat disease or for long term care requires administering a number of draughts equal to 10 + patient's Constitution modifier per day. When using *aqua vitae* to augment long-term care, the patient heals one extra hp per day. When using *aqua vitae* to augment the long-term treatment of disease, you earn a +4 circumstance bonus to each Heal roll, but the patient suffers a -2 penalty to AC and any rolls involving Dexterity.

Market Cost: 5 sp per draught; **Raw Material Cost:** 2 sp per draught; **Creation Check:** Alchemy DC 20.

Athenor

An athenor is a furnace in the shape of a squat, miniature tower. Using one in a laboratory grants a +2 circumstance bonus to Alchemy checks for the creation of alchemical metals (such as *philosophic iron*). Failing an Alchemy or Herbalism check while using an athenor bursts and ruins the vessel inside it. A masterwork athenor, however, does not burst the vessel upon a failed check.

Market Cost: 100 gp; **Raw Material Cost:** 25 gp; **Creation Check:** Alchemy DC 15.

Pangunculus

Although not directly related to medical alchemy, alchemists frequently create these magic-protecting constructs when they run afoul of clerical sects (see page 27).

PLAQUE GEAR

Plague gear protects doctors from contagion. The gear consists of a leather hood covering the entire head and thick leather gloves that reach up to the elbows. Round glass or crystal goggles permit sight. The hood's nose is shaped as a long, pointed beak, and is filled with aromatics. The fingertips of the gloves are pointed like claws and soaked in cleansing oils. When worn, provided that all breath is drawn through the nose, plague gear gives a +8 circumstance bonus to any saving throw against disease spread through the air or by touch. The doctor's bizarre appearance, symbolic of a carrion bird, is said to provide as much magical protection as the aromatics and oils themselves. All Spot and Search rolls made while wearing plague gear, however, suffer a -4 penalty due to sensory deprivation.

Market Cost: 30 gp; *Raw Material Cost:* 10 gp; *Creation Check:* Alchemy DC 15.

TREATISE

A treatise is a written explanation of a particular disease and its proper treatment. Writing a treatise requires extended research and experimentation. Using Alchemy like a Craft skill, the DC of writing a treatise equals the DC of the subject disease itself.

When a doctor is treating a patient suffering from a treatise's subject disease, having a doctor who follows the treatise's instructions gives the patient a +4 circumstance bonus to any saving throws against the disease. More importantly, while the proper treatment is administered, the patient heals one extra point of ability damage per day. Because medical alchemy is not an exact science, however, a treatise must be consulted prior to the treatment of every patient. Consulting a treatise successfully is a DC 15 Heal task.

Market Cost: 60 gp; *Raw Material Cost:* 20 gp; *Creation Check:* Alchemy DC equal to disease DC.

NEW NPC CLASS: ARCANE HEALER

As their name suggests, arcane healers apply their studies of arcane magic to the practice of healing. They are sworn to a strict code of altruistic behavior, and are thus of lawful good and lawful neutral alignments with very rare exceptions. (A sample arcane healer, Grigor the Apothecary, can be found on page 87.)

Hit Die: d4

CLASS SKILLS

The arcane healer's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Dex), Heal (Wis), Herbalism* (Int or Wis), Knowledge (all skills) (Int), Profession (Wis), and Spellcraft (Int).

*New skill, see page 80.

Skill Points at 1st Level: (2 + Int Modifier) x 4

Skill Points at Each Additional Level: 2 + Int Modifier

CLASS FEATURES

All of the following are class features of the arcane healer NPC class.

Armor and Weapon Proficiency: Arcane healers are proficient in all simple weapons, but they are not proficient with any type of armor or shields. Arcane healers suffer arcane spell failure chances with their spells when wearing armor.

Spells: Arcane healers cast arcane spells. They are limited to a certain number of spells of each spell level per day, according to their class level. Like clerics, they can cast any spell on

the arcane healer spell list provided they can cast spells of that level. Arcane healers prepare their spells in advance by concocting magical medicines (such as powders and salves). They prepare each of their spells individually by spending one half-hour per level of the chosen spell working on a concoction. 0-level spells take 15 minutes to prepare. Making concoctions requires either a laboratory or an alchemist's kit. Unused concoctions spoil at the end of the day.

Notice that at higher levels, it becomes difficult or impossible for members of this NPC class to prepare and cast their entire repertoire of spells per day. Arcane healers loathe to prepare in advance of knowing their patients' specific needs except for emergency spells such as *cure poison*, *remove disease*, and *death ward*.

Brew Potion: Arcane healers of 3rd level automatically acquire the Brew Potion feat.

Craft Wondrous Item: Arcane healers of 5th level automatically acquire the Craft Wondrous Item feat.

STARTING GEAR

2d4 x 10 gp worth of equipment.

ARCANE HEALER SPELL LIST

Arcane healers choose their spells from the following list.

0 level — *create water*, *cure minor wounds*, *detect magic*, *detect poison*, *gentle repose*, *mending*, *purify food and drink*, *read magic*, *resistance*

ARCANE HEALER (CONTINUED)

1st level — comprehend languages, cure light wounds, delay poison, detect chaos/evil/good/law, endure elements, enlarge, identify, protection from chaos/evil/good/law, reduce, remove fear

2nd level — bull's strength, calm emotions, cure moderate wounds, endurance, lesser restoration, make whole, remove paralysis, resist elements

3rd level — create food and water, cure serious wounds, dispel magic, magic circle against chaos/evil/good/law, neutral-

ize poison, protection from elements, remove blindness/deafness, remove disease, speak with dead

4th level — cure critical wounds, death ward, emotions, imbue with spell ability, minor creation, remove curse, restoration

5th level — break enchantment, heal, legend lore, major creation, raise dead

TABLE: ARCANE HEALER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day & Preparation Time per Spell					
						0 (15 min)	1st (30 min)	2nd (1 hr)	3rd (1½ hrs)	4th (2 hrs)	5th (2½ hrs)
1	+0	+0	+0	+2		3	1	—	—	—	—
2	+1	+0	+0	+3		3	2	—	—	—	—
3	+1	+1	+1	+3	Brew Potion	3	2	0	—	—	—
4	+2	+1	+1	+4		3	2	1	—	—	—
5	+2	+1	+1	+4	Craft Wondrous Item	3	2	2	—	—	—
6	+3	+2	+2	+5		4	3	2	0	—	—
7	+3	+2	+2	+5		4	3	2	1	—	—
8	+4	+2	+2	+6		4	3	2	2	—	—
9	+4	+3	+3	+6		4	3	3	2	0	—
10	+4	+3	+3	+7		4	3	3	2	1	—
11	+5	+3	+3	+7		4	4	3	2	2	—
12	+6/+1	+4	+4	+8		5	4	3	2	2	0
13	+6/+1	+4	+4	+8		5	4	3	3	2	1
14	+7/+2	+4	+4	+9		5	4	4	3	2	2
15	+7/+2	+5	+5	+9		5	4	4	3	3	2
16	+8/+3	+5	+5	+10		5	4	4	3	3	2
17	+8/+3	+5	+5	+10		5	5	4	3	3	2
18	+9/+4	+6	+6	+11		5	5	4	4	3	3
19	+9/+4	+6	+6	+11		5	5	4	4	3	3
20	+10/+5	+6	+6	+12		5	5	5	4	3	3

The Golden Cabal

"Perrin! Don't touch that!" warned Dr. Ambrosius.

The young man smiled and stepped away from the crowded equipment table. He walked with a cane to support the remains of his left foot. "Doctor," he said, "I've been in your service for five years now, yet you still treat me as a unlearned barbarian."

"Five years," the doctor said. "You were just a boy when we met at the hospice. Five years may seem long to someone young and beardless." The doctor grinned when Perrin rubbed the scattered scruff under his chin. "But time reveals its true speed to me, now that I have so little of it left."

Perrin sighed. "Again you talk of death. If I didn't know better, I'd call you obsessed. Selfish. Afraid."

Ambrosius' face hardened. "How glad I am you know better, then."

Somewhere in the depths of the laboratory, a kettle whistled.

"Doctor ..."

"You think I fear death? I lament time. Time for work! Time for mysteries still unsolved, responsibilities yet unfulfilled."

Perrin sighed, then brightened. "I found her," he said suddenly.

Ambrosius blinked. "So that is what you did with your free season?" He laughed nervously. "Hunting rumors?" He fiddled with a geared copper instrument on the equipment table. It popped and threw off colorful sparks.

"She uses League merchant ships, making secret arrangements with the captains," Perrin explained. "That's how she moves between fairs without leaving a trail."

"Oh?"

Perrin moved closer. "I caught up with her at an Autumn Fair. I saw nothing unusual about her stall — except for her, of course. She fit your description exactly. Exactly, Doctor."

Ambrosius turned away.

"Exactly as you saw her forty years ago."

After a minute, Ambrosius asked, "What did you do?"

"I gave her your note."

"Did you read it?"

"I can read alchemical notation," Perrin smiled. "That much I have learned. But I honor your privacy, Doctor, and did not decipher it."

The sparking apparatus filled the room with a sharp smell like rain.

"What did she say?" the doctor asked eventually.

"Nothing. Well, just your favorite saying: 'The better conquers the lesser.'" Perrin said, "But she gave me this."

He pressed something cold and heavy into Ambrosius' palm: a figurine of a bee made from solid gold. After a long silence, Ambrosius raised his hand to his mouth and breathed over the glittering thing. The metal wings twitched and antennae waved. It glowed from within.

"My god," Perrin gasped as the figurine took flight and circled the doctor's head.

"Indeed!" the doctor laughed, watching the bee orbit faster and faster. "At last, I have been found worthy." The bee spun about his head so fast it looked like a shimmering coronet of gold — or a halo of fire.

"But not by any god," added the doctor.

His halo began to sing.

ORIGIN OF THE GOLDEN BEE

The secret sect calling itself the Golden Cabal teaches its initiates how to live forever through alchemical purity. It rejects the dark arts of lichdom and the powers of necromancy and undeath as a path of absolute corruption rather than perfection.

According to Cabal legend, a celestial disobeyed the will of heaven and gave the secret of alchemy to mortal-kind. The true identity of the first mortal alchemist is lost to time — the arcane healers claim it was Asclepius himself, but every tradition of scholarship has its own theories. Whoever it was, the first alchemist left behind a mysterious legacy: a short, bizarre poem carved on a tablet of pure emerald. This poem is a cipher of all alchemical knowledge, both pure and ill.

Over the centuries, alchemy evolved from the clues in the Emerald Tablet into two broad disciplines: vulgar and philosophical alchemy. Vulgar alchemy is a material science, the "practical" side of the Emerald Tablet. Most alchemical works are vulgar, such as poisons, poultices, explosive powders, and the never-ending quest to turn lead into gold. These same vulgar practices lead to the invention of mummification and the rites of the lich.

Philosophical alchemy, on the other hand, is a spiritual path that borders on religion. At the dawn of time, the divine powers used the secrets of alchemy to create a perfect universe. By studying alchemy, initiates of the Golden Cabal hope to partake in that same perfection. The turning of lead into gold is a magical allegory for the alchemist's quest to perfect her body and spirit. Gold is the most noble metal, thus the philosophical study of gold is the noblest pursuit. The creation of *philosophic gold*, the rarest substance in the world, confirms an alchemist's grace and grants immortality.

ORGANIZATION AND PRACTICES

Cabal members are more like “pen pals” than cultists. Instead of being centrally organized, the Cabal is a group of like-minded scholars scattered across the globe. They exchange correspondence in alchemical notation, paying handsomely for reliable messengers (the Society of Heralds, described in Chapter Six, has benefited greatly from their patronage over the years). The greatest Cabalists — those who have achieved semi-immortality through the use of *philosophic gold* — disguise themselves as wandering peasant magicians to prevent others from learning of their discoveries. Less knowledgeable Cabalists entrench themselves as the court alchemists of powerful lords, and use their influence to protect the wandering Cabalists as they pursue true, mystical immortality.

Many people, particularly fellow scholars and the nobility, know that the Cabal exists as an elite “correspondence circle” and exchanges information about alchemy. The abilities of high-level Cabalists, however, are closely guarded. The Cabal fears the reaction of their “vulgar” patrons if they learned of the Cabal's true “philosophical” pursuits.

Initiation into the Cabal is by invitation only. Any individual member can invite another person into the Cabal, and most Cabalists are on the constant lookout for bright minds with an interest in alchemy as a means to purify the body and soul. The potential inductee is quizzed through a series of encoded messages containing remarkably complex alchemical problems. Until the inductee solve the problems, the inductor waits — sometimes for decades — for the correct responses. Once the inductee passes the test, he or she is given a gold brooch sculpted like a giant bee, the emblem of the Golden Cabal, and real discussion can at last begin.



New Prestige Class: Grand Alchemist of the Golden Cabal

Grand alchemists of the Golden Cabal achieve purity through great works of magic and artifice. NPC grand alchemists can often be found in the courts of high kings or the wealthiest merchant houses. In return for patronage, the grand alchemist crafts magical items, all the while pursuing the secret dream of immortality.

Hit Die: d4

REQUIREMENTS

To qualify to become a grand alchemist, a character must fulfill all of the following criteria.

Alignment: The Golden Cabal has so far refused to admit any characters of chaotic evil alignment.

Skills: 10 ranks in Alchemy; 8 ranks in Knowledge (arcana)

Feats: Brew Potion, Craft Wondrous Item

Spells: Ability to prepare arcane spells (such as from a spell book or by astrological spell formulae — see Chapter Two)

Special: A character can only adopt this prestige class by invitation from the Golden Cabal (or a similar group that knows the secrets of philosophical alchemy). Additionally, the character can only advance a level after a grand alchemist of a higher level tells him the secret knowledge necessary to perform the class features of the character's next level.

CLASS SKILLS

The grand alchemist's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Concentration (Con), Craft (Int), Heal (Wis), Knowledge (all skills, taken individually) (Int), Profession (Wis), Scry (Int) and Spellcraft (Int).

Spell Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the grand alchemist prestige class.

Spells per Day: A grand alchemist continues to advance in spellcasting ability based on the abilities of the character's previous class. When a grand alchemist gains a new level, the character gains new arcane spells per day as if he had also gained a new level in his previous, arcane spellcasting class. These new spells, however, require alchemical concoctions as explained below. The character's previous levels also count toward prerequisites for obtaining item creation feats and making magic items. Special powers of the previous class, however, are not gained.

Alchemical Tincture Requirement: In addition to any other necessary preparation, all spells per day obtained as a grand alchemist gain an alchemical tincture requirement. An alchemical tincture is an alchemical extract of rare plants or minerals, and must be prepared in advance of casting a spell. For example, if Doctor Ambrosius acquires a 4th-level arcane healer spell slot as a grand alchemist, he must prepare or purchase an alchemical tincture before casting any 4th level spells.

Preparing an alchemical tincture is an Alchemy task treating Alchemy as a Craft skill for creation purposes. Each spell has a unique alchemical tincture. The effective market cost for a pinch of alchemical tincture is the level of the spell x 20 gp, with a raw material cost of one-third that amount. The DC for crafting the alchemical tincture is 10 + the level of the spell + the number of pinches prepared at the same time. One pinch of alchemical tincture is used up per casting (typically in a flash and a puff of smoke).

Bonus Feats: At 3rd, 6th, and 9th grand alchemist levels, the character gains a bonus item creation feat.

Philosophic Copper: At 1st level, the grand alchemist learns the secret of extracting *philosophic copper* from ordinary copper. *Philosophic copper* is a fiery red powder that quickly evaporates if left in an open-air container. A pinch of *philosophic copper* takes the place of 1 XP when brewing potions of all kinds. Extracting *philosophic copper* is an Alchemy task using Alchemy as a Craft skill, with a DC of 9 + the number of pinches extracted at one time, and an effective market price of 1 gp per pinch. In addition to the raw material cost of 3 sp per pinch, it takes one pound of vulgar copper to extract 1 pinch of *philosophic copper*.

Harmony of the Humours: At 2nd level, the grand alchemist learns the secret of using *philosophic copper* to keep his bodily humours in perfect harmony. The character is immune to all forms of natural and magical diseases.

Philosophic Tin: At 3rd level, the grand alchemist gains the ability to distill *philosophic tin* from ordinary tin. *Philosophic tin* is a viscous, heavy fluid that looks much like dull gray mercury. It hardens into a useless cake of dust if exposed to heavy moisture. A dram of *philosophic tin* takes the place of 50 XP when crafting wondrous items. Distilling *philosophic tin* is an Alchemy task using Alchemy as a Craft skill, with a DC of 14 + number of drams distilled at one time, and an effective market price of 50 gp per dram. In addition to the raw material cost of 17 gp per dram, it takes 5 pounds of vulgar tin to extract 1 dram of *philosophic tin*.

Harmony of the Spirits: At 4th level, an alchemist infuses himself with *philosophic tin* to keep his enlivening spirits in eternal balance. The character is immune to all forms of poison. The character gains a circumstance bonus equal to his current grand alchemist level that adds to Constitution checks against drowning, starvation, and thirst, and Fortitude saving throws against heat and cold (including fire and cold-based attacks). Finally, the character heals hit points and ability damage at twice the regular rate.

Philosophic Iron: At 5th level, the grand alchemist learns the secret of smelting *philosophic iron* from ordinary iron. *Philosophic iron* resembles gold leaf. It melts upon contact with other metals. A sheet of *philosophic iron* takes the place of 100 XP when crafting magic weapons, armor, and rings. Smelting *philosophic iron* is an Alchemy task using Alchemy as a Craft skill, with a DC equal to 19 + number of sheets smelted at one time, and an effective market price of 100 gp per sheet. In addition to the raw material cost of 33 gp per sheet, it takes 10 pounds of vulgar iron to smelt 1 sheet of *philosophic iron*.

Ageless: At 6th level, the knowledge learned from smelting *philosophic iron* keeps the body free of impurities. The character no longer suffers the effects of aging, and is immune to magical or unnatural aging, but still dies when his time is up (at the end of his normal lifespan).

Philosophic Mercury: At 7th level, the grand alchemist can distill *philosophic mercury* from ordinary mercury. *Philosophic mercury* resembles silvery balls of cotton. If not kept in an immaculately clean and air-tight container, it rots into a brown slime. A ball of *philosophic mercury* takes the place of 200 XP when crafting rods, staves, or wands. Distilling *philosophic mercury* is an Alchemy task using Alchemy as a Craft skill, with a DC equal to 24 + the number of balls distilled at one time, and an effective market price of 200 gp per ball. In addition to the 67 gp in raw materials per ball, it takes 20 ounces of vulgar mercury to distill one ball of *philosophic mercury*.

Elixir: At 8th level, a grand alchemist uses *philosophic mercury* to truly extend his natural life span. The character's

Venerable and Maximum Age is now double the normal limit for his race. For example, a human reaches Venerable at 70 years and has a Maximum Age of 2d20 years after Venerable. Taking *philosophic mercury* as an elixir, a human reaches Venerable at 140 years and has a Maximum Age of 4d20 years after Venerable.

Philosophic Gold: At 9th level, a grand alchemist can distill the purest substance known to the Golden Cabal, *philosophic gold*. A single drop of the precious liquid can illuminate an entire room with its brilliance. It is impervious to corruption as far as the Golden Cabal can ascertain. A drop of *philosophic gold* takes the place of 1000 XP when crafting magic items of all kinds. Creating *philosophic gold* is an Alchemy task using Alchemy as a Craft skill, with a DC equal to 29 + the number of drops created at one time, and an effective market price of 1000 gp per drop. In addition to the 333 gp of raw materials needed per drop, it takes 100 pounds of vulgar gold to distill a single drop of *philosophic gold*.

Timeless: At 10th level, the grand alchemist applies the techniques of distilling *philosophic gold* on her own body. Her type becomes "outsider," and she is no longer affected by humanoid-targeting spells such as *hold person*, but is subject to spells targeted at enchanted creatures such as *protection from good/evil/law/chaos*. Additionally, the grand alchemist gains Damage Reduction of 20/+1. The character's Venerable and Maximum Age is now quadruple the normal limit for her race. This is the nearest the Grand Cabal as gotten to its goal of true immortality — so far.

TABLE: THE GRAND ALCHEMIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	0	+1	0	+2	Philosophic Copper	+1 level of existing class
2	0	+1	0	+3	Harmony of the Humours	+1 level of existing class
3	+1	+2	+1	+3	Philosophic Tin, Bonus Feat	+1 level of existing class
4	+1	+2	+1	+4	Harmony of the Spirits	+1 level of existing class
5	+2	+3	+2	+4	Philosophic Iron	+1 level of existing class
6	+2	+3	+2	+5	Ageless, Bonus Feat	+1 level of existing class
7	+3	+4	+3	+5	Philosophic Mercury	+1 level of existing class
8	+3	+4	+3	+6	Elixir	+1 level of existing class
9	+4	+5	+4	+6	Philosophic Gold, Bonus Feat	+1 level of existing class
10	+4	+5	+4	+7	Timeless	+1 level of existing class



Adventure Seeds

These adventure seeds may help your GM integrate the tradition of alchemy into your game.

poison winds

The adventurers are on a sea voyage to a bustling port town when their ship is becalmed. Tensions mount as the days stretch by and passengers and crew begin to worry about provisions. Then, another ship is spotted on the horizon — a death ship.

The vessel is packed with elegantly dressed corpses — local nobles fleeing the port town that was the PCs' destination. Some died at sword point, others by a horrible infection; a character with Heal or Alchemy can identify this disease as poison wind. A ship's log tells the story: the passengers tried to escape death, but they were doomed by the very wind that propelled them out to sea. The becalming that the adventurers have suffered may have saved their lives!

What do the PCs do when the wind picks up again? They could make a run for it — but how far does the plague spread? Maybe questing for the source of contagion and razing it is a better plan? Or perhaps finding a doctor to save themselves is the surest answer?

poison words

"Everybody knows about old Doc Ambrosius' hospice in the hills outside town. Years and years ago, he and his students rebuilt the ancient bathhouse at the hot springs up there. Even the old abbot consulted with the doctor about health and sanitation.

"But since the abbot's death, things are different. The new abbot is a stranger, and doesn't trust the good Doctor. 'Heal and succor are the domain of the gods, not of man,' he says. He thinks old Ambrosius' work cuts into the abbey's tithes, I says.

"Yep, I've heard the rumors about the doctor's cavorting naked in the baths with ghosts and devil-spirits. Don't believe a word, and I bet that upstart abbot is behind it all, too. Of course, I always thought the doctor was something of a magician, sure. I mean, Doc Ambrosius helped the midwife when my grandfather was born feet-first — my *grandfather*, mind you. But he's no diabolist ... is he?

"Anyway, I hear that Ambrosius is fed up with the abbot's sermonizing against him. He'll be at the next town council to exchange a few words with the abbot, I warrant. I wonder what'll come out of that?"

poison wills

Maria Sophista, a 10th-level grand alchemist of half-elven heritage, has been working on the secret of *philosophic mythrill* for hundreds of years now. Cabalists have often wondered: is mythrill the philosophic version of a vulgar metal such as silver? Or is mythrill itself vulgar, and can an even more marvelous substance be extracted? Maria has made little progress over the years, but she's patient; she has one or two good centuries left in her, after all.

Maria wanders disguised as a charm peddler, following the schedule of seasonal fairs across a dozen towns. Ages ago, she initiated a locally famous healer named Ambrosius into the Golden Cabal, who in turn initiated his long-time companion Perrin. (Stories say that Ambrosius saved Perrin's life when he was a young infantryman during the Patriarchal crusades — a time when the clerical Fathers suddenly ran out of healing miracles.) Health-conscious nobles make pilgrimages to Ambrosius' bath house. Their donations in turn go to fund his hospice and Maria's deeper researches.

Perrin still works with Ambrosius at the hospice, although he is expected to start up his own hospital in a distant dukedom. In the meantime, Perrin always has a pressing need for adventurers. (Ideally, the party has run errands for Perrin before.) He needs large quantities of precious metals, rare botanical ingredients, and the occasional message delivered to alchemists in other regions. It's easy to figure out that Perrin makes these arrangements for Ambrosius, but the fact that Ambrosius makes *his* arrangements for Maria remains a secret.

At least, it remained a secret until last month, when Maria vanished from her route.

The party is hired by Perrin to go hunting for Maria, who seems nothing more than a doddering snake oil saleswoman. While looking for Maria, they learn that the Master of the Baths, Doctor Ambrosius himself, is personally scouring the countryside for her. In his apparent desperation, he is making no secret of his interest in Maria, going so far as posting reward notices in taverns.

The local monastery, famous for their old grudge against Ambrosius, has gotten into the act too. For years they have maintained that Ambrosius is a dabbler in the diabolic arts — or worse, a wizard in search of lichdom!

It almost looks like Ambrosius and Perrin, supposed friends of old, are racing to find this Maria person first. The monastery, in the meantime, is very keen on bringing down an inquisition — it seems there really is dark magic abroad, as tales of missing children, ghosts haunting town lanes after dark, and cloaked figures skulking in the wood drift in from all directions.

Who is this Maria? What has she done? Where has she gone? Why are Ambrosius and Perrin working toward opposite ends? Could the monastery be right for once?

ASTROLOGY

The old computer tossed away the broken stylus and wrung his hands.

“Well? What are they planning?”

“Please be patient, my lady,” the computer replied. He sent an apprentice computer scurrying for fresh wax tablets. “I haven’t done this sort of work for years. I’m a computer, not a magician — these arcane calculations are nothing like the star charts and horoscopy my shop usually produces.”

Frustrated, the seneschal shook her head. “I don’t understand a word.”

“My lady,” the computer sighed, then paused. Stepping away from his podium, he fumbled through a stack of aging books. The chosen book’s binding crumbled apart as he flipped for the right page. The seneschal peered at the fading pyramidal diagram.

“Our king’s new ‘friends’ think astrology is the height of all learning, the greatest mortal endeavor.” Getting no response from the seneschal, the computer pointed to the illustrations at the bottom of the diagram. “Literacy is the base of wisdom. You must learn grammar, rhetoric, and logic before you can understand other teachings.” His finger traced up to the next step in the pyramid. “Once you’ve mastered the tools of wisdom, you study the mathematical arts: arithmetic, geometry, harmony and astronomy. Of the four sciences, astronomy — the movements of the physical heavens and my specialty — is the greatest, because you must master the first three before practicing astronomy accurately.

“If the Master of Arts possesses a mind imaginative and blessed enough to grasp the greater workings of the universe,” continued the computer, moving to the third rung of the diagram, “he turns to the arts of wizardry and the ecstasies of divine magic.” Then he tapped the figure standing alone in the pyramid’s apex. “But astrology requires mastery of all that comes before it. Astrology is the study of how the physical heavens con-



New Skill: Astrology (Int; Trained Only)

Astrologers study the physical heavens to better understand and manipulate the world below. The Astrology skill is crucial for arcane and divine astrologers but has important practical uses for non-spellcasting classes as well. Characters trained in Astrology but lacking spellcasting abilities are often called “computers” because Astrology requires long hours spent in computation of astronomical and mystical formulae.

Astrology is a class skill for computers and astrologers.

Check: You can make different kinds of horoscopes or read horoscopes calculated by other astrologers. If you also possess the Alchemy skill, you can create pangunculi (see page 27). Use the Craft skill rules as the default for determining the time, cost of raw materials, and number of rolls needed to compute horoscopes, but use the DCs and market prices (and time, if different from the default) listed below. The Craft skill mechanic is partially reprinted below for ease of reference.

Retry: Yes, but in the case of interpreting a horoscope, each additional attempt increases the DC by +5; in the case of making any horoscope besides a spell inception

(page 25), the entire time and cost of the necessary raw materials is wasted; retries cannot be attempted in the case of a spell inception.

Special: You automatically interpret horoscopes you compute yourself. Interpretation checks are only needed to read a horoscope prepared by someone else.

To compute a horoscope, you must have access to astrological equipment. If access to this equipment is readily available (at a local market or astrologer’s guild, for example), the cost of these requirements is part of the raw material price. Alternatively, you may purchase a portable astrologer’s kit (market price 500 gp) to always have immediate access to needed materials. Using an astrologer’s kit gives you a +2 bonus to skill checks when computing horoscopes. The star charts in these kits, however, need to be occasionally replaced for an “upkeep” cost of 250 gp per year.

If you do not make at least one observation of a clear, night-time sky for each skill check when computing a horoscope other than a prediction, the DC increases by +5. Each type of horoscope also has its own requirements, discussed in the Horoscopy inserts beginning on page 22.

Task	Creation DC	Market Price	Time Required
Interpret a horoscope	10 + creator’s class level	5 x (creator’s class level) gp	30 minutes per creator’s class level
Compute prediction	15 (minimum)	1 gp	3 hours (max)
Compute interrogation	20	140 gp	Varies based on roll
Compute inception	15 (minimum)	30 + (creator’s class level x 10) gp	Varies based on roll
Compute spell inception*	10 + level of the intended spell + delay modifier	effectively 100 gp + (XP cost of the spell/100)	Varies based on roll
Compute nativity	25	250 gp	Varies based on roll

*Requires the Computer Spell Inception feat.

D20 Rules Recap: Craft Checks

The basic function of the Craft skill is to allow the character to make an item of the appropriate type. The DC depends on the difficulty of the item created. The DC, the character’s check results, and the price of the item determine how long it takes to make the item. The item’s finished price also determines the cost of raw materials. (In the game world, it is the skill level required, the time required, and the raw materials required that determine an item’s price. That’s why the item’s price and DC determine how long it takes to make the item and the cost of the raw materials.)

All crafts require artisan’s tools to give the best chance of success; if improvised tools are used instead, the check is made with a –2 circumstance penalty.

To determine how much time and money it takes to make an item:

1. Find the DC listed here or have the GM set one.
2. Pay one-third the item’s price in raw materials.
3. Make a skill check representing one week’s work.

If the check succeeds, multiply the check result by the DC. If the result times the DC equals the price of the item multiplied by 10, then the character has completed the item. (If the result times the DC equals double or triple the price of the item (multiplied by 10), then the character has completed the task in one-half or one-third the time, and so on.) If the result times the DC doesn't equal the price multiplied by 10, then it represents progress the character has made this week. Record the result and make a check for the next week. Each week the character makes more progress until the character's total reaches the price of the item multiplied by 10.

If the character fails the check, the character makes no progress this week. If the character fails by 5 or more, the character ruins half the raw materials and has to pay half the original raw material cost again.

Progress by the Day: The character can make checks by the day instead of by the week, in which case the character's progress (result times DC) is at one tenth the weekly rate.

Retry: Yes, but each time the character misses by 5 or more, the character ruins half the raw materials and has to pay half the original raw material cost again.

NEW ASTROLOGICAL EQUIPMENT

These items can be found in most astrologers' laboratories.

Item	Market Cost
Astrolabe	100 gp
Star Charts	25 gp
Authority on Formulae	50 gp

ASTROLABE

No astronomer's kit is complete without this mechanical tabulator vital for solving stellar calculations. "Planispheric" astrolabes (so-called because they provide a flat, or plane, view of the heavenly spheres) enable stargazers to calculate the position of the sun and other major nearby stars with respect to both the horizon and the meridian (the imaginary north-south line connecting the geographical poles). The typical planispheric astrolabe measures 3 to 18 inches and is made of brass or iron. It consists of several principal parts: the *mater*, a base plate with a network of lines representing celestial coordinates; the *rete*, an open-pattern disk (with a "map" of the stars, including orbital circles, that rotated on the mater around a center pin corresponding to the north celestial pole; and the *alidade*, a straight rule used for sighting objects in the sky. Most astrolabes also have one or more *climates*, which are rotating plates engraved with coordinate lines for different latitudes placed between the *mater* and the *rete*. An astrolabe of this type costs 100 gp.

Masterwork astrolabes are wonders of engraving and engineering. A masterwork, planispheric astrolabe costs 150 gp and provides a +2 circumstance bonus to computing astrological spell formulae.

STAR CHARTS

Star charts include large maps cross-referenced with thick almanacs filled with tables detailing every documented star's position relative to the earth, to each other, and to interstices of the celestial planes. Because the science of measuring the movements of the stars is imperfect, even the very best charts quickly become obsolete. A standard star chart costs 25 gp.

A masterwork star chart costs 75 gp, and consists of at least 6 maps and a dozen thick tomes of data. For one stellar season after its creation (the next solstice or equinox, whichever comes first), a masterwork star chart grants a +2 circumstance bonus to all Astrology checks. When the season ends, the circumstance bonus expires, although the chart is still useful in the observatory.

AUTHORITIES ON FORMULAE

These are dense texts describing the various techniques for computing horoscopes, written by famous ancient astrologers. They cost 50 gp each.

Masterwork authorities are artfully illuminated, carefully glossed, and accompanied by companion, explanatory scrolls. Masterwork authorities cost 100 gp each and grant a +2 circumstance bonus to one type of horoscope, depending upon the authority.

trol arcane and divine energies beneath them. Power flows from the greater planes of existence — from the celestial, elemental, and infernal realms — into our world, channeled through the movements of the stars, sun, moon, and planets. The king's new clutch of astrologers thinks our world is a vast magical machine powered by the stars.

"And they are its ultimate engineers."

BEHIND THE CURTAIN:

WHY "COMPUTER"?

Before the twentieth-century invention of the electronic computer, the English word "computer" described a person or profession, not a machine. Just as accountants work with finances, computers worked with sciences — especially astronomy — performing the brute math

NEW NPC CLASS: Computer

Computers are masters of astronomy, astrology, and complex mathematics. They find employment in urbane societies. Low-level computers either set up shop in the local market or find work in academies of science, magic, and philosophy. Many high-level computers are private advisors to kings, army generals, and naval admirals.

Hit Die: d4

CLASS SKILLS

The computer's class skills (and the key ability for each skill) are Alchemy (Int), Astrology (Int), Craft (Dex), Decipher Script (Int), Knowledge (all skills) (Int), Profession (Wis), Scry (Int), Spellcraft (Int), and Use Magic Device (Cha).

Skill Points at 1st Level: (6 + Int Modifier) x 4.

Skill Points at Each Additional Level: (6 + Int Modifier)

CLASS FEATURES

All of the following are class features of the computer NPC class.

Spell-like Abilities: Over time, a computer learns to use astrology to produce spell-like effects; these are summarized on the progression chart below. Except for *detect scrying*, each of the computer's spell-like abilities requires as a focus component a nativity horoscope of any intended target(s) or subject(s). The same nativity can be used repeatedly for any computer spell-like effects, and provides the computer with the bonuses explained on page 29.

Armor and Weapon Proficiency: Computers are proficient in all simple weapons, but they are not proficient with any type of armor or shields. A computer suffers arcane spell failure chances for spell-like abilities if wearing armor.

STARTING GEAR

3d4 x 10 gp worth of equipment.

TABLE: THE COMPUTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	
2	+1	+0	+0	+3	<i>aid</i> 1/day
3	+1	+1	+1	+3	
4	+2	+1	+1	+4	<i>detect scrying</i> 1/day
5	+2	+1	+1	+4	
6	+3	+2	+2	+5	<i>scry</i> 1/day
7	+3	+2	+2	+5	
8	+4	+2	+2	+6	<i>aid</i> 2/day
9	+4	+3	+3	+6	
10	+4	+3	+3	+7	<i>detect scrying</i> 2/day
11	+5	+3	+3	+7	
12	+6/+1	+4	+4	+8	<i>greater scrying</i> 1/day
13	+6/+1	+4	+4	+8	
14	+7/+2	+4	+4	+9	<i>scry</i> 2/day
15	+7/+2	+5	+5	+9	
16	+8/+3	+5	+5	+10	<i>aid</i> 3/day
17	+8/+3	+5	+5	+10	
18	+9/+4	+6	+6	+11	<i>detect scrying</i> 3/day
19	+9/+4	+6	+6	+11	
20	+10/+5	+6	+6	+12	<i>greater scrying</i> 2/day

needed to publish star charts and to support the designs and theories of scientists and engineers.

Occult Lore uses the archaic definition of the word "computer" to describe astrologers without spellcasting abilities, intending to evoke a sense of antiquity and otherworldliness. The term "cosmographer" is also appropriate if "computer" proves confusing.

Horoscopy

The seneschal's hands worried over the ivory scroll case in her lap. "Very well," she said, "I think I understand, though I don't believe a word. Is there anything you can tell me, now? I took a grave risk in borrowing ..."

"Borrowing?" asked the computer.

"If I get answers soon," the seneschal snapped back, "the astrologers won't notice its absence." She leaned in close. "Please," she asked softly, "What can you tell me? I took the scroll to the Arcana Guild first. A wizard said it was some kind of spell scroll, but told me you could provide more information."

"Spell scrolls? Rubbish! Passion for power clouds the mind." The old computer shivered under the seneschal's close gaze, and stepped back to a second podium where delicate gold clips held open a scroll traced with fine geometric designs. "This is obviously the product of horoscopy."

"What, you mean 'Bad tidings unto thine livelihood' — that sort of nonsense?"

"That 'nonsense' is the bread and butter of a computer's livelihood. It's called an astrological prediction. The results of a prediction are vague, I admit, but they are quick and simple to compute. I've counseled many common city folk with my predictions."

The apprentice computer ran up with a handful to clean wax tablets. "I'm sorry, master," he panted, "I had to purchase more at the market. All of our tablets are full of calculations too useful to erase."

Taking the package, the master replied, "It's fine as long as you remained discrete. Tell me, Talian, how many of my tablets are being held hostage to your journeyman's project?"

The boy returned his master's wry smile. "Over a dozen, master, but I am nearly finished. I expect to be done within the day, in fact."

His master's eyes returned to the strange scroll on the podium. "That's truly auspicious," he muttered, lost in thought.

"Master?"

"Back to work, Talian! The sooner I approve your journey-work, the sooner I can kick you out and free up some space. Now, then," the old computer said to the seneschal, "general predictions are the simplest horoscopes. My apprentice is working on something far more useful, an interrogation. If you had come to me sooner, I could have interrogated the very stars with your questions — for the right price, of course."

The old computer tapped the strange scroll with a wary finger. "I am certain that this horoscope is what magicians call a 'spell inception,' although I cannot yet tell the nature of the spell, or its intended target."

The seneschal frowned. "I thought you said it wasn't a spell scroll."

"It's not," the computer explained, "it's a spell inception. Inceptions are powerful tools of horoscopy. By con-

INTERPRETING HOROSCOPES

Interpreting another astrologer's horoscopes can be a daunting task. It takes at least 30 minutes per class level of the creator, after which the interpreter makes a single Astrology check with a DC of 10 + creator's class level. The going market price for horoscope interpretation is 5 x creator's class level in gp, with raw materials costing one-third as much. A centuries-old horoscope, or a horoscope from a different tradition of astrology, may take longer and be more difficult to compute, at the GM's discretion. The interpretation results depend upon the type of horoscope (this is discussed more in the detailed descriptions of the different types of horoscope, below).

You do not need to make an interpretation check for horoscopes you create yourself; you interpret them automatically, taking no additional time.

sulting the influences of the stars, I can tell you the best time to begin any endeavor, from courting a lover to launching a battle."

"And a 'spell' inception ... " led the seneschal.

"A horoscope that foretells the best time to cast a spell," the computer said. "They are products of wizardry and mystic prayer, making this particular horoscope difficult for me to interpret."

"What can they do?"

"I've been told," the computer began, "that certain spells are so powerful that they require a sacrifice of the magician's own power ... they're fueled by a fraction of the magician's very soul. A spell inception, as I understand it, lets a magician fuel these spells with the magical influence of the heavens, instead. Great energies are unleashed when the stars are right. Spell inceptions harness the energy of those stars."

"So," grunted the seneschal, "they are planning some great spell — I knew that already. What spell? Against whom? Don't you know anything yet?"

"When my interpretation is complete, I can explain more."

"How much longer? Damn it!" She kicked up a flurry of scrap notes off the floor.

The computer waggled a blank tablet in the air. "How much longer am I to lecture you?" he demanded.

The seneschal slumped in her chair, glaring.

"Well then," the computer sighed, cutting a complex figure into the tablet's wax, "here endeth the lesson."



Prediction Horoscopes

Computing a prediction horoscope requires a single Astrology check and the expenditure of 3 sp in raw materials (ink, parchment, wax tablets, etc.). If the check beats a DC of 25, the prediction is completed in one half-hour. If the check beats a DC of 20, the prediction takes one hour to compute. If the check beats a DC of 15, the prediction takes a full 3 hours to complete. A failure results in 3 hours of wasted activity and raw materials. The working of a prediction is considered an extraordinary ability, and a custom prediction has a market price of 1 gp.

A successful interpretation of a prediction horoscope reveals both the question/tidings asked and the computed response. See page 21 for more on interpreting horoscopes.

Predictions have two uses:

AUGURING

A prediction can mimic the effects on an *augury* spell. An auguring prediction can tell the astrologer whether a particular action will bring good or bad results for one creature in the immediate future.

The base chance for receiving a meaningful auguring prediction is $70\% + 1\%$ per astrologer level; the GM makes the roll secretly. The GM may determine that the question is so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the augury succeeds, the character gets one of four results:

- “Weal,” if the action will probably bring good results.
- “Woe,” for bad results.
- “Weal and woe,” for both.

- “Nothing,” for actions that don’t have especially good or bad results.

If the secret roll fails, the character gets the “nothing” result. An astrologer who gets the “nothing” result has no way to tell whether it resulted from a failed or successful augury. The prediction can see into the future only about half an hour after the prediction is complete, so anything that might happen after that does not affect the augury. Thus, it might miss the long-term consequences of the contemplated action. All auguring predictions calculated by the same person about the same topic use the same dice result as the first prediction.

TIDINGS

A prediction can be used to compute astrological tidings. To predict tidings, you must know the subject’s date of birth. Before computation, you must pick a particular house of tidings from the chart opposite. Once the computation is complete, the GM secretly roles a percentile die. If the result is less than or equal to $70\% + 1\%$ per class level, the GM provides the computer with a result of either “bad tidings,” “good tidings,” or “neutral tidings,” and incorporates those results into the story. If the percentile roll fails, the GM can pick randomly and need not incorporate the result into the story.

A GM has very wide latitude when dealing with the consequence of true tidings, particularly in terms of timing or how long those tidings take to “come true.” Some suggestions are provided on the chart, but GMs are encouraged to range far beyond them and use predictions as story and plot moving tools.

Interrogation Horoscopes

Creating an interrogation has a DC of 20, a market price of 140 gp, and a raw materials cost of 47 gp. To determine how much time it takes to make an interrogation, use the rules for making things found in the Craft skill description.

Interrogations mimic the results of a *divination* spell. Similar to an auguring prediction but more powerful, an interrogation can provide the character with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week of the horoscope’s completion. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen.

In all cases, the GM controls what information the character receives. Note that if the character’s party doesn’t act on the information, the conditions may change so that the information is no longer useful.

The base chance for a correct interrogation is $70\% + 1\%$ per class level. The GM adjusts the chance if unusual circumstances require it; for example, if unusual precautions against magical divination have been taken this might skew the percentage to $50\% + 1\%$ per class level or worse. If the dice roll fails, the character knows the interrogation failed, unless specific magic yielding false information is at work.

As with *augury*, multiple divinations about the same topic by the same caster use the same dice result as the first divination and yield the same answer each time.

The working of an interrogation is considered an extraordinary ability.

A successful interpretation of an interrogation horoscope reveals both the question asked and the answer computed. See page 21 for more on interpreting horoscopes.

ASTROLOGICAL TIDINGS TABLE

House of Tidings	Examples
Personality	<i>Good:</i> Good cheer cannot be denied (+1 morale bonus to one saving throw) <i>Bad:</i> A sour mood clouds judgment (–2 to one Spot check)
Lucre	<i>Good:</i> A chancy business deal goes well (+2 luck bonus to one Profession check) <i>Bad:</i> An empty treasure room (–2 to one Search check)
Family	<i>Good:</i> A distant relative repays a favor. <i>Bad:</i> A death in the family creates unexpected responsibilities.
Origins	<i>Good:</i> A secret from youth is finally explained. <i>Bad:</i> Ancestry causes an unjust prejudice against you (–2 to one Charisma check)
Fecundity	<i>Good:</i> A new life joins a close circle of family or friends <i>Bad:</i> Craftsmanship goes awry (–4 to one Craft check)
Livelihood	<i>Good:</i> A hireling surprises with ingenuity (+2 luck bonus to one cohort's check) <i>Bad:</i> Nature turns against business interest (one day of overland movement halved)
Companionship	<i>Good:</i> A new love interest appears (+2 to one Charisma check) <i>Bad:</i> Dissent amongst party members opens a vulnerability to attack (–2 morale penalty to one saving throw)
Mystery	<i>Good:</i> Unexpected magical aid (+2 luck bonus to one Will saving throw) <i>Bad:</i> A slip at a crucial moment (–2 to one Dex check)
Journeys	<i>Good:</i> The path is clear and uneventful (one day of overland movement doubled) <i>Bad:</i> A displeased god disrupts affairs in subtle ways (one day of overland movement halved)
Ambition	<i>Good:</i> A challenge long sought is finally found (+2 to one opposed check) <i>Bad:</i> A competitor reaches a goal first (–2 to one opposed check)
Community	<i>Good:</i> Locals share the same ideals (+2 to one Diplomacy or Gather Information check) <i>Bad:</i> War comes ever closer (–2 to one Diplomacy or Intimidation check)
Sorrow	<i>Good:</i> Potential contagion does not spread (+2 luck bonus to one Fortitude saving throw) <i>Bad:</i> Binds force inaction (–2 to one Escape Artist check)

INCEPTION HOROSCOPES

The DCs of inceptions vary. Inceptions have a market price of 30 + (creator's class level x 10) gp and a raw material cost of one-third that amount. To determine how much time it takes to compute an inception, use the rules for making things found in the Craft skill description.

When computing an inception, you first propose a question in the following form: "When is an auspicious time for [certain people] to [perform a certain task]?" You must have a specific, discrete future event in mind. Areas and persons involved cannot be left vague. For example, "When is an auspicious time to explore a dungeon?" is too broad, because it could be any dungeon or dungeon-delvers, whereas "When is the best time for Volcker and Arith to explore the catacombs beneath the Abbey of Broken Hill?" is sufficient. The GM has final say on the sufficiency of a question.

Only those people specified during the inception gain its benefits. Continuing the example, Volcker and Arith take Gunnar along with them to the catacombs below the Abbey of Broken Hill. Volcker and Arith gain bonuses, but Gunnar does not.

You must know the birthday and birthplace of all participants specified in the inception. You must also possess a map that accurately conveys the geographical location of each birthplace. If you are given false or incomplete information, the inception provides no game benefit. The GM determines the sufficiency of the information you possess. Alternatively, the GM can choose to increase the DC of the inception due to insufficient information. For example, Arith, a half-dragon of uncertain ancestry, only knows she is about 230 years old and was born somewhere atop the Greylock Mountains. The GM decides to allow calculation of an inception, but increases the DC by +10 (+5 for the vague birthday and +5 for the vague birthplace). Arith and Volcker will need a master computer!

Next, you must chose the time that will pass between the day the inception is finished and the day the event takes place. The difficulty of computing the horoscope increases with shorter delays.

Inception Horoscopes (Continued)

Delay	DC
1 year + 2d4 weeks	15
3 months (1 season) + 1d4 weeks	20
1 month + 2d4 days	25
1 week + 1d4 days	30

Once the horoscope is completed, follow the delay chart above and roll to determine the exact length of the delay. The participants do not need to possess the horoscope itself to receive the inception's bonuses; the computer need only tell them the auspicious, delayed date. For example, Arith and Volcker go to Asphodel, a 9th-level astrologer, for their inception. Because of the uncertainty of Arith's birth, Asphodel insists on a delay of at least a year. After 2 weeks (2 successful skill checks), the inception is complete. Asphodel's player checks the delay chart and rolls 2d4 for a result of 3. The delay, therefore, is exactly 1 year and 3 weeks from the day the inception is finished.

A "day" can end either at sunrise or sunset, at the computer's option, specified before the inception is completed. Continuing the example, Volcker insists on storming the Abbey in broad daylight, when the local spirits are at rest. Asphodel chooses the delayed date "day" to end at sundown. The complete delay, therefore, is 1 year and 3 weeks from the day the inception is finished, but before sundown.

If the inception is successfully computed, beginning the task on the delayed date gives the participants the following bonuses:

- All saving throws made in pursuit of the task gain a +1 luck bonus plus an additional +1 per every 3 full class levels of the computer.
- All attack rolls made in pursuit of the task gain a +1 luck bonus plus an additional +1 per every 3 full class levels of the computer.
- All damage rolls made in pursuit of the task gain a +1 luck bonus plus an additional +1 per every 3 full class levels of the computer.
- All skill checks made in pursuit of the task gain a +2 luck bonus plus an additional +1 per every 3 full class levels of the computer.

These bonuses apply only to a limited number of rolls equal to the level of the horoscope's creator. The participants cannot choose which rolls to modify. For example, Volcker and Arith went to a 9th-level astrologer for their inception, so between them they get 9 bonuses to the first 9 saving throws, attack rolls, skill checks, or any combination thereof, that they make when delving into the Broken Hill catacombs. While the bonuses last, Volcker and Arith gain +4 to their attack, saving throw, and damage rolls and +5 to their skill checks.

A successful interpretation of an inception horoscope reveals the task, the date the inception was finished, and the delayed date, but only provides vague information about the participants and the locations involved. See page 21 for more on interpreting horoscopes.



New Feat: Compute Spell Inception [Item Creation (Special)]

Prerequisites: Ability to cast at least one spell with an XP component, 8+ ranks in the Astrology skill

Benefit: You can compute a spell inception horoscope to bypass the XP component requirement of a spell that you cast.

You can only prepare spell inceptions for spells you intend to cast yourself. If your magic system permits spellcasting in a group, you must specify all the intended participants in the spell prior to computing the inception. If any of the intended participants fail to partake in the spell, or if other spellcasters partake, the spell inception provides no benefit. Other participants, however, do not need to possess the Spell Inception feat. Additionally, you must participate in the spellcasting yourself. Otherwise, a spell inception only benefits the computer of the horoscope.

You must specify the spell to be cast before the spell inception is computed. You must be capable of casting the spell when preparing the spell inception, although you do not need to actually cast it during preparation.

If the spell's effects are optional, such as the results of a *wish* spell, or variable, such as the spells subjected to a *permanency* spell, you must specify which options or variables you intend to take before the spell inception is computed. For example, you must declare the contents of a *wish* at the start of computation. If you change your mind any time between the start of computation and the casting of the actual spell, you lose the benefit of the horoscope.

Spell inceptions do not cost XP to create — only funds, skill in Astrology, and time. To determine how much time it takes to make an inception, use the rules for making things found in the Craft skill description.

First, determine the DC of the spell inception. The DC of any spell inception is 10 + level of the intended spell + delay modifier. The delay modifier is determined by the chosen interval of time between the day the spell inception is completed and the day the spell is actually cast (a “day” can end either at sunrise or sunset at your option, but is specified before the spell inception is completed):

Delay	Delay Modifier
1 year + 2d4 weeks	+0 to DC
3 months (1 season) + 1d4 weeks	+5 to DC
1 month + 2d4 days	+10 to DC
1 week + 1d4 days	+15 to DC

If you specify the exact spot on which you will stand when casting the spell, you gain a +10 bonus to each Astrology check required by the Craft rules. Likewise, by specifying the exact time (down to the minute) during which you plan to cast the spell, you gain a +5 bonus to each Astrology check. These modifiers are cumulative. If you eventually cast the spell standing at a different location or at a different time, the spell inception provides no benefit.

Next, compute the spell inception using the rules for making things found under the Craft skill description. For the purposes of determining the time, number of checks, and raw materials necessary to compute the horoscope, treat the spell inception as if it had a market price in gp equal to 100 gp + (XP cost of the spell/100). For example, *wish* has a XP component of at least 5000 XP; the effective market price of a spell inception for a *wish* spell is at least 150 gp, and it has a minimum raw material cost of 50 gp. According to the Craft rules, you must work toward a total of 1500 sp (the conversion of the 150 gp market price) by multiplying the result of each Astrology check by the DC and adding it to your weekly progress total.

Once the horoscope is complete, roll on the delay chart above to determine the exact length of the delay. You gain the benefits of spell inception by waiting to cast the spell until the delayed date. You do not need to possess the horoscope itself when casting; you need only remember the proper time.

Special: Successfully interpreting a spell inception reveals the delayed date, and (if specified) the exact time and place. To learn the intended spell (and any intended spell options), make a Spellcraft check with a DC equal to the spell inception's creation DC. See page 21 for more on interpreting horoscopes.

Pancunculi

The seneschal sat watching the computer work. He carved tablet after tablet, checking his figures against charts pinned to the walls, or recalculating on geared, brass tabulators. The seneschal's gaze kept returning to the front door, windows, and rafters above. She toyed with something under her cloak.

The computer worked hard to ignore her as the sunlight marked time by working its way across the floor.

“Master?”

The old computer jumped at the sound of his apprentice's voice. “Damn it all, Talian. I broke another stylus.”

“I'm sorry, master,” Talian said, standing to one side, carrying a plain leather scroll tube. “I'm finished, master.”

“Good! Don't sound so glum and let me see.” He took the tube and muttered over its contents. “Yes. Yes, very good.”

“But master,” Talian began, “the answer is so strange ...”

“Now's not the time to worry, boy! You should celebrate. I have your journeyman papers here somewhere — just need to be signed and sealed.”



The old computer puttered around his workspace while Talian fluttered near him, trying to get his attention. "Be quiet, Talian!" the computer shouted, shuffling documents about. "We can discuss theory once you're a proper journeyman if you like — where is my signet ring — but I don't give lessons for free."

The seneschal snorted and turned away.

The computer stuffed another parchment or two into the plain scroll case. "There you go, boy. Present that to the guild as soon as you can."

The seneschal glanced back to spy the old computer and his former apprentice exchanging sad stares.

"Yes, master, once I am able," Talian said eventually.

The old computer smiled, tired but content. "I have a present for you. I grew it a long time ago, but it will soon be useless where it is now." The computer untied the cloth cinch of his robe and, to the seneschal's surprise, wound it over his own eyes. Now blindfolded, the computer stood.

"Open the cabinet," he commanded, as if there was only one cabinet in the cluttered shop.

The seneschal watched Talian creep up to a heavy oaken cabinet. The apprentice stood with arms crossed. "Master ..."

"Get on with it." The computer raised a hand, and twisted around as if looking through the blindfold. "We are unobserved."

Talian jerked open the cabinet's thick door. The seneschal thought she heard a dove call, or a kitten mewl. She shot out of her chair.

"What are they?" she asked, peering in at the two forms. "They're

hideous. They're alive!" She looked closer, mouth open. "Oh god, they're you!"

"Take your pangunculus, Talian. Wrap it carefully."

Talian, lips pressed to a white line, took one of the glistening poppets. The thing shuddered as he covered it with several layers of burlap.



"The cabinet's closed, master."

The computer removed his blindfold and pressed some coins into Talian's palm. "Go to market now. Be sure to let the pangunculus function. You can pack your things later. Enjoy, Talian."

"Farewell, master."

With Talian finally gone and the sunlight disappearing from the windows, the computer turned to the seneschal. "Tell me, my lady, this morning you said you 'didn't believe a word.' What did you mean?"

Back in her seat, the seneschal shook her head, "I believe in free will."

"You don't believe in fate? No fortune from the gods?"

"Fortune is a reward," the seneschal said, "People like our king win their fortune on the battlefield and carry it home with them. Fate is a punishment for the weak. The stars may dictate common, little lives, but not the destiny of the great."

"Ah," the computer sighed.

His attention wandered to the window.

The seneschal demanded, "Well? Is the interpretation complete? I must return the scroll very soon. It may already be too late!"

"What, that?" The computer smiled. "Oh, I finished with your little scroll hours ago."

NEW CREATURE: Pangunculus

CR 1; SZ D (construct); HD special; hp special; Init -5; Spd 1 ft. (twitchy crawl); AC 9 (+4 size, -5 Dex); Atk none; Face 1 ft. x 1 ft; Reach 1 ft.; SQ construct, supernatural abilities; AL N; SV Fort +0, Ref -5, Will +4; Str 1, Dex 1, Con —, Int 12, Wis 18, Cha 1

Pangunculi are semi-living dolls made of wax, alchemical materials, and rotting fluid and tissue. They appear as foul, diminutive caricatures of their owners. They take in no sustenance, living on the science that birthed them. They are incapable of any significant movement or noise other than nervous twitching and crying. They cannot speak, and can only understand the spoken words of their owners. The mystical similarities between these pathetic creatures and their owners create magical interference that can "confuse" spells into targeting the pangunculus instead of its owner.

As long as they live, and the "pangunculus taboos" (below) are obeyed, pangunculi grant the following supernatural abilities to their owners:

Spell Confusion (Su): The owner gains a qualified Spell Resistance equal to 12 + the pangunculus' similarity bonus. This SR applies only to the following spells: spells cast against the owner with the range of "unlimited;" spells that require Scry checks; and any other spell cast against the owner when the owner is out of the spellcaster's line of sight. If the spell is successfully resisted, the spell targets the pangunculus instead. If the pangunculus is outside the resisted spell's range, the spell is effectively counterspelled.

Divination Trickery (Su): If Spell Confusion deflects a divination spell, the GM makes a secret Scry check for the spellcaster against a DC equal to the pangunculus' SR. If the check fails, the spellcaster is fooled. The divination spell appears to be successful, but provides false yet convincing information or visions. A pangunculus can be instructed as to what kind of false information to give. Treat Spell Trickery as an illusion (phantasm).

Protection (Su): The owner gains a +2 resistance bonus to all saving throws against spells and spell-like effects.

Deny the Prying Eye (Su): The owner is invisible to *arcane eye*, *prying eyes*, or similar spells, although the pangunculus can still be seen.

PANGUNCULUS TABOOS

The powers of pangunculi rely upon sympathetic magic to create the mystical dissonance that confuses spells. To keep those powers functioning, the following taboos must be maintained. None of the pangunculus' supernatural abilities function during the violation of a taboo, but immediately return upon the taboo's resumption.

Out of Sight: The owner must not physically or magically see the pangunculus. If the pangunculus is in the same room with its owner, it must be placed in an opaque container.

Out of Touch: The owner cannot be in direct physical contact with the pangunculus. The owner cannot carry the pangunculus in any way. The owner cannot ride on the same mount or in the same vehicle with the pangunculus.

In Mind: The pangunculus must be within 100 feet of the owner.

CREATING A PANGUNCULUS

A pangunculus can be created either as an alchemical or magical construct. Using either method, the first step in creating a pangunculus is choosing its similarity bonus. You can create a pangunculus with a similarity bonus equal to your Wisdom modifier + Astrology rank or lower. Less similar pangunculi are easier and cheaper to make.



Pangunculus (Continued)

Before construction begins, you must designate its owner — the person or creature the pangunculus will protect. A pangunculus provides no protection to anyone other than its particular owner. Possessing another's pangunculus, however, earns a +10 bonus to Scry rolls against its owner.

The most important ingredients when creating a pangunculus are the flesh and fluids of its owner. Drawing forth these materials is an unpleasant process, causing 2 hp of damage per owner's hit die. The pangunculus has a number of d4 hit dice equal to the owner's number of hit dice. For example, the pangunculus of a 6th-level character has 6d4 hit dice. The owner can choose to increase the pangunculus' hp total by donating more blood during creation. Each additional hp of damage to the owner raises the pangunculus' hp total by +1. A pangunculus can be given a maximum of 10 + owner's Con modifier additional hp.

Alchemical Pangunculi

To create a pangunculus as an alchemical project, you must possess a nativity horoscope of its owner for the duration of the creation processes. You must also interpret the nativity before beginning the project, which requires the Astrology skill. The nativity provides you with the clues to link the pangunculus with its intended owner. (See page 29 for more on nativity horoscopes.)

Creating an alchemical pangunculus is an Alchemy task. The DC of an alchemical pangunculus is 15 + the pangunculus' similarity bonus. The market price is 100 + (pangunculus' similarity bonus x 100) gp, and the raw materials cost is one-third that amount. To determine how long it takes to make an alchemical pangunculus, use the rules for making things in the Craft skill description. The creation must take place in an alchemist's laboratory or similar workshop.

Magical Construct Pangunculi

You cannot create a magical construct pangunculus for another creature. Although the creation process is less

involved, pangunculi created this way can only protect the magician who performs the creation ritual. The Astrology skill is not required.

A magical construct pangunculus costs 20 x the similarity bonus in gp to create, plus 20 gp for the body. Unlike alchemical pangunculi, which grow from the tissue supplied by their owner, the magical construct's body must be sculpted from wax compounds, requiring a Craft (sculpture) DC 12 check; at the time of its sculpting, the owner's tissue is placed inside a hollow carved where the pangunculus' heart would be.

Once the body is made, the creation ritual can begin. The ritual can only be conducted by a character of at least 7th level with the Craft Wondrous Item feat. Taking an entire, uninterrupted week, the creator must labor for 8 hours a day in a laboratory or workroom. If the creator is interrupted for any purpose besides eating, sleeping, or talking, the ritual fails and the body is ruined. Completing the ritual requires the casting of either *spell resistance* or *spell turning* and the expending of 50 XP. The creator can use scrolls for the spellcasting.

Secondary Pangunculi

The spell-like powers of pangunculi do not stack; you cannot be protected by multiple pangunculi at once. You can, however, create a pangunculus for another pangunculus — called a secondary pangunculus — but with considerable difficulty. First, magical construct pangunculi cannot serve as secondary pangunculi. The only method known for creating secondary pangunculi is through alchemy and astrology, discussed above.

The DC of a secondary alchemical pangunculus is +5 greater than the DC needed to create its primary. The market price for a secondary pangunculus is double the price of its primary pangunculus. The primary pangunculus must obey all of the taboos for the secondary pangunculus to function.

NATIVITY AND THE STARS

From under his shirt the computer plucked out a copper key hung about his neck on a silvery chain. He stormed off to a dark corner of the shop and threw open a great chest. Marching back, he slapped a new scroll against the podium. It was the most complex horoscope the seneschal had seen that day, full of arcs and epicycles and formulaic marginalia.

"You duties to the royal estates as seneschal are a sham," the computer announced, pointing a finger at the new scroll. "You are the king's Master of Assassins."

The color drained from the seneschal's face as she reached into the shadows under her cloak. "How could you ..."

"Years ago, before the king elevated you to such a noble calling, he came to me to confirm your bona fides."

The seneschal nudged the new scroll with a ginger fingertip, the other hand working at her belt. "What is it?"

"You," spat the computer. "The configuration of the heavens when they rained their power down upon your infant form as it emerged from your mother's womb. The sum of everything you are and can possibly be. Your soul as informed by the stars. Your nativity, you ignorant fool."

"There is more to me than my birth," the seneschal insisted, "I am responsible for my own life. I am free — no stars rule me!"

NATIVITY HOROSCOPES

Computing a nativity has a DC of 25. Nativities have a market price of 250 gp and a raw material cost of 83 gp. To determine how much time it takes to make a nativity, use the rules for making things found in the Craft skill description.

A nativity can be computed for creatures, man-made objects, or buildings. To compute a nativity for a creature, you must know the exact time and place the creature was born. For objects, you must know the exact time and place the object's creation began. For buildings, you must know the exact time the building's construction was begun and have an exact notion of the building's location. People aware of the powers of nativities take great pains in making sure such information remains a secret.

This information can be gained through divination magic or physical investigation. The time must be known down to the minute. Determining location also requires careful astrological measurements. These measurements must be made at the exact spot of birth, creation, or construction with a DC 15 Astrology check. You do not need to make these measurements yourself to create the nativity.

Once complete, a nativity contains the sum of all astrological knowledge concerning its subject. The proper use of a nativity allows members of the astrologer PC class to create spell formulae (see page 32), or confers one of the following bonuses per use:

Complete Familiarity: For any spell requiring familiarity with the subject, the nativity provides the greatest familiarity possible.

Superior Scrying: All Scry checks involving the nativity's subject gain a +10 bonus.

Exposed Weaknesses: The DCs of all the subject's saving throws made against spells cast by the possessor of the nativity are equal to either: $10 + (\text{caster level} \times 2) + \text{caster's Int modifier}$; or the original DC, whichever is higher.

An Open Book: All the following skill checks against the subject are made with a +5 circumstance bonus (if the skills apply to the subject):

Skill	Applicable Subject	Example
Alchemy	Object	Analyze a substance's composition and properties
Animal Empathy	Creature	Becalm the griffon attacking the village
Appraise	Object	Price an antique vase
Bluff	Creature	"Search your feelings, you know I'm right!"
Climb	Building	Scale the outer bailey of Broken Hill Abbey
Craft	Object	Repairing the king's sword
Decipher Script	Object, Building	"At last, these hieroglyphs make sense!"
Diplomacy	Creature	"I know you are a reasonable gentledragon ..."
Disguise	Creature	Disguise yourself as the duke's son
Forgery	Object	Replicate the deed to the duchy
Gather Information	Creature, Building	"Isn't there a secret entrance in the moat?"
Handle Animal	Creature	Train a griffin
Heal	Creature	"I know just the thing for you ..."
Hide	Building	Find the best spots in the Abbey's crypts to hide
Intimidate	Creature	"Let me tell you something about your mother ..."
Knowledge	Creature, Object, Building	Trace every branch of the king's family tree
Move Silently	Building	Sneak through the Abbey's catacombs
Perform	Object	"Sing for me, my favorite harp!"
Search	Building	Find the secret moat entrance
Sense Motive	Creature	"What could she be thinking?"
Spellcraft	Creature, Object	Learn a spell from your master's grimoire
Use Magic Device	Object	Get Asphodel's scroll to work for you

Proper Use: You must be the creator of the nativity, or you must interpret it, to gain its benefits. Each use requires 5 minutes spent studying the nativity. The desired bonus (including the particular skill to be modified) must be specified before studying. You can only use a nativity for the above tasks a number of times equal to your character level per day; for the task of preparing spell formulae, members of the astrologer PC class are limited by the number of spell formulae they can create per day (see page 32). Two nativ-

ities of the same subject contain identical information, and thus cannot be used to "double up" uses. After studying, you can use the nativity any time before the next sunset or sunrise, whichever comes first. Uses do not stack on a single roll.

Interpreting a nativity allows you to use it as if you created it yourself. See page 21 for more on interpreting horoscopes.

"Your 'free will' be damned — I saw you murder the king's nephew in his bed. I saw you frame the king's brother, watched with you when he signed the false confession your 'civil servants' tortured out of him. I felt your growing concern as the king began to doubt his own intrigues — then your rage when the astrologers took your place at the king's right hand!"

"I saw you coming to my shop weeks ago, long before the plan to betray your liege and steal his precious scroll even formed in your mind. Greed and power do not rule the stars. Only the wise can escape their influence. I know you, inside and out. I know you'll kill me and burn this place to the ground as soon as you have your answers ..."

"Did you think I would be unprepared?" The computer opened his mouth to shout ...

But the seneschal moved faster than he could see.

ASTROLOGY FOR FANTASY GAMING

Lazy flames bloomed in the workshop as the seneschal gathered her things and picked over the old computer's corpse.

The blood on the computer's robes shone black in the wild light. The seneschal reached around the computer's neck for the key chain, but a gush of fluid warmed her fingertips.

The computer still lived! His weak gaze caught hers. "Bad tidings," he laughed, drooling blood. "Bad tidings unto thine livelihood, Master of Assassins."

The seneschal wanted to watch the computer die, but realization suddenly dawned. She rushed up to the second podium and ripped the scroll from its gold clips.

She stared at it, disbelieving her own stupidity, as heat and smoke choked the tiny building. She leapt over the rising flames and slipped through the dark window, silver flashing under her cloak.

The boy!

The blank parchment flittered down into the blaze ...

WHAT ARE THE STARS?

The stars are the ultimate fantasy plot device. As the cosmic clock, the movement of the stars provides justification for races against time and story coincidences. An

evil ritual can only be performed under the right starry conjunction, occurring once every 777 years — and it's tomorrow night! The mouth of a magical cavern opens only during the new moon; anyone trapped inside when the sun rises will be lost forever. Why is the dragon attacking the keep just as the heroes happen to appear? Because the constellation Draco is rising, of course!

But since the heavens are external to a story, these plot devices can be painfully obvious and artificial unless sprinkled with authentic-sounding terminology. This section gives a crash course on the fundamentals of fantasy astrology.



THE HOUSES OF THE HEAVENS

When observing the night sky or charting a horoscope, astrologers imagine themselves at the center of the universe — the sky is a great circle and the astrologer stands at its dead center. Only half of the universe is visible at one time; although the second half is below the horizon, its influences are equally felt.

The universe is divided into twelve equal segments, each taking up 30 degrees of the sky. These are called **houses**. The first house lies just below the eastern horizon. Since everything in the sky rises in the east, the first house always contains the part of the sky that is just about to ascend above the horizon — thus it is called the **ascendant** house. The second house is right below the first, and so on, dividing the sky clockwise so that the twelfth house takes up the 30 degrees just above the eastern horizon.

Depending on when the sky is observed or a horoscope is made, different stars and planets occupy the twelve houses. Stars in the first house are often the most important part of a horoscope, because they are ascendant and predict the future.

Another important house is directly above the astrologer's head, called the **midheaven**. The stars in the midheaven exert the most control over the present magical energies — although the astrologer must always keep the looming ascendant in mind. The **lower heav-**

en is the polar opposite of the midheaven; the forces controlled by the stars in the lower heaven always oppose an astrologer's activities. Finally, the house on the western horizon is the **descendant**. Stars in the descendant are just about to set. They can help divine and answer questions about the past.

For example, when charting a nativity, the astrologer imagines the nativity's subject at the center of the universe, and computes a snapshot of the universe from the subject's point of view. Which sign was in the ascendant house? Which signs shared houses with the moon, sun, or planets? Were there any unique occurrences like an eclipse or planetary conjunction? These questions provide the essential clues that give a nativity its great power.

THE SIGNS

Each fantasy world, culture, or tradition of magic has its own **zodiac** — the set of constellations that wield the most power over its people and wizardry. There are typically twelve so that one sign of the zodiac resides in each house at any given moment.

THE PLANETS

The planets are the wanderers of the night sky. Unlike the stars, which revolve around the observer as regular as clockwork, planets take a wilder path, looping about and sometimes even backtracking before setting. Next to unique events like comets, the influences of the planets are the most difficult — and therefore valuable — for

magicians to harness. When two or more planets occupy the same house, the entire power of the heavens can change; the astrologer must be wary of planetary **oppositions** and **conjunctions**.

Oppositions and conjunctions are arrangements of at least three planets (including the sun or moon(s)). Two planets are in conjunction with each other when they are on the same side of a third planet. Two planets are in opposition when they are on opposite sides of a third planet. Any straight line that can be drawn between at least three planets on a star chart creates a direct conjunction and opposition. Conjunctions amplify a planet's power, while oppositions reverse it.

Like signs and houses of the zodiac, each planet has its own **sphere of influence** — its unique effect on the patterns of terrestrial magical energies. These in turn are altered by the planet's proximity to signs, houses, and other planets, making their influence the most challenging to predict.

THE ASTROLOGER

The astrologer takes the brute mathematics of the computer into the realm of arcane spellcasting, channeling the energies of the heavens through spell formulae that forecast the present and future positions of the stars and planets. Astrologers can “store” spells with the aid of formulae and fetishes for up to a solar year, as well as help party members with use of their skill in mundane astrology, giving them a definite advantage over the transitory magic of sorcerers and wizards.

NEW PC CLASS: THE ASTROLOGER

Astrologers have the following game statistics.

Abilities: Intelligence is the key ability for astrological magic. Astrologers gain bonus spell formulae per day based on their Intelligence. To attempt a spell formula, an astrologer must have an Intelligence equal to 10 + the spell's level.

Alignment: Any.

Hit Dice: d4.

CLASS SKILLS

The astrologer's class skills (and the key abilities for each skill) are Alchemy (Int), Astrology (Int), Knowledge (all skills, taken individually) (Int), Concentration (Con), Craft (Int), Gather Information (Cha), Profession (Wis), Scry (Int), and Spellcraft (Int).

Skill points at 1st Level: (4 + Int modifier) x 4.

Skill points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the astrologer.

Weapon and Armor Proficiency: Astrologers are skilled with the club, dagger, heavy crossbow, light crossbow, and quarterstaff. Astrologers are not proficient in any type of armor or shield. Arcane spell failure chances are incurred only when the astrologer attempts to prepare a spell formulae for a spell with a somatic component. Invoking (casting) a spell never results in an arcane spell failure chance.

Spells: Astrologers cast arcane spells by drawing on the energies radiating from the celestial realms. Because the physical heavens are in perpetual motion, these energies



TABLE: THE ASTROLOGER

Level	Base				Special	Spell Formulae per Day									
	Attack Bonus	Fort Save	Ref Save	Will Save		0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	Summon Familiar	3	0	—	—	—	—	—	—	—	—
2	+1	+0	+0	+3		3	1	—	—	—	—	—	—	—	—
3	+1	+1	+1	+3		4	2	0	—	—	—	—	—	—	—
4	+2	+1	+1	+4		4	2	1	—	—	—	—	—	—	—
5	+2	+1	+1	+4	Bonus Feat	4	3	2	0	—	—	—	—	—	—
6	+3	+2	+2	+5		4	3	2	1	—	—	—	—	—	—
7	+3	+2	+2	+5		5	3	3	2	0	—	—	—	—	—
8	+4	+2	+2	+6		5	4	3	2	1	—	—	—	—	—
9	+4	+3	+3	+6		5	4	3	3	2	0	—	—	—	—
10	+5	+3	+3	+7	Bonus Feat	5	4	4	3	2	1	—	—	—	—
11	+5	+3	+3	+7		5	4	4	3	3	2	0	—	—	—
12	+6/+1	+4	+4	+8		5	5	4	4	3	2	1	—	—	—
13	+6/+1	+4	+4	+8		5	5	4	4	3	3	2	0	—	—
14	+7/+2	+4	+4	+9		5	5	5	4	4	3	2	1	—	—
15	+7/+2	+5	+5	+9	Bonus Feat	5	5	5	4	4	3	3	2	0	—
16	+8/+3	+5	+5	+10		5	5	5	5	4	4	3	2	1	—
17	+8/+3	+5	+5	+10		5	5	5	5	4	4	3	3	2	0
18	+9/+4	+6	+6	+11		5	5	5	5	5	4	4	3	2	1
19	+9/+4	+6	+6	+11		5	5	5	5	5	4	4	3	3	2
20	+10/+5	+6	+6	+12	Bonus Feat	5	5	5	5	5	5	4	4	4	3

constantly change, giving astrologers great flexibility when working their magic. This same flexibility, on the other hand, requires astrologers to prepare unique spell formulae for each spell they attempt to cast.

Astrologer spellcasting has three basic elements: creating a spell formula, using an astrological fetish (if necessary), and invoking the spell. Each step is discussed in turn below:

Spell Formulae: Astrologers do not learn spells from books or from meditation. Instead, they use their knowledge of astrology to create spell formulae that take advantage of the present and future positions of the stars and planets.

Astrologers can create a number of spell formulae per day based on class level (and bonus formulae based on Intelligence). Creating a spell formula requires intensive, tiring astrological computation. Once an astrologer has used up all her spell formulae slots for the day, she must get a good night's rest before trying again.

An astrologer's own nativity horoscope is an important part of every spell formula. Spell formulae, therefore, are only usable by the astrologer who computes them. Astrologers have been working on "universal spell formulae" for centuries, but so far the magic of astrology has proven far too delicate and personal to generalize.

The first step in creating a spell formula is to choose the desired spell. The astrologer can choose any spell on the astrologer spell list (within the astrologer's level and Intelligence limits). Any verbal, somatic, or focus components are used during the creation of the spell formula. Any material, XP cost, or other components are used when the spell itself is invoked.

Next, to attempt to create a spell formula, an astrologer must have an Intelligence equal to 10 + the spell's level and make an Astrology check. The total Astrology DC for creating a spell formula is 10 + the level of the desired spell + duration modifier + the target bonus (if any).

A formula remains effective for the length of its duration; it can be invoked at any time within its duration. Once the duration expires, the formula expires as well, and the spell can be no longer invoked. Duration is chosen by the astrologer, and modifies the DC of the Astrology check for creating a spell formula as listed in the table below:

Duration	Definition	DC Modifier	Special
Solar diameter*	3 minutes	-5	
Solar phase	Next sunrise or sunset, whichever comes first	+0	
Lunar phase	3 days (at moonrise)	+5	Requires fetish
Lunar month	Until current lunar phase repeats (at moonrise)	+10	Requires fetish
Season	Next equinox or solstice, whichever comes first	+15	Requires fetish
Solar year	4 seasons	+20	Requires fetish

* A "solar diameter" is the time it takes the sun to travel its own diameter across the sky. Invoking the spell does not require being outdoors or in daylight.

An astrologer can also specify a target for the spell formula if the target remains within the astrologer's sight during the time it takes to compute the spell formula, or if the astrologer has some knowledge about or connection to the target. If a target/subject is specified, invoking the spell against anything else results in automatic failure. Specifying a target earns bonuses to the Astrology check for computing the spell formula, as shown in the table below:

Connection to Target/Subject	Check Bonus	Stackable?	Special
In sight	+2	Yes	
Self	+10	No	Spells with target "You" do not gain bonus
Target name known	+2	Yes	Applies to creatures, objects, and locations*
Target birthplace known**	+2	Yes	Applies to creatures and objects
Target birthday known†	+5	Yes	Applies to creatures, objects, and buildings
Representation of target††	+2	Yes	
Possess part of target†††	+5	Yes	
Possess target's nativity	+10	Yes	Must have interpreted/created nativity

* *Examples:* "Arith the Draconian," "Mount Greylock," "Orb of Asphodel," etc.

** The "birthplace" of an object is the location in which an object was created.

† The "birthday" of objects is the day their creation began. The "birthday" of buildings is the start of their construction.

†† *Examples:* a picture, sculpture, written description, etc.

††† *Examples:* blood or a lock of hair for creatures, a piece of masonry for locations, a sliver of wood or metal for objects

Other connections may also provide bonuses at the GM's discretion.

Once the Astrology check has been made, taking these modifiers into consideration, record the check result if successful. If the check fails, the astrologer abandons the formula after spending a number of minutes equal to the modified DC. In other words, it takes the DC amount in minutes for the astrologer to realize that he made a fatal error in computing the formula.

If the Astrology check succeeds, the astrologer finishes the formula in an amount of time no greater than a "base time" of DC x 10 in minutes. If something interrupts the formula's creation, the astrologer makes a Concentration check against a variable DC as if casting a spell. If the

Concentration check fails or if the astrologer voluntarily stops computing, the spell formula automatically fails.

If the Astrology check is at least twice the DC, the formula takes half the base time to complete. If the Astrology check is three times the DC, the formula takes a third of the base time, and so on.

Astrological Fetish: A spell formulae with a duration longer than a solar phase requires the creation of an astrological fetish. Fetishes are intimate constructions that cannot be made for other characters. Only the fetish's creator can invoke the spell contained within.

An astrological fetish is a small assemblage of materials designed to capture stellar arcane energies for later use. Fetishes can easily fit in the palm of a hand, and astrologers typically wear them about their necks, pinned to their clothes, or even wound into their hair. Typical components include burnt incense or aromatics, rare wood, polished rocks or minerals, strips of fine cloth or ribbons, and bits of bone and leather. The cost of raw materials for a fetish is based on the level of the spell and the formula's duration.

Duration Raw Material Cost

Lunar phase	Spell's level in gp
Lunar month	Spell's level in gp x 5
Season	Spell's level in gp x 10
Solar year	Spell's level in gp x 100

For example, Asphodel carries 50 gp worth of fetish raw materials in a gunnysack. He wants to create a formula for a 3rd-level spell with a lunar month duration, requiring a fetish costing 15 gp. He pulls a handful of pretty baubles from his gunnysack, which now contains 35 gp worth of fetish raw materials.

The astrologer assembles a fetish during the spell formula creation process. Doing so takes no extra time. To invoke a spell contained within a fetish, the fetish must be touching the astrologer's skin. If a fetish is destroyed before the spell can be invoked, or if the formula's duration expires, the fetish is rendered useless. A useless fetish is worth at most one half its original cost in raw materials, less if damaged.

Invoking a Spell: Invoking a spell formula can be faster or slower than typical spellcasting, depending upon the situation.

Using a fetish while invoking a spell counts as a partial action (in addition to any other time requirements) that provokes an Attack of Opportunity.

Invoking any spell with a material or XP component takes at least one action. Spells with such components take their listed casting times.

A spell with a listed casting time of 1 action, however, is invoked as a free action, as long as no material or XP components are required. Verbal, focus, and somatic components are supplied during the creation of the spell formula itself, and are not needed when the spell is invoked.

Spells with casting times longer than 1 action take their listed casting time.

The DC of a saving throw against an astrologer's spell is equal the Astrology check result for creating its spell formula.

Familiar: An astrologer can summon a familiar in exactly the same way as a sorcerer, with the same benefits.

Bonus Feat: Every five levels an astrologer gains a bonus feat. This feat must be a metamagic feat, an item creation feat (including Compute Spell Inception, page 25), or Create Spell Talisman; only an astrologer can take the special feat Create Spell Talisman, described on page 38.

School Specialization: Astrologers study the heavens' effects on the different types of magic. An astrologer can specialize in a school of magic in exactly the same way as a wizard, except that astrologers cannot pick "illusion" as their prohibited school. Astrology magic is already weak with illusions, and astrologers gain no benefit from not studying the stars' effect on them.

Extra-Planar Weakness: Although astrologers are masters of planar magic while in familiar territory, their reliance on the physical heavens cripples them when journeying to different realms of existence. While in any plane other than the Material, Astral, or Ethereal Planes, astrologers suffer the following penalties: after preparing a spell formula, the astrologer must make a Knowledge (the planes) check with a DC equal to the Astrology check result for creating the formula. If the Knowledge (the planes) check fails, the formula is useless and the spell formula per day slot is wasted. At the GM's discretion, the DC and base time for creating spell formula may be increased to reflect the otherworldliness of the astrologer's surroundings. If in a realm without a sky or stars, creating spell formula may simply be impossible.

In addition, all spell formulae with a duration of solar phase immediately expire upon the astrologer's entrance into the other-world.

ASTROLOGER Spell List

0-LEVEL ASTROLOGER SPELLS (ALIQUOTS)

Abjuration	Resistance. Subject gains +1 on saving throws.
Conjuration	Summon Monster I. Summons an outsider to fight for you.
Divination	Detect Poison. Detects poison in one creature or small object. Know Direction. You discern north. Guidance. +1 on one roll, save, or check. True Strike. Adds +20 bonus to your next attack roll.
Enchantment	Daze. Creature loses next action.
Evocation	Light. Object shines like a torch.
Necromancy	Disrupt Undead. Deals 1d6 damage to one undead.
Transmutation	Virtue. Subject gains 1 temporary hp.
Universal	Arcane Mark. Inscribes a personal rune (visible or invisible). Detect Magic. Detects spells and magic items within 60 ft. Prestidigitation. Performs minor tricks. Read Magic. Read scrolls and spellbooks.

	Summon Monster II. Calls outsider to fight for you.
	Unseen Servant. Creates invisible force that obeys your commands.
Divination	Comprehend Languages. Understands all spoken and written languages. Detect Chaos/Evil/Good/Law. Reveals creatures, spells, or objects. Detect Secret Doors. Reveals hidden doors within 60 ft. Detect Undead. Reveals undead within 60 ft. Identify. Determines single feature of magic item. Locate Object. Senses direction toward object (specific or type).
Enchantment	Bane. Enemies suffer -1 attack, -1 on saves against fear. Bless. Allies gain +1 attack and +1 on saves against fear. Charm Person. Makes one person your friend. Command. One subject obeys one-word command for 1 round. Doom. One subject suffers -2 on attacks, damage, saves, and checks. Hypnotism. Fascinates 2d4 HD of creatures. Random Action. One creature acts randomly for one round. Sleep. Put 2d4 HD of creatures into comatose slumber.
Evocation	Divine Favor. You gain attack, damage bonus, +1/three levels.
Illusion	Nystul's Magical Aura. Grants object false magic aura. Nystul's Undetectable Aura. Masks magic item's aura.
Necromancy	Cause Fear. One creature flees for 1d4 rounds. Chill Touch. 1 touch/level deals 1d6 damage and possibly 1 Str damage.
Transmutation	Erase. Mundane or magical writing vanishes.

1ST-LEVEL ASTROLOGER SPELLS

Abjuration	Alarm. Wards an area for 2 hours/level. Endure Elements. Ignores 5 damage/round from one energy type. Hold Portal. Holds door shut. Protection from Chaos/Evil/Good/Law. +2 AC and saves, counter mind control, hedge out elementals and outsiders. Remove Fear. +4 on saves against fear for one subject +1/four levels. Shield. Invisible disc gives cover and blocks magic missiles.
Conjuration	Mage Armor. Gives subject +4 armor bonus. Mount. Summons riding horse for 2 hr./level.

Magic Stone. Three stones gain +1 attack, deal 1d6+1 damage.

Magic Weapon. Weapon gains +1 bonus.

Message. Whispered conversation at distance.

2ND-LEVEL ASTROLOGER SPELLS

Abjuration	<p>Arcane Lock. Magically locks a portal or chest.</p> <p>Obscure Object. Masks object against divination.</p> <p>Protection from Arrows. Subject immune to most ranged attacks.</p> <p>Resist Elements. Ignores 12 damage/round from one energy type</p> <p>Undetectable Alignment. Conceals alignment for 24 hours.</p>
Conjuration	<p>Delay Poison. Stops poison from harming subject for 1 hour/level.</p> <p>Glitterdust. Blinds creatures, outlines invisible creatures.</p> <p>Lesser Restoration. Dispel magic ability penalty or repairs 1d4 ability damage.</p> <p>Remove Paralysis. Frees one or more creatures from paralysis, hold, or slow.</p> <p>Summon Monster III. Calls outsider to fight for you.</p> <p>Summon Swarm. Summons swarm of small crawling or flying creatures.</p>
Divination	<p>Augury. Learns whether an action will be good or bad.</p> <p>Detect Thoughts. Allows "listening" to surface thoughts.</p> <p>Find Traps. Notice traps as a rogue does.</p> <p>Locate Creature. Indicates direction to familiar creature.</p> <p>See Invisibility. Reveals invisible creatures or objects.</p> <p>Speak with Animals. You can communicate with natural animals.</p>
Enchantment	<p>Aid. +1 attack, +1 on saves against fear, 1d8 temporary hit points.</p> <p>Calm Emotions. Calms 1d6 subjects/level, negating emotion effects.</p> <p>Enthrall. Captivates all within 100 ft. + 10 ft./level.</p> <p>Hold Person. Holds one person helpless; 1 round/level.</p> <p>Tasha's Hideous Laughter. Subject loses actions for 1d3 rounds.</p>
Evocation	<p>Darkness. 20-ft. radius of supernatural darkness.</p> <p>Daylight. 60-ft. radius of bright light.</p>
Illusion	<p>Misdirection. Misleads divinations for one creature or object.</p>
Necromancy	<p>Ghoul Touch. Paralyzes one subject, who exudes stench (-2 penalty) nearby.</p> <p>Scare. Panics creatures up to 5 HD (15-ft. radius).</p>
Transmutation	<p>Alter Self. As <i>change self</i>, plus more drastic changes.</p>

Blindness/Deafness. Makes subject blind or deaf.

Bull's Strength. Subject gains 1d4+1 Str for 1 hr./level.

Cat's Grace. Subject gains 1d4+1 Dex for 1 hr./level.

Darkvision. See 60 ft. in total darkness.

Endurance. Gain 1d4+1 Con for 1 hr./level.

Knock. Opens locked or magically sealed door.

Whispering Wind. Sends a short message one mile/level.

3RD-LEVEL ASTROLOGER SPELLS

Abjuration	<p>Dimension Anchor. Bars extradimensional movement.</p> <p>Glyph of Warding. Inscription harms those who pass it.</p> <p>Dispel Magic. Cancels magical spells and effects.</p> <p>Magic Circle against Chaos/Evil/Good/Law. As <i>protection</i> spells, but 10-ft. radius and 10 min./level.</p> <p>Nondetection. Hides subject from divination, scrying.</p> <p>Protection from Elements. Absorb 12 damage/level from one kind of energy.</p> <p>Remove Curse. Frees object or person from curse.</p>
Conjuration	<p>Phantom Steed. Magical horse appears for 1 hour/level.</p> <p>Prayer. Allies gain +1 on most rolls, and enemies suffer -1.</p> <p>Remove Blindness/Deafness. Cures normal or magical conditions.</p> <p>Remove Disease. Cures all diseases affecting subject.</p> <p>Summon Monster IV. Calls outsider to fight for you.</p>
Divination	<p>Clairaudience/Clairvoyance. Hear or see at a distance for 1 min./level.</p> <p>Detect Scrying. Alerts you of magical eavesdropping.</p> <p>Speak with Plants. You can talk to normal plants and plant creatures.</p> <p>Tongues. Speak any language.</p>
Enchantment	<p>Charm Monster. Makes monster believe it is your ally.</p> <p>Suggestion. Compels subject to follow stated course of action.</p>
Evocation	<p>Call Lightning. Directs lightning bolts (1d10/level) during storms.</p> <p>Deeper Darkness. Object sheds absolute darkness in 60-ft. radius.</p> <p>Searing Light. Ray deals 1d8/two levels, more against undead.</p> <p>Wind Wall. Deflects arrows, smaller creatures, and gases.</p>
Illusion	<p>Illusory Script. Only intended reader can decipher.</p>



- Necromancy **Animate Dead.** Creates undead skeletons and zombies.
- Gentle Repose.** Preserves one corpse.
- Halt Undead.** Immobilizes undead for 1 round/level.
- Speak with Dead.** Corpse answers one question/two levels.
- Transmutation **Bestow Curse.** -6 to an ability; -4 on attacks, saves, and checks; or 50% chance of losing each action.
- Blink.** You randomly vanish and reappear for 1 round/level.
- Greater Magic Weapon.** +1/three levels (max +5).
- Keen Edge.** Doubles normal weapon's threat range.
- Magic Vestment.** Armor or shield gains +1 enhancement/three levels.
- Secret Page.** Changes one page to hide its real content.

4TH-LEVEL ASTROLOGER SPELLS

- Abjuration **Dismissal.** Forces a creature to return to native plane.
- Minor Globe of Invulnerability.** Stops 1st-through 3rd-level spell effects.
- Negative Energy Protection.** Subject resists level and ability drains.
- Spell Immunity.** Subject is immune to one spell/four levels.
- Conjuration **Lesser Planar Binding.** Traps outsider until it performs a task.
- Minor Creation.** Creates one cloth or wood object.
- Restoration.** Restores level and ability score drains.
- Sepia Snake Sigil.** Creates text symbol that immobilizes reader.
- Summon Monster V.** Calls outsider to fight for you.
- Divination **Arcane Eye.** Invisible floating eye moves 30 ft./round.
- Discern Lies.** Reveals deliberate falsehoods.
- Divination.** Provides useful advice for specific proposed actions.
- Scrying.** Spies on subject from a distance.
- Enchantment **Confusion.** Makes subject behave oddly for 1 round/level.
- Emotion.** Arouses strong emotion in subject.
- Hold Monster.** As *hold person*, but any creature.
- Lesser Geas.** Commands subject of 7 HD or less.
- Evocation **Invisibility Purge.** Dispers invisibility within 5 ft./level.
- Otiluke's Resilient Sphere.** Force globe protects but traps one subject.
- Illusion **Displacement.** Attacks miss subject 50%.
- Invisibility.** Subject is invisible for 10 min./level or until it attacks.

- Necromancy **Contagion.** Infects subject with chosen disease.
- Death Ward.** Grants immunity to death spells and effects.
- Enervation.** Subject gains 1d4 negative levels.
- Fear.** Subjects within cone flee for 1 round/level.
- Transmutation **Dimension Door.** Teleports you and up to 500 lbs.
- Greater Magic Weapon.** +1 bonus/three levels (max +5).
- Polymorph Self.** You assume a new form.

5TH-LEVEL ASTROLOGER SPELLS

- Abjuration **Break Enchantment.** Frees subjects from enchantments, alterations, curses, and petrification.
- Dispel Chaos/Evil/Good/Law.** +4 bonus against attacks.
- Conjuration **Planar Binding.** As *lesser planar binding*, but up to 16 HD.
- Major Creation.** As minor creation, plus stone and metal.
- Mord's Faithful Hound.** Phantom dog can guard, attack.
- Neutralize Poison.** Detoxifies venom in or on subject.
- Summon Monster VI.** Calls outsider to fight for you.
- Divination **Contact Other Plane.** Ask question of extraplanar entity.
- Prying Eyes.** 1d4 floating eyes +1/level scout for you.
- Rary's Telepathic Bond.** Link lets allies communicate.
- True Seeing.** See all things as they really are.
- Enchantment **Greater Command.** As *command*, but affects one subject/level.
- Dominate Person.** Controls humanoid telepathically.
- Feeblemind.** Subject's Int drops to 1.
- Evocation **Sending.** Delivers short message anywhere, instantly.
- Wall of Force.** Wall is immune to damage.
- Illusion **Dream.** Sends message to anyone sleeping.
- False Vision.** Fools scrying with an illusion.
- Invisibility Sphere.** Makes everyone within 10 ft. invisible.
- Nightmare.** Sends vision dealing 1d10 damage, fatigue.
- Necromancy **Poison.** Touch deals 1d10 Con damage, repeats in 1 min.
- Magic Jar.** Enables possession of another creature.
- Transmutation **Ethereal Jaunt.** You become ethereal for 1 round/level.
- Fabricate.** Transforms raw materials into finished items.
- Passwall.** Breaches walls 1 ft. thick/level.
- Plane Shift.** Up to eight subjects travel to another plane.

Polymorph Other. Gives one subject a new form.

Teleport. Instantly transports you anywhere.

Permanency. Makes certain spells permanent; costs XP.

6TH-LEVEL ASTROLOGER SPELLS

Abjuration **Antimagic Field.** Negates magic within 10 ft.

Banishment. Banishes 2 HD/level extraplanar creatures.

Forbiddance. Denies area to creatures of another alignment.

Globe of Invulnerability. As *minor globe*, plus 4th level.

Greater Dispelling. As *dispel magic*, but +20 on check.

Greater Glyph of Warding. As *glyph of warding*, but up to 10d8 damage or 6th level spell.

Repulsion. Creatures cannot approach you.

Conjuration **Lesser Planar Ally.** Exchange services with an 8 HD outsider.

Summon Monster VI. Calls outsider to fight for you.

Divination **Analyze Dweomer.** Reveals magical aspects of subject.

Find the Path. Shows most direct way to location.

Legend Lore. Learn tales about a person, place, or thing.

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

Mass Suggestion. As *suggestion*, plus one/level subjects.

Evocation **Contingency.** Sets trigger condition for another spell.

Illusion **Improved Invisibility.** As invisibility, but subject can attack and stay invisible.

Necromancy **Circle of Death.** Kills 1d4 HD/level.

Create Undead. Ghouls, shadows, ghosts, wights, or wraiths.

Transmutation **Control Winds.** Change wind direction and speed

Disintegrate. Makes one creature or object vanish.

Etherealness. Travel to Ethereal Plane with companions.

Eyebite. Charm, fear, sicken or sleep one subject.

Tenser's Transmutation. You gain combat bonuses.

Word of Recall. Teleports you back to designated place.

7TH-LEVEL ASTROLOGER SPELLS

Abjuration **Guards and Wards.** Array of magical effects protect area.

Sequester. Subject is invisible to sight and scrying.

Conjuration

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

Greater Planar Binding. As *lesser planar binding*, but up to 24 HD.

Drawmij's Instant Summons. Prepared object appears in your hand.

Mord's Magnificent Mansion. Door leads to extradimensional mansion.

Phase Door. Invisible passage through wood or stone.

Power Word, Stun. Stuns creature with up to 150 hp.

Summon Monster VIII. Calls outsider to fight for you.

Divination

Greater Scrying. As *scrying*, but faster and longer.

Stone Tell. Talk with stone.

Vision. As *legend lore*, but quicker and strenuous.

Enchantment

Insanity. Subject suffers continuous confusion.

Evocation

Forcecage. Cube of force imprisons all inside.

Mord's Sword. Floating magic blade strikes opponents.

Illusion

Shadow Walk. Step into shadow to travel rapidly.

Necromancy

Control Undead. Undead do not attack you while under your command.

Finger of Death. Kills one subject.

Greater Restoration. As restoration, plus restores all levels and ability scores.

Transmutation

Control Weather. Changes weather in local area.

Refuge. Alters item to transport its possessor to you.

Reverse Gravity. Objects and creatures fall upward.

Statue. Subject can become a statue at will.

Teleport without Error. As teleport, but no off-target arrival.

Vanish. As teleport, but affects a touched object.

Universal

Limited Wish. Alters reality-within spell limits.

8TH-LEVEL ASTROLOGER SPELLS

Abjuration **Antimagic Field.** Negates magic within 10 ft.

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

Protection from Spells. Confers +8 resistance bonus.

Conjuration **Earthquake.** Intense tremor shakes 5-ft./level radius.

Maze. Traps subject in extradimensional maze.

Planar Ally. As *lesser planar ally*, but up to 16 HD.

Power Word, Blind. Blinds 200 hp worth of creatures.

Summon Monster IX. Calls outsider to fight for you.

Trap the Soul. Imprisons subject within gem.

Divination **Discern Location.** Exact location of creature or object.

Enchantment	<p>Antipathy. Object or location affected by spell repels certain creatures.</p> <p>Binding. Array of techniques to imprison a creature.</p> <p>Demand. As sending, plus you can send suggestion.</p> <p>Mass Charm. As charm monster, but all within 30 ft.</p> <p>Otto's Irresistible Dance. Forces subject to dance.</p> <p>Sympathy. Object or location attracts certain creatures.</p>
Evocation	<p>Sunburst. Blinds all within 10 ft., deals 3d6 damage.</p>
Illusion	<p>Screen. Illusion hides area from vision, scrying.</p>
Necromancy	<p>Create Greater Undead. Mummies, specters, vampires, or ghosts.</p>
Transmutation	<p>Iron Body. Your body becomes living iron.</p> <p>Polymorph Any Object. Changes any subject into anything else.</p>
Universal	<p>Symbol. Triggered runes have array of effects.</p>

9TH-LEVEL ASTROLOGER SPELLS

Abjuration	<p>Freedom. Releases creature suffering imprisonment.</p> <p>Imprisonment. Entombs subject beneath the earth.</p> <p>Mord's Disjunction. Dispel magic, disenchant magic items.</p>
Conjuration	<p>Gate. Connects two planes for travel or summoning.</p> <p>Greater Planar Ally. As <i>lesser planar ally</i>, but up to 24 HD.</p> <p>Power Word, Kill. Kills one tough subject or many weak ones.</p> <p>Storm of Vengeance. Storm rains acid, lightning, and hail.</p>
Divination	<p>Foresight. "Sixth sense" warns of impending danger.</p>
Enchantment	<p>Dominate Monster. As dominate person, but any creature.</p>
Evocation	<p>Meteor Swarm. Deals 24d6 fire damage, plus bursts.</p>
Illusion	<p>Simulacrum. Creates partially real double of creature.</p>
Necromancy	<p>Astral Projection. Projects you and companions into Astral Plane.</p> <p>Soul Bind. Traps newly dead soul to prevent resurrection.</p>
Transmutation	<p>Shapechange. Transforms you into any creature, and change forms once per round.</p> <p>Teleportation Circle. Circle teleports any creature inside to designated spot.</p> <p>Temporal Stasis. Puts subject into suspended animation.</p> <p>Time Stop. You act freely for 1d4+1 rounds.</p>
Universal	<p>Wish. As limited wish, but with fewer limits.</p>

NEW FEAT: CREATE SPELL TALISMAN [ITEM CREATION, EXCLUSIVE]

Your mastery of certain spells allows you to create spell talismans, special reusable fetishes.

Prerequisites: Int 12+, astrologer class

Benefit: You can craft a number of spell talismans equal to your Intelligence modifier. A spell talisman can only hold one spell; you must specify the spell to be held while creating the talisman. A spell talisman costs the chosen spell's level x 100 gp to make, and is crafted like an astrological fetish (see page 33). If a spell talisman is lost or destroyed, the astrologer can create another for the same spell without having to take the Create Spell Talisman feat again. Like fetishes, spell talismans work only for their creator.

A spell talisman functions like a reusable astrological fetish. It can be reused indefinitely, an unlimited number of times per day. It can only be used for the spell specified during its creation. Additionally, the base time for creating formulae of the spell chosen is the formula's DC x 5, rather than x 10. You must have the spell talisman on your person in order to gain this additional benefit.

For example, Asphodel takes Create Spell Talisman as his bonus feat at 10th level. His Intelligence modifier is +3, so he can make 3 spell talismans. He chooses to make talismans for the spells *flame strike* (costing 500 gp), *hold monster* (400 gp), and *prayer* (300 gp). As long as he possesses those spell talismans, he no longer needs to make fetishes for those three spells.

You may take this feat more than once to create more talismans.

ASTROLOGER PRIESTS

Worship of the stars and planets as emissaries of the gods — or as gods themselves — dates back to the earliest times. Druids venerate the sun and moon as the greatest forces of nature, the makers of time and creators of the seasons. Many clerics worship them as great harbingers of positive and negative energy. Each planet and constellation has a name and revered story.

Astrology and astronomy are math-intensive fields of knowledge. Astrologer-priests do not see mathematics as a chore, but as a holy act of communion with the gods. In fact, astrologer-priests take faith in the workings of math and geometry as proof of the existence of the gods and divine favor.

NEW RELIGION: STAR WORSHIP

Alignment: Any

Domains: Knowledge, Luna,* Sidereal,* Sacred Geometry,* and Sovereignty*

Typical Followers: Star Worshipers

Description: Rather than serving a single deity, some clerics worship the heavens themselves. Star-worshipping clerics can be of any alignment, although neutral is the most common. The religion's symbol is a bright star aloft in the heavens. A star worshiper's favored weapon is the quarterstaff, as it is useful both for combat and for scratching sacred marks and calculations into the ground.

*New domains, see below.

NEW DOMAIN: SACRED GEOMETRY

Deities: Gods and goddesses of wisdom, protection, and the hearth; star worship.

Granted Power: Astrology is a class skill. Automatically gain Extend Spell metamagic feat.

Sacred Geometry Domain Spells

- 1 **Detect Secret Doors.** Reveals hidden doors within 60 ft.
- 2 **Zone of Truth.** Subjects within range cannot lie.
- 3 **Glyph of Warding.** Inscription harms those who pass it.
- 4 **Leomund's Secure Shelter.** Creates sturdy cottage.
- 5 **Hallow/Unhallow.** Designates location as holy/unholy
- 6 **Guards and Wards.** Array of magic effects protect area
- 7 **Forcecage.** Cube of force imprisons all inside.
- 8 **Antimagic Field.** Negates magic within 10 ft.
- 9 **Teleportation Circle.** Circle teleports any creature inside to designated spot.

NEW DOMAIN: LUNA

Deities: Gods and goddesses of the moon, madness, secrets, and the underworld; star worship.

Granted Power: Astrology is a class skill. If cleric is of lawful or good alignment, Turn or Destroy chaotic evil outsiders (such as demons) as a good cleric Turns undead. If cleric is of any other alignment, Rebuke or Command chaotic evil outsiders as an evil cleric Rebukes undead.

Luna Domain Spells

- 1 **Nystul's Undetectable Aura.** Masks magic item's aura.
- 2 **Tasha's Hideous Laughter.** Subject loses actions for 1d3 rounds.
- 3 **Bestow Curse.** -6 to an ability; -4 on attacks, saves, and checks; or 50% chance of losing each action.
- 4 **Nondetection.** Hides subject from divination, *scrying*.
- 5 **Mislead.** Turns you invisible and creates illusory double.

6 **Greater Shadow Evocation.** As *shadow evocation*, but up to 5th level.

7 **Insanity.** Subject suffers continuous confusion.

8 **Antipathy.** Object or location affected by spell repels certain creatures.

9 **Weird.** As *phantasmal killer*, but affects all within 30 ft.

NEW DOMAIN: SIDEREAL

Deities: Gods and goddesses of magic, travel, knowledge, and destiny; star worship.

Granted Power: Astrology is a class skill. All clerical spells prepared directly under a clear, night-time sky are cast at +1 caster level. All clerical spells cast directly under a clear, night-time sky are cast at an additional +1 caster level. (These do not stack.)

Sidereal Domain Spells

- 1 **Identify.** Determines single feature of magic item.
- 2 **Glitterdust.** Blinds creatures, outlines invisible creatures.
- 3 **Remove Curse.** Cures all diseases affecting subject
- 4 **Call Lightning.** Directs lightning bolts (1d10/level) during storms.
- 5 **Greater Shadow Conjunction.** As *shadow conjunction*, but up to 4th level and 40% real.
- 6 **Geas/Quest.** As *lesser geas*, plus it affects any creature.
- 7 **Vision.** As *legend lore*, but quicker and strenuous.
- 8 **Sympathy.** Object or location attracts certain creatures.
- 9 **Gate.** Connects two planes for travel or summoning.

NEW DOMAIN: SOVEREIGNTY

Deities: Gods and goddesses of the sun, war, nobility, leadership; the ruling gods of a pantheon; star worship.

Granted Power: Astrology is a class skill. Rebuke or Command humanoid creatures (or monstrous humanoid if cleric is a monstrous humanoid) with the same alignment as the character as an evil cleric Rebukes undead. Will saving throw vs. turning check negates.

Sovereignty Domain Spells

- 1 **True Strike.** Adds +20 bonus to your next attack roll.
- 2 **Aid.** +1 attack, +1 on saves against fear, 1d8 temporary hit points.
- 3 **Suggestion.** Compels subject to follow stated course of action.
- 4 **Divine Power.** You gain attack bonus, 18 Str, and 1 hp/level.
- 5 **Righteous Might.** Your size increases, and you gain +4 Str.
- 6 **Hero's Feast.** Food for one creature/level cures and blesses.
- 7 **Demand.** As *sending*, plus you can send suggestion.
- 8 **Sunburst.** Blinds all within 10 ft., deals 3d6 damage.
- 9 **Mass Charm.** As *Charm Monster*, but all within 30 ft.

NEW PRESTIGE CLASS: SOLAR HIEROPHANT

Solar hierophants lead worshipers to glory on the path of the sun. For the hierophant, the sun is the ultimate source of revelation, the divine force that sustains the universe and commands all lesser beings. Clerics are the most common class to revel in the sun, but other divine spellcasters such as druids occasionally feel the call.

NPC solar hierophants spend most of their time advising the faithful or seeking converts. Because the sun is the patron deity of victory, leadership, and inspiration, many solar worshipers are nobles, warlords, artisans, and wealthy merchants. Powerful noble houses and mercantile leagues often sponsor hierophants to keep appraised of the sun's tidings.

Hit Die: d8

REQUIREMENTS

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

Alignment: Lawful good or lawful neutral

Skills: 8 ranks Astrology; 5 ranks Knowledge (religion)

Feats: Leadership

Spells: Ability to cast divine spells; if the character is a cleric, the character must possess either the Sovereignty or Sun domain.

Special: Before becoming a 1st-level solar hierophant, the character must seek out a current solar hierophant to initiate the character into the mysteries of the sun. The initiator must voluntarily spend a Turning attempt during the ceremony. The ceremony is long and strenuous; the character temporarily loses 1d4 Constitution points upon its completion.

CLASS SKILLS

The solar hierophant's class skills are Astrology (Int), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (Religion), Scry (Int), and Sense Motive (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the solar hierophant prestige class.

Extra Domain: Clerics who become solar hierophants immediately gain one extra domain — either Sovereign, Sun, Knowledge, or Protection — of the character's choice.

This gives the character a third granted power and an additional option of domain spell slots.

Spells per Day: A solar hierophant continues advancing in spellcasting ability based on her previous, highest divine spellcasting class, although slower. When a solar hierophant gains a new even-numbered level, the character gains new divine spells per day as if she had also gained a new level in her previous, highest divine spellcasting class. She does not acquire any special powers of her previous class, however.

Channeling: Solar hierophants can channel positive energy. If the character possesses cleric levels (or levels of another class that could Turn/Rebuke undead), levels of solar hierophant count toward cleric levels for the purposes of Turning and Rebuking. If the character does not possess cleric levels, a solar hierophant can Turn/Destroy undead as a good cleric of the same class level. Solar hierophants also have access to positive energy-channeling abilities and feats (including Extra Turning).

Clarity: A solar hierophant's link to the sun gives her great clarity of vision, physical and otherwise. The character is immune to magical sources of blindness (such as *blindness/deafness* or *power word blind*) short of a *wish*. She is also immune to visual figment and glamor illusions. The character has a +2 competence bonus to Spot, Search, and Sense Motive checks. Solar hierophants also possess a qualified Spell Resistance that is only effective against mind-controlling spells, but otherwise operates as normal. The character's qualified Spell Resistance equals 12 + his solar hierophant level.

Divine Right: As representatives of the ruler of the cosmos, solar hierophants can channel the sun's energy to command the masses. At 2nd level, the character can cast *charm person* by spending one Turn attempt. This ability improves with time. At 4th level, the character can cast *suggestion* by spending one Turn attempt, as well. At 6th level, the character can cast *mass suggestion* by spending one Turn attempt. At 8th level, the character can cast *mass charm* by spending one Turn attempt.

Celestial Authority: Solar hierophants are mortal vessels of the sun's will. At 3rd level, the character gains the ability to Rebuke/Command outsiders of any lawful alignment (including lawful evil) or any good alignment as an evil cleric Rebukes/Commands undead.

Sacred Vessel: At 5th level, solar hierophants can imbue inanimate objects with the light of the sun, which are then called sacred vessels, either temporarily or permanently. To temporarily create a sacred vessel, the character spends one Turning attempt. The powers of a temporary sacred vessel last one round per solar hierophant level. A permanent sacred vessel is an astrological item that only a solar hierophant can create. Imbuing a permanent sacred vessel is a DC 20 Astrology task (treating Astrology like a Craft skill) with an effective market price of 1000 gp and 40 XP. Sacred vessels are formed from pre-existing objects, possibly requiring their own purchase or Craft tasks.

A sacred vessel can be any solid object that weighs less than 10 pounds. Sacred vessels have the following powers.

- When held aloft, the sacred vessel emits light as if the subject of a *daylight* spell. Any lawful creature that can see the glowing vessel acts as if the subject of a *bless* spell. Any area illuminated by the vessel's light is *consecrated* as per the spell. The vessel acts as an altar for the purposes of this effect.
- Grants a +1 morale bonus to skill checks involving Wisdom or Charisma to one character holding it or wearing it against her skin.
- Grants a +2 morale bonus to Fortitude and Will saves to one character holding it or wearing it against her skin.



- Permanent sacred vessels formed from masterwork signet rings, crowns, or other potent marks of office give +1 prestige Leadership modifiers when worn.
- Permanent sacred vessels formed from masterwork or magical weapons confer a +2 morale bonus to attack rolls.

Note that these bonuses stack if a character wears or uses multiple sacred vessels, with a maximum total bonus equal to the character's Charisma modifier (minimum of 1). The character using the sacred vessel must be a star worshiper or follower of a sun god, and must be of lawful alignment to gain these effects. Also, exchanging a sacred vessel for finan-

cial gain strips a solar hierophant of her powers until she atones (as per the *atonement* spell).

Embody the Sun: At 7th level, solar hierophants gain the ability to walk as the sun. By spending one Turning attempt, the character briefly becomes a celestial creature — apply the celestial creature template to the character for a number of rounds equal to the character's solar hierophant level. If the character is lawful neutral, she effectively becomes lawful good for the duration of the effect. Acting against the precepts of lawful good behavior while embodying the sun temporarily prevents the character from using class features until she atones (as per the *atonement* spell).

Path of the Sun: At 9th level, solar hierophants gain the ability to show others the path of the sun. The character

chooses targets and makes a Turn attempt as if Turning undead. The targets can be any creatures except outsiders and undead. If the character successfully Turns the targets, apply the celestial creature template to them for 1 minute (10 rounds) — she has literally turned the targets into celestial creatures. For the duration of the Turning, the targets are effectively of good alignment and act accordingly.

If the Turning attempt would normally result in the destruction of a target, in addition to becoming a celestial creature for 1 minute, the target is Awed by the solar hierophant. The target must make a Will saving throw against a DC equal to 15 + solar hierophant's class level. Failure indicates that the target's alignment remains good indefinitely.

SOLAR HIEROPHANT (Continued)

(although alignment can still change through the normal course of play). Success indicates the target's alignment remains good for 1d4 days after the Turning effect ends. While the target remains of good alignment, any saving throws and Wisdom- or Charisma-based skill checks made by the solar hierophant that are opposed by the target gain a +4 circumstance bonus for as long as the hierophant remains faithful to the sun.

Final Mystery: Some say that the mightiest hierophants become celestial beings so pure that they can never again interact with the material plane, and dwell in the court of the sun for eternity. Others say that high solar hierophants

of 10th level and above join an ultra-secret society, and become invisible advisors to emperors, titans, or even stranger great beings.

Multiclass Restriction: A solar hierophant who gains levels in a different class must atone (as per the *atonement* spell) before increasing in solar hierophant levels.

Alignment Restriction: None of a solar hierophant's class features function if the character becomes non-lawful or evil. Once lawful good or lawful neutral alignment is regained, the character must atone (as per the *atonement* spell) before the powers of her class features return.

TABLE: THE SOLAR HIEROPHANT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	0	+2	0	+2	Channeling, Clarity	—
2	+1	+3	0	+3	Divine Right: <i>charm person</i>	+1 level of existing class
3	+2	+3	+1	+3	Celestial Authority	—
4	+3	+4	+1	+4	Divine Right: <i>suggestion</i>	+1 level of existing class
5	+4	+4	+2	+4	Sacred Vessel	—
6	+5	+5	+2	+5	Divine Right: <i>mass suggestion</i>	+1 level of existing class
7	+6	+5	+3	+5	Embody the Sun	—
8	+7	+6	+3	+6	Divine Right: <i>mass charm</i>	+1 level of existing class
9	+8	+6	+4	+6	Path of the Sun	—
10					Final Mystery	

NEW PRESTIGE CLASS:
LUNAR MYSTAGOGUE

Lunar mystagogues are keepers of secrets. The moon is the matron of magic, mystery, and all things dark or hidden. Mystagogues both guard the moon's lore and ensure its silent passage from one generation to the next.

Druids often take the mantle of the moon's keeper-teachers, although clerics and even rangers are not uncommon. Lunar mystagogues have a reputation for being solitary and strange madmen of the wild. When a mystagogue goes adventuring, or is seen in the company of other heroes, be assured that some stellar prophecy is at work or the domains of the moon are somehow under threat.

NPC lunar mystagogues lurk in the darkest forests and loneliest plains, relying on their astrology and divination to bring them news of the world. They are also infamous for

making sudden appearances at social and political events, like weddings, crownings, births, or battles. They come to silently observe, or give cryptic announcements.

Hit Die: d6

REQUIREMENTS

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

Alignment: Any chaotic or neutral

Skills: 8 ranks Astrology; 6 ranks Knowledge (religion); 5 ranks Scry

Spells: Ability to cast divine spells; if the character is a cleric, the character must possess either the Luna or Trickery domain.

Special: Ability (from spells, spell-like effects, extraordinary abilities, etc.) to change shape. Before becoming a 1st-level lunar mystagogue, the character must seek out a current mystagogue to initiate her into the mysteries of the moon. The initiator must voluntarily spend a Turn attempt during the ceremony. The ceremony is eldritch and overwhelming; the character temporarily loses 1d4 Wisdom points upon its completion.

CLASS

SKILLS

The lunar mystagogue's class skills are Alchemy (Int), Animal Empathy (Cha), Astrology (Int), Concentration (Con), Craft (Int), Handle Animal (Cha), Hide (Dex), Innuendo (Wis), Intuit Direction (Wis), Knowledge (all skills taken individually) (Int), Move Silently (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis) and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier + 2 dedicated skill points

CLASS

FEATURES

All of the following are class features of the lunar mystagogue prestige class.

Dedicated Skill Points: In addition to the 4 + Int modifier skill points a lunar mystagogue receives at each level, the character gains 2 "dedicated" skill points that can be only spent on Knowledge or Craft skills.

Spells per Day: A lunar mystagogue continues advancing in spellcasting ability based on his previous, highest divine spellcasting class, although slower. When a mystagogue gains a new even-numbered level, the character gains new divine spells per day as if he had also gained a new level in

his previous, highest divine spellcasting class. He does not acquire any special powers of his previous class, however.

Channeling: Lunar mystagogues can channel negative energy. If the character possesses cleric levels (or levels of another class that could Turn/Rebuke undead), levels of lunar mystagogue count toward cleric levels for the purposes of Turning and Rebuking. If the character does not possess cleric levels, a lunar mystagogue can Rebuke/Command undead as a evil cleric of the same class level. Lunar mystagogues also have access to negative energy channeling abilities and feats (including Extra Turning).

Unknownable: Lunar mystagogues are immune to direct mind-reading magic such as *detect thoughts*. No magic, short of a *wish*, can be used to determine whether a lunar mystagogue is lying. The character opposes all Sense Motive checks with a Bluff roll at a +10 competence bonus.

Nightsight (Ex): Lunar mystagogues have a unique rapport with the night, and possess a qualified blindsight extraordinary ability. The character has a 60-foot-radius blindsight at night, or "whilst within the Earth" (caves, tunnels, etc.). In daylight or magical light, the character's blindsight fails entirely. In other situations (such as magical darkness), the character's blindsight only extends 10 feet. Additionally, while under the night sky or within the earth,

the character gains a +2 competence bonus to Hide and Move Silently checks.

Extra Turning: At 3rd level, lunar mystagogues gain the Extra Turning feat. Almost all mystagogue powers are based on the channeling of negative energy, making even more Extra Turning feats very worthwhile.

Restless Dead: The moon holds a strange affinity for ghosts. At 4th level, lunar mystagogues can augment a *summon monster*, or *summon nature's ally* spell by spending one Turn attempt before casting. The creature that appears



is a ghost; apply the ghost template to the creature summoned.

Inscrutability: Lunar mystagogues can channel their matron's negative energy to become as enigmatic as the moon. At 2nd level, the character gains the ability cast *undetectable alignment* upon herself as a spell-like effect by spending one Turn attempt. At 4th level, the character gains the ability to cast *alter self* by spending one turn attempt. At 6th level, the character can cast *polymorph self* by spending one Turn attempt. At 8th level, the character can cast *mislead* by spending one Turn attempt. At 10th level, the character can cast *time stop* or *mind blank* (limited target to the character himself) by spending one Turn attempt.

Occultation: Lunar mystagogues are the masters of magical secrecy. At 5th level, a mystagogue can channel negative energy to hide objects or creatures; by spending one Turn attempt, the character can cast *nondetection* upon one tar-

get as a spell-like effect. At 7th level, the character can cast *sequester* by spending a Turn attempt. At 9th level, the character can cast *antipathy* or *screen* by spending a turn attempt.

Chthonic Authority: The moon grants lunar mystagogues power over creatures of the earth and underworld. At 3rd level, the character can Rebuke/Command normal animals as a evil cleric Rebukes/Commands undead. For each level thereafter, the character chooses one additional category of creature to Rebuke/Command from the following list: chaotic outsiders; dire animals; earth elementals; evil outsiders; fey; fiends (& half-fiends); and vermin.

Alignment Restriction: None of a lunar mystagogue's class features function if the character becomes lawful. Once chaotic or neutral alignment is restored, the character must perform atone (as per the *atonement* spell) before the powers of her class features return

TABLE: THE LUNAR MYSTAGOGUE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	0	+1	0	+2	Channeling, Unknowable, Nightsight	—
2	0	+2	0	+3	Inscrutability: <i>undetectable alignment</i>	+1 level of existing class
3	+1	+2	+1	+3	Cthonic Authority, Extra Turning	—
4	+1	+3	+1	+4	Inscrutability: <i>alter self</i> , Restless Dead	+1 level of existing class
5	+2	+3	+2	+4	Occultation: <i>nondetection</i>	—
6	+2	+4	+2	+5	Inscrutability: <i>polymorph self</i>	+1 level of existing class
7	+3	+4	+3	+5	Occultation: <i>sequester</i>	—
8	+3	+5	+3	+6	Inscrutability: <i>mislead</i>	+1 level of existing class
9	+4	+5	+4	+6	Occultation: <i>antipathy</i> , <i>screen</i>	—
10	+4	+6	+4	+7	Inscrutability: <i>time stop</i> , <i>mind blank</i>	+1 level of existing class

The adventure seed below is suggested to help Game Moderators integrate the tradition of astrology into their game.

Talian has been on the run since his former master's shop burned to the ground. He is pursued by two foes: a clutch of three astrologers in the employ of the king, and the seneschal — the king's former master of assassins. The king refuses to get directly involved in these matters, considering them a test of his new court astrologers' loyalties and abilities. He has, however, arranged for a cover-up for the pursuit. The king's constable has placed a bounty on Talian, claiming he is responsible for the murder of the old computer and the (far worse) crime of arson. Much of the walled town's craftsmakers' district was lost to the fire.

The seneschal, however, is also on the run. No one save the king, the king's secret police (once lead by the seneschal and probably still loyal to her), and the astrologers know about the seneschal's true identity and her original theft of the scroll. She is hunting Talian to reclaim the scroll, hoping to blackmail the king with its contents and arrange a truce. The astrologers are trying to get to Talian first to prevent such embarrassment of

The scroll itself is a spell inception, not necessary for the casting of the astrologers' grand spell, but containing damning information against the king and the astrologers. Talian is not skilled enough to interpret the inception, but he suspects treachery. He has convinced himself that the astrologers have betrayed the king, and are abusing his patronage to prepare a spell that will give them control of the kingdom.

Talian has two advantages. First, his powerful pangunculus has prevented the astrologers from tracking him down. Second, the result of his journey-work — his interrogation horoscope — has given him directions on when and where to meet the only people who can resolve his desperate situation — the player characters, of course. He hopes the PCs will provide him protection as he races to the Guild of Computers, a powerful organization in a neighboring kingdom that puts out a handsome reward for information of astrologer malfeasance. Computers and astrologers are often direct competitors, and the Guild welcomes any opportunity to attack the integrity of its rivals.

What did the king originally hire the astrologers for? What does the scroll really contain? Should the player characters just turn Talian in for the bounty, or give him up to the seneschal to put her in the party's debt? Is this an opportunity to get involved with high politics? And what is so special about the PCs that the stars named them as Talian's only recourse?

Elementalism

The strange half-elf raised her arms to embrace the heavens, calling on primal forces in a language unknown to the common folk cowering a short distance down the hillside. Dark clouds began to writhe above her, and the spellcaster's light robes billowed in the wind her words summoned from the dead, stifling summer air. Soon a few droplets of life-giving water hit the parched earth, each one stirring a small ring of dust as it hit. Then the clouds opened up in earnest, showering the withered fields with the rain they had lacked for weeks. A cry rose up from the astonished farmers, and hollow-eyed children began to dance and twirl in the warm downpour, laughing and singing as the water splashed about them.

A small smile crept across the face of the elemental as her eyes opened and refocused on the scene about her. She turned her face up to the water cascading from the heavens, and shouted out in joyful triumph before joining the children and their jubilant parents in skipping through the fast-growing puddles forming around their feet.

THE PRIMAL FORCES

Elemental magic allows arcane spellcasters to control the four elements directly. Its spells are powerful manipulations of the cataclysmic forces of creation, made possible through science. Elementalists are both feared and held in awe; while their cousins, wizards, use their magic to divine, protect, transform, and conjure, the elementalists use spells to control winds, waves, soil, and flames — the primal forces of nature itself.

The elemental begins his training as a child who is sometimes chosen by another elemental to be an apprentice, or attends a formal academy at which the student devotes full-time study to elementalism. While the apprentice often learns how to control the element that his teacher has taken as a specialty, students at an academy are watched for strength in manipulating a particular element, and their tutelage is given over to a professor specialized in that element. The four specialties are as follows:

AURAMANCY

Air is constantly in motion. This element includes every gas, including water vapor. It is the wind, the fog, and the clouds.

Air elementalists seek to create, control, and tame the four winds. They often have very lithe physiques and take well to the scholar's profession, making the quip that they "have their heads in the clouds" especially apt. Beneath the scholarly forgetfulness is a mind ruled by logic rather than emotion, though.

Air elementalists prefer to wear multiple layers of loose robes ranging from white to deep blue; these robes dance in the wind generated by their spells.

TERRAMANCY

Earth is the element of solids. Earth elemental magic affects rock, soil, and stone, but it also manipulates ice, as it is solid water. Earth is unyielding; it is eternal.

Earth elementalists are often seen as ponderous and conservative, since the earth element is loathe to change and slow to act. They take time to think out decisions, balancing choices quite carefully. They use their spells most often in defense or in learning. There are very few attack spells under the element of earth.

Earth elementalists tend toward drably colored clothes, and seem to collect a layer of dust on their garments.

IGNAMANCY

Of all the elements, fire is the most powerful and active, even displaying the properties of the living. It grows, consuming everything flammable in its path. It can jump as it spreads, be playful, or turn powerfully destructive. It is energy in motion, and so represents creativity and spontaneity.

However, it has many weaknesses. Water can quench its hunger, earth can smother its influence, and air, if powerful enough, can blow it out.

Fire elementalists are thought to have explosive personalities ... literally. They are impetuous and quick to anger, with volatile emotions. They are seen as hotheaded, vibrant, and energetic.

Fire elementalists choose to wear minimal clothing because of the heat their magic produces, but always dress in warm colors.

AQUAMANCY

Water can be as small and inconsequential as a droplet of dew, but it is the bringer and sustainer of life. Water always flows in the direction of least resistance, but it is strong enough to sweep away the strongest of trees, buildings, and boulders. Whether it is a mighty river, a cascading flash flood, or a creeping glacier, water is indomitable. It can, however, be channeled.

Water elementalists learn magic that both controls and unleashes this strongest element in the physical world. The spells they cast have the potential to cause floods, drown crops, and use water as a weapon. Their personalities are those that flow in the direction of least resistance, but strong emotions often underlie their tranquil surfaces.

Water elementalists like to wear thin clothing in the deepest cool colors, such as aqua, turbulent blues, and sea green.

Elementalists

Elementalists adventure to satisfy their curiosity or to advance the cause of science. Many seek resources to conduct their studies into the elements. Like wizards, they often conduct their adventures with caution and forethought. In civilized lands, the magical schools, academies, and guilds of the wizards host colleges of elementalists.

The elementalist's strength is in his spells, but the elementalist also studies other aspects of his or her abilities. For instance, a fire elementalist may study diplomacy, and an air elementalist might develop her dexterity. Elementalists learn new spells as they experiment and grow in experience, and can learn them from other elementalists.

All elementalists specialize in an elemental school; air elementalists study Auramancy, earth



NEW PC CLASS: ELEMENTALIST

Elementalists have the following game statistics.

Abilities: The ability most important to an elemental is Intelligence, and his secondary ability is usually chosen according to the element that he is trying to master. Intelligence determines how powerful a spell an elemental can cast, how many spells he can cast, and how hard those spells are to resist. To cast a spell, an elemental must have an Intelligence score of 10 + the spell's level. In addition, an elemental gets bonus spells based on Intelligence. The DC of a saving throw against an elemental's spell is 10 + the spell's level + the elemental's Intelligence modifier.

The secondary ability of an air elemental is Dexterity, to provide the quick reflexes needed to harness the wind itself. An earth elemental depends on his Wisdom as a secondary ability, as his kind tend to ponder actions before taking them. A fire elemental draws people in with her vibrant personality, and uses Charisma as her secondary ability. Water elementals favor Strength, as it parallels water's great force.

Alignment: Any. (Overall, elementalists show a slight tendency towards neutrality or chaos. The exception is the terramancers, who favor law.)

Hit Die: d4.

CLASS SKILLS

An elemental's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (any) (Wis), and Spellcraft (Int).

Additional class skills are determined by the elemental's specialization:

Air: Balance (Dex), Escape Artist (Dex), and Tumble (Dex)

Earth: Heal (Wis), Herbalism (Wis, see page 80), and Wilderness Lore (Wis)

Fire: Bluff (Cha), Diplomacy (Cha), and Intimidate (Cha)

Water: Climb (Str), Jump (Str), and Swim (Str)

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the elemental.

Weapon and Armor Proficiency: Elementalists are proficient in simple melee and ranged weapons. Auramancers tend to prefer light crossbows, aquamancers often choose to use clubs, ignamancers love daggers, and terramancers consider the quarterstaff their weapon of choice, though they also feel an affinity for the sickle. Elementalists do not train with any armor or with any shield, since both types of protection interfere with their dexterous hand movements and can cause spells to fail.

Spells: An elemental casts arcane elemental spells from the elemental spell list (pages 62-67). She is limited to a certain number of spells of each level per day, according to her class level, and may not cast spells from her prohibited elemental school. An elemental must prepare spells ahead of time by getting a good night's sleep and spending an hour studying her spellbook. To learn, prepare, or cast a spell, an elemental must have an Intelligence score of at least 10 + the spell's level. An elemental's bonus spells are based on Intelligence. The DC for saving throws against elemental spells is 10 + the spell's level + the elemental's Intelligence modifier. Elementalists might know any number of spells available to them, as well as any number of universal spells, excluding those spells restricted by their specialization.

elementalists Terramancy, fire elementalists Ignamancy, and water elementalists Aquamancy. However, the element that opposes their specialization is impossible for elementalists to learn. (Earth opposes Air; Fire opposes Water.)

Elementalists often revere gods of creation (specifically, the gods of the elements) over gods of magic. The forces of magic that they wield are the supernal forces of creation, after all.

Humans are attracted to elementalism for many reasons: curiosity, ambition, and inherent magical talent for wielding creative forces. Human elementalists tend to be scientists and innovators.

Elves, with their natural attraction to wizardry and their artful approach to magic, often view the scientific approach of elementalism with confusion and misunderstanding. Half-elves feel both the elf's attraction to magic and the human need to understand; many accomplished elementalists are half-elves.

Gnomes are more attracted to Auramancy than the other schools of elementalism, and dwarves, with their natural bent for practical thinking and engineering, are best suited for Terramancy, though it is not uncommon to see dwarven ignamancers who combine their fiery magical talent with that for the forge.

Halflings often find elementalism boring, and half-orcs tend to find the study of science and elementalism stifling, confusing, and very difficult.

TABLE: THE ELEMENTALIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	Elemental Transfiguration: <i>sleep</i> , Scribe Scroll	3	1	—	—	—	—	—	—	—	—
2	+1	+0	+0	+3	Elemental Affinity	4	2	—	—	—	—	—	—	—	—
3	+1	+1	+1	+3	Elemental Familiar	4	2	1	—	—	—	—	—	—	—
4	+2	+1	+1	+4	Elemental Transfiguration: Paralysis, Elemental Resistance +1/−1	4	3	2	—	—	—	—	—	—	—
5	+2	+1	+1	+4	Elemental Resistance +2/−2	4	3	2	1	—	—	—	—	—	—
6	+3	+2	+2	+5	Elemental Resistance +3/−3	4	3	3	2	—	—	—	—	—	—
7	+3	+2	+2	+5	Elemental Transfiguration: Stun, Elemental Resistance +4/−4	4	4	3	2	1	—	—	—	—	—
8	+4	+2	+2	+6	Elemental Resistance +5/−5	4	4	3	3	2	—	—	—	—	—
9	+4	+3	+3	+6	Elemental Resistance +6/−6	4	4	3	3	2	1	—	—	—	—
10	+5	+3	+3	+7	Elemental Translation (optional)	4	4	4	3	3	2	—	—	—	—
11	+5	+3	+3	+7		4	4	4	4	3	2	1	—	—	—
12	+6/+1	+4	+4	+8		4	4	4	4	3	3	2	—	—	—
13	+6/+1	+4	+4	+8		4	4	4	4	4	3	2	1	—	—
14	+7/+2	+4	+4	+9	Rebuke/Turn Elementals	4	4	4	4	4	3	3	2	—	—
15	+7/+2	+5	+5	+9		4	4	4	4	4	4	3	2	1	—
16	+8/+3	+5	+5	+10		4	4	4	4	4	4	3	3	2	—
17	+8/+3	+5	+5	+10	Locate Elemental Conflux	4	4	4	4	4	4	4	3	2	1
18	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	3	3	2
19	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	3	3
20	+10/+5	+6	+6	+12	Elemental Ability	4	4	4	4	4	4	4	4	4	4

Bonus Languages: As bonus languages available to the character, an elementalism may take Draconic, since many ancient tomes of magic are written in the language of the dragons, and the elemental language that corresponds to her school specialization — Auran for air, Terran for earth, Ignan for fire, or Aquan for water.

Scribe Scroll: Like a wizard, an elementalism starts with the item creation feat Scribe Scroll, thus enabling her to create magic scrolls.

Elemental Ability (Su): At 20th level, the elementalism who has opted to become a transformed elementalism gains an Elemental Ability: once per day, transformed air elementalisms can use the Whirlwind ability of a Medium-sized air elemental (save DC 13, damage 1d6, height 10-30 feet); transformed earth elementalisms gain the Push attack of an earth elemental, to which his Elemental Mastery modifiers apply; transformed fire elementalisms may apply the Burn attack of a Medium-sized fire elemental (save DC 14) to any

unarmed attacks they make; once per day, transformed water elementalisms may use the Vortex ability of a Medium-sized water elemental (save DC 15, damage 1d6, height 10-30 feet).

Elemental Transfiguration: Beginning at 1st level, the elementalism begins to take on the qualities of an elemental creature. At 1st level, the elementalism is immune to magical *sleep*. At 4th level she gains immunity to paralysis. At 7th level, she is immune to stun.

Elemental Translation: On reaching 10th level or any time after, an elementalism has the option of gaining the “elemental” type and becoming a transformed elementalism. This is further detailed on the transformed elementalism template, below.

Locate Elemental Conflux (Sp): This ability allows an elementalism to find an elemental conflux, or natural gate to the Elemental Planes, upon reaching 17th level. Whether a

conflux is present, and the particular plane it leads to, is determined by the GM. The spell otherwise acts as the *locate object* spell, though *polymorph any object* does not fool it. The elementalist can use this ability an unlimited number of times per day.

Elemental Affinity: At 2nd level, the elementalist gains an affinity with elemental creatures. She receives a +2 circumstance bonus on all Charisma-based skills and Charisma ability checks when interacting with elementals, genies, and other elemental creatures.

Elemental Resistance (Ex): As the elementalist gains levels in this class, she becomes resistant to spells based on her attuned element; at 4th level she gains a +1 magic bonus to her saving throws against all spells in the elementalist spell list for her specialized element, and every level afterward gains another +1 bonus, up to a maximum of +6 at 9th level. However, she also becomes more vulnerable to the opposing element; at 4th level elementalists receive a -1 magic penalty to their saving throws against spells from her prohibited elemental school, as given in the elementalist spell list, and every level afterward take another -1 penalty up to a maximum of -6 at 9th level. Thus, a 6th-level fire elementalist gains a +3 to her saves against fire elemental spells, but also takes a -3 to saving throws against water elemental spells.

Rebuke/Turn Elementals (Su): The elementalist has the power to hold elementals of her element in awe by Rebuking them, and drive off elementals of the opposing element by Turning them; the elementalist decides whether she Turns or Rebukes Elementals of other elements on receiving the ability, and this cannot be reversed. An elemental can use this ability a number of times per day equal to three plus her Intelligence modifier. The character's level in the elementalist class is her effective level for Rebuking/Turning purposes; whenever she gains a level, she also gains an effective level for the purposes of Turning and Rebuking Elementals. Multiclass characters use this ability at the levels they have in their elementalist class.

Elemental Familiar: At 3rd level, the elementalist may call a CR3 or lower elemental creature of Small size or smaller as a familiar at a cost of 500 gp. This may be an elemental of the same type as the elementalist's specialization (small air elemental, magmin, etc.), a creature with an elemental subtype (flamebrother salamander, juvenile arrowhawk, small earth mephit, minor xorn, juvenile tojanida, red dragon wyrmling, etc.), or a creature that is appropriate to the campaign and approved by the GM. The creature must also be within one step of the character's alignment. The GM always has the final say on whether a particular familiar will be allowed. (See the Familiars sidebar in the standard sorcerer description for details; only elementalist class levels are used to calculate the abilities of elemental familiars, unless character levels are specifically called for.)

Spellbooks: All elementalists must study their spellbooks every day to prepare spells. Elementalists may prepare *read magic* from memory, but cannot prepare any other spell that is not in their spellbooks until they gain the Spell Mastery feat. An elementalist begins play with a spellbook containing all 0-level elemental spells (except for those from her prohibited school; see the elementalist spell list, below), all 0-level common elemental spells, and all 0-level universal spells, plus four 1st-level spells of the elemental's choice (one of these must be a spell from her elemental school specialization, and none of them can be from her prohibited school). For each point of Intelligence bonus, the elementalists starts with one additional 1st-level elemental spell of her choice in her spellbook. Each time an elementalist gains a new level of experience, she may gain knowledge of two new elemental spells of any level that she can cast. The elementalist may also add new spells found in other elementalists' spellbooks as a wizard does with wizards' spellbooks.

Spell Mastery: An elementalist can take the special feat Spell Mastery. Each time the elementalist takes this feat, choose a number of spells equal to the elemental's Intelligence modifier (they must be spells she already knows). From that point on, the elementalist can prepare these spells without referring to her spellbook.

Elemental School Specialization

An elementalist must specialize in one of the four schools of elemental magic — she may not change her specialization later. Specialization allows an elementalist to prepare one extra spell from her school per spell level each day, and gives her a +2 bonus to Spellcraft checks to learn the spells of her chosen school.

The four schools of elemental magic include Auramancy, Terramancy, Ignamancy, and Aquamancy. Spells that do not fall into any of these new schools are either universal spells or are considered common elemental spells (see the elementalist spell list, starting on page 62).

Because of their attunement to the elements, all elementalists can activate magical items that have a sympathy with one of the four elements — for instance, a *rod of flame extin-*

guishing, or *ring of water walking*. Also, elementalists get bonuses and penalties to their saving throws against elemental spells based on their attuned element (see Elemental Resistance, above).

Auramancy: Spells that create, discern, transform, destroy, and control gases and the weather belong to this school. Spells from the earth school of elemental magic are always prohibited to an air elemental. When an air elemental casts an air spell, the windy breeze he creates whips his clothes about; auramancers suffer from a cold sensitivity caused by these breezes. They have -2 penalty to Fortitude saves vs. cold, whether it be from a magical or mundane source.

Terramancy: Spells that create, give information about, transform, destroy, and control solids belong to this school. Spells from the air school of elemental magic are always prohibited to an earth elemental. Terramancers also suffer from the social stigma that comes with “playing in the dirt.” When an earth elemental casts an earth spell, the dust at his feet stirs and swirls about him; they have a -2 Charisma score penalty when interacting with other humanoids.

Ignamancy: Spells dealing with creating, destroying, and manipulating heat energy belong to this school. Spells from the Aquamancy school of elemental magic are always prohibited to a fire elemental. Ignamancers also suffer from the heat that is generated around them when they cast fire spells. This heat can become intolerable quite quickly, and is one reason they often choose to wear scanty attire; arcane spell failure chances for wearing armor are double for fire elementals.

Aquamancy: Spells that manipulate, create, and control liquids belong to this school. Spells from the Ignamancy school of elemental magic are always prohibited to a water elemental. When a water elemental casts a water spell, humidity is generated in the air around her. Aquamancers suffer twice the fatigue and exhaustion effects that would normally be due them: they cannot run or charge, move at on half normal speed, and suffer a -4 effective Strength and Dexterity penalty for fatigue; they move at one quarter normal speed and take a -12 effective penalty to Strength and Dexterity for exhaustion.

Common Elementalist Spells: These spells are common to all elementals, so any elemental can learn them. Elementals cannot select this as their school specialty.

Universal: This area of knowledge is not a school, but contains spells any elemental may learn; see the universal spells for wizards in the core rulebooks. Elementals cannot select this as their school specialty.

NEW TEMPLATE: TRANSFORMED ELEMENTALIST

At 10th level and after the elemental, through his mastery of the elements, can allow his body to be suffused with his attuned element, changing himself into an elemental. Thus he fulfills the purpose of his mortal creation and finally transcends his previously impure material existence.

Upon finally achieving this state, the elemental undergoes a change to his physical appearance. This is usually to the eyes and skin of the elemental in question. An auraner might have light blue skin and hair, a constant breeze about him, and flesh that is cool to the touch. An aquamancer might gain greenish-blue skin and deep blue eyes, scales, and hair that flows and sways as if underwater. An ignamancer will commonly display fiery orange eyes that glow with intense light, deep red or coal-black skin, and hair that moves as if it were made of flames. Finally, a terramancer could gain a metallic sheen to his hair and body, roughened skin, and eyes that glitter like precious gemstones.

Any elemental will immediately recognize the transformed elemental's new nature, and other humanoids definitely notice the oddity about him.

CREATING A TRANSFORMED ELEMENTALIST

“Transformed elemental” is a template that can be added to any humanoid creature (referred to hereafter as the “character”), provided it is an elemental of 10th level or higher. The character chooses to become an elemental creature, and his type changes to “elemental,” but she must expend 199,000 XP. The transformed elemental

uses all of her previous statistics and special abilities except as noted here:

Hit Dice: As the character.

Speed: Changed according to elemental type. A transformed air elemental gains the ability to move at three times his previous speed, a fire elemental's speed is doubled, a water elemental has double his normal speed but only while swimming, and an earth elemental's speed does not change.

AC: As the character.

Attacks: As the character's weapon.

Damage: As favored weapon.

Special Qualities: A transformed elemental retains all the character's special qualities and gains those listed below:

Elemental: An elemental is composed of one of the four elements, and is immune to poison, sleep, paralysis, and stunning. Elementals have Darkvision with a range of 60 feet. A slain elemental cannot be raised or resurrected, though a *wish* or *miracle* spell can restore its life. Transformed elementals do have a clear front and back, and so are still subject to critical hits and flanking.

Improved Elemental Affinity (Ex): The transformed elemental gains a +4 circumstance modifier on all Charisma-based skill and Charisma ability checks when interacting with other elemental creatures and with other elementals who are attuned to the same element. This stacks with Elemental Affinity.

Elemental Vulnerability (Ex): The transformed elemental suffers double damage from spells powered by her opposing element, as listed on the elemental spell list. If a save is

allowed for half damage, a successful save delivers half damage and a failure doubles it. Also, because the elementalists becomes an elemental creature, spells targeting elementals and creatures can affect her.

Elemental Mastery (Ex): The transformed elementalists gains mastery of her element much like an elemental has: against transformed air elementalists, airborne creatures suffer a –1 penalty to attack and damage rolls; transformed earth elementalists gain a +1 attack and damage bonus if both it and its foe touch the ground; against transformed fire elementalists, creatures with the “fire” subtype suffer a –1 penalty to attack and damage rolls; and transformed water elementalists gain a +1 attack and damage bonus if both it and its opponent touch water. Also, the transformed elementalists is immune to the effects of all spells in the elementalists spell list for her specialized element.

Saves: The transformed elementalists gains bonuses to her saves as noted on the table below. These are miscellaneous modifiers in addition to her base save bonuses for her class.

Abilities: Same as the character, except that the transformed elementalists gains a +2 bonus to her secondary ability. For instance, a fire elementalists gains +2 to her Charisma score, an earth elementalists gains a +2 bonus to her Constitution, a air elementalists gains a +2 bonus to her Dexterity, and a water elementalists gains a +2 bonus to her Strength.

Skills: Same as the character

Feats: Same as the character

Climate/Terrain: As the character prefers.

Challenge Rating: Same as the character +3.

Organization: Solitary or party (4 – 6).

Treasure: As the character.

Alignment: As the character.

Advancement: As the character’s character class.

TRANSFORMED ELEMENTALIST SAVE BONUSES

Element	Fortitude Bonus	Reflex Bonus	Will Bonus	Opposing Element
Air	+0	+2	+1	Earth
Earth	+2	+0	+1	Air
Fire	+1	+2	+0	Water
Water	+2	+1	+0	Fire



ATALENTA, ELEMENTAL MASTER OF WATER

9th-Level Human Water Elementalist/3rd-Level Rogue/2nd-Level Expert (Sailor)

CR 13; SZ M (humanoid); HD 9d4+18 + 3d6+6 + 2d6+4; hp 75; Init +5 (Dex +1, Improved Init +4); Spd 30 ft.; AC 11; Atk +9/+4 melee (1d6+2/crit x2, club) +10/+5 melee (1d8/crit x2, trident); Face 5 ft. X 5 ft.; Reach 5 ft.; SA Sneak Attack +2d6, Spells; SQ Elemental Affinity, Elemental Familiar, Elemental Resistance +6/-6, Elemental Transfiguration (*sleep*, *paralysis*, *stun*), *Evasion*, *Traps*, *Uncanny Dodge*; AL CN; SV Fort +6, Ref +6, Will +10; Str 15, Dex 12, Con 15, Int 17, Wis 10, Cha 12

Skills: Balance +6, Bluff +12, Climb +6, Concentration +12, Decipher Script +8, Diplomacy +2, Gather Information +10, Knowledge (arcana) +12, Knowledge (the planes) +15, Knowledge (the sea) +17, Listen +4, Profession (sailor) +8, Search +8, Sense Motive +13, Spellcraft +15, Spot +8, Swim +14, Tumble +6, Use Magic Device +16

Feats: Scribe Scroll, Martial Weapon Proficiency (trident), Great Fortitude, Combat Reflexes, Endurance, Improved Initiative, Weapon Focus (trident), Alertness

Languages: Common, Elven, Draconic, Aquan

Elemental Affinity: Elementalists gain a +2 circumstance bonus on all Charisma-based skills and Charisma ability checks when interacting with elementals, genies, and other elemental creatures.

Elemental Familiar: Atalanta has a tiny female water drake named Slipper as her familiar.

Elemental Resistance (Ex): Atalanta gains a +6 bonus to saving throws against all water elemental spells, but also takes a -6 penalty to saving throws against fire elemental spells.

Elemental Transfiguration: Atalanta is immune to magical *sleep*, *paralysis*, and *stun*.

Evasion (Ex): If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half dam-

age, Atalanta takes no damage with a successful saving throw. *Evasion* can only be used if she is wearing light armor or no armor.

Sneak Attack: Any time Atalanta's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when she flanks the target, her attack deals +2d6 extra damage. Ranged attacks can only count as sneak attacks if the target is within 30 feet.

Traps: Rogues (and only rogues) can use the Search skill to locate traps when the task has a DC higher than 20. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps.

Uncanny Dodge: Atalanta retains any Dexterity bonus to AC if caught flat-footed or struck by an invisible attacker.

Spells: (4+1/5+1/4+1/4+1/2+1/1+1) Atalanta concentrates on spells that can use water as a force to be reckoned with — the “+1” in her spells per day indicates one extra spell from the water school that she can cast per day. Atalanta always has *force wave* prepared, but only uses it when she needs strength to overwhelm her opposition. Because of her school specialization, Atalanta suffers twice the fatigue and exhaustion effects that would normally be due her, and cannot learn fire elemental spells. She knows the following spells:

0 Level — All elemental spells except those from the fire school, all common elemental spells, and all universal spells

1st Level — *barrel of water*, *dry breath*, *erase*, *grease*, *hydrokinesis I*, *summon elemental I*, *water spray*

2nd Level — *bull's strength*, *float*, *Melf's acid arrow*, *protection from arrows*, *waterproof*

3rd Level — *fly*, *hydrokinesis II*, *protection from elements*, *sight of the dolphin*, *water breathing*, *water walk*

4th Level — *elemental stride*, *emotion*, *quench*

5th Level — *dismissal*, *summon elemental V*

The Elemental Masters

Four Elemental Masters make up an Elemental Council that oversees the teaching of elemental magic. These Elemental Masters are much like deans in a university. They are not a secret society, and are very well known in several nations.

ATALENTA

Atalanta's father, a sailor by trade, showed her and her five brothers the wonders of the sea, and she quickly fell in love with it. She followed in her father's footsteps, and

traveled the oceans as a ship's hand from a young age, in the process discovering her own talent for casting certain water spells.

Although she wasn't initially interested in developing her magical talent, it did attract attention to one of her ship's passengers, Signor Marco Giovanni. Giovanni, then the Elemental Master of Water, saw himself in Atalanta, and convinced her to be his apprentice. For ten years she learned from him, unleashing a powerful talent, until she became as learned as her master. She became the Elemental Master of Water when Giovanni finally retired, naming her as his successor. Although her soul cried out for the freedom it found riding the waves aboard a sturdy ship, she accepted the post out of love and respect for her teacher.

NEW MONSTER: WATER DRAKE

Hit Dice:	Tiny Dragon (Water) 2d12 (14 hp)
Initiative:	+5 (+1 Dex, +4 Improved Init)
Speed:	15 ft., swim 30 ft.
AC:	19 (+2 size, +1 Dex, +6 natural)
Attacks:	Bite +1 melee, 2 flipper slaps -4 melee
Damage:	Bite 1d4-1, flipper slap 1d3-1
Face/Reach:	2 1/2 ft. X 2 1/2 ft./0 ft.
Special Attacks:	Breath Weapon
Special Qualities:	SR 17
Saves:	Fort +3, Ref +4, Will +3
Abilities:	Str 9, Dex 12, Con 10, Int 2, Wis 11, Cha 13
Skills:	Hide +6, Listen +2, Search +2, Spot +2
Feats:	Improved Initiative
Climate/Terrain:	Coral reefs, shallow seas, and sandy beaches
Organization:	Solitary or clutch (1d4 water drakes)
Challenge Rating:	2
Treasure:	None
Alignment:	Neutral
Advancement:	3-4 HD (Tiny)

Water drakes look like tiny plesiosaurs with deep blue scales. They have collapsible lungs and two gills on the small of their backs, which allows them to breathe water. The tiny aquatic dragons love to play, hunt, and eat among the coral reefs. This particular species of drake may have some relation to blue dragons.

Water drakes are afraid of humans and other humanoids, and they will go out of their way to avoid them. A water drake's amphibious nature forces it to return to land to lay its eggs. The mother lays up to four tiny eggs in a depression in the sand, then covers them and returns to the water.

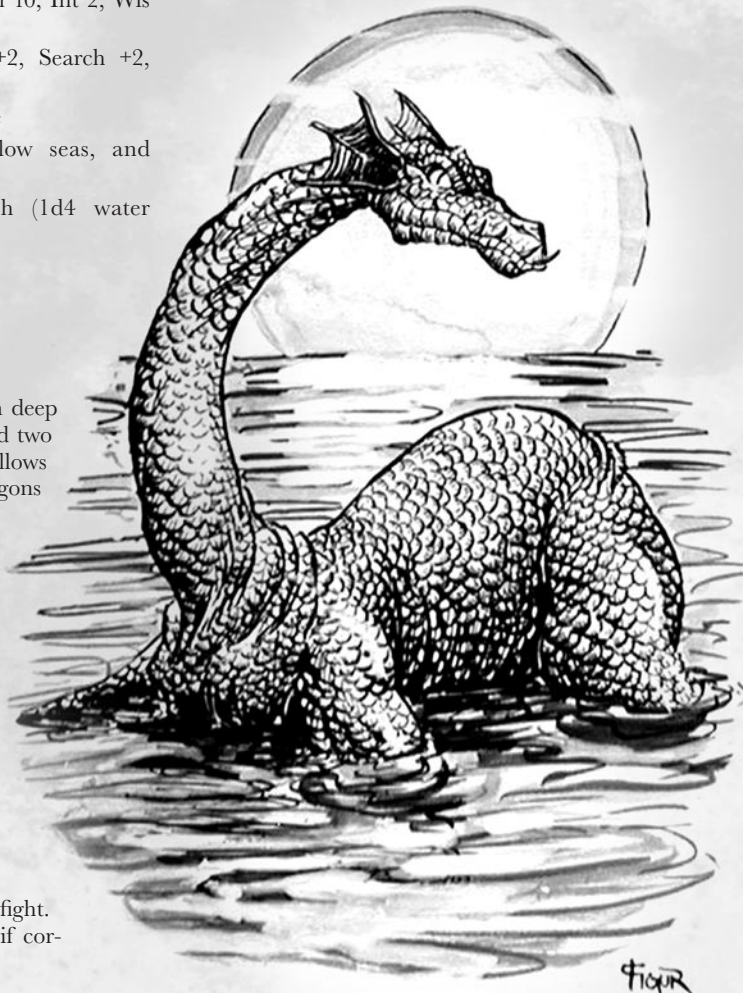
COMBAT

Water drakes are determined if forced to fight. They will generally attack any humanoid if cornered.

Breath Weapon (Su): The water drake can spit out a concentrated, high-pressure stream of water at her opponent. The breath weapon does 1d6 points of subdual damage, and allows a Reflex save DC 11 for half damage.

Dragon: Water drakes are immune to *sleep* and paralysis effects. They have Darkvision with a range of 60 ft. and Low-light Vision.

Spell Resistance: The water drake can avoid the effects of spells and spell-like abilities. The spellcaster makes a level check (1d20 + caster level), and if the result equals or exceeds 17, the spell works normally.



At twenty-eight years of age, Atalanta is the youngest of the Elemental Masters. Atalanta enjoys her independence and is the most individualistic of the four; she is also the most headstrong. She often feels that the Elemental Council relies too heavily on the authority of their teachers and on tradition. In contrast, she pushes

the other Masters to allow personal exploration on the part of students, and strives to find unorthodox teaching methods to enhance learning. She also emphasizes the importance of the social sciences and humanities in the curriculum of young elementalists. Her feelings for Arthwys de Bath run deep, though he takes no notice.

Slipper, Water Drake Familiar

CR 2; SZ T (dragon); HD 14d12; hp 37; Init +5 (+1 Dex, +4 Improved Init); Spd 15 ft., swim 30 ft.; AC 24 (+2 size, +1 Dex, +11 natural); Atk melee +10/+5 (1d4-1, bite), melee +5/+0 (1d3-1, 2 flipper slaps); Face 2 1/2 ft. X 2 1/2 ft.; Reach 0 ft.; SA Breath Weapon; SQ Alertness, Empathic Link, Improved Evasion, Share Spells, Speak with Dragons, Speak with Master, SR 17, Touch; AL N; SV Fort +4, Ref +7, Will +10; Str 9, Dex 12, Con 10, Int 10, Wis 11, Cha 13

Skills: Balance +5, Bluff +10, Climb +4, Concentration +9, Decipher Script +8, Diplomacy +2, Gather Information +10, Hide +6, Knowledge (arcana) +10, Knowledge (the planes) +15, Knowledge (the sea) +17, Listen +4, Profession (sailor) +8, Search +8, Sense Motive +13, Spellcraft +15, Spot +8, Swim +12, Tumble +4, Use Magic Device +13

Feats: Improved Initiative

Alertness: While in the presence of her familiar, the familiar's master gains the Alertness feat (this is worked into Atalanta's stats already).

Breath Weapon (Su): The water drake can spit out a concentrated, high-pressure stream of water at her opponent. The breath weapon does 1d6 points of subdual damage, and allows a Reflex save DC 11 for half damage.

Dragon: Water drakes are immune to *sleep* and paralysis effects. They have Darkvision with a range of 60 ft. and Low-light Vision.

Empathic Link (Su): The master and familiar can communicate telepathically to a distance of up to one mile.

Improved Evasion (Ex): If subjected to an attack that allows a Reflex save for half damage, the familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells: The familiar's master may have any spells she casts on herself also affect the familiar as long as it is within five feet of its master.

Speak with Dragons: The familiar can communicate with animals of the same type of itself, including dire variants.

Speak with Master: A familiar and master can communicate verbally as if they were using a common language, though others cannot understand the communication without magical help.

Spell Resistance: The water drake can avoid the effects of spells and spell-like abilities. The spellcaster makes a level check (1d20 + caster level), and if the result equals or exceeds 17, the spell works normally.

Touch: The familiar can deliver touch spells for its master.

Arthwys de Bath

Arthwys de Bath was born the illegitimate son of a nobleman. His father intended to do well by him by training him in the ways of knighthood, but the boy didn't take to it — he was constantly found studying scriptures when he should have been practicing his swordsmanship. So his father sent him to train as a priest of the sun god. However, Arthwys found clerical training to be stifling at best. Frustrated, the boy began looking elsewhere for truth.

He found it at a wizard's academy, where he finally applied himself earnestly in his studies. His magical talents surfaced quickly, and an air elemental at the college noticed and took the boy as an apprentice. He was astounded at the Arthwys' genius, and his aptitude for learning through experimentation and experience rather than from the discoveries of others.

Arthwys' power and fame grew, as did his interest in experimentation and invention, as he matured into a dashing handsome young man. The day came when a horde of goblins attacked the academy in search of food. Arthwys summoned a thick fog that confused the creatures and allowed the knights to decimate them. Two weeks afterwards, the Elemental Master of Air came to see Arthwys and took over his training. For years, the Master of Air trained Arthwys, and the half-elf's fascination with science grew as he immersed himself in the hard sciences of engineering, algebra, and geometry.

When the Elemental Master of Air retired, Arthwys assumed the post. He is a powerful member among the Elemental Masters, however, his journey to discover truth and his love of mechanical invention often take him away from his administrative duties. He deeply believes that there is more to existence than becoming an air elemental, and that scientific innovation is the key to improving the world.

Günter Neiderlung

A dwarf who has lost all hope, all belief, all faith in any of his people's gods, Günter Neiderlung has retreated into science and became the Elemental Master of Fire. Once he was a young dwarf born into a family of priests to the chief dwarven deity. Günter displayed talents for blacksmithing early in life. His father was very pleased, for he saw that the god of the dwarves blessed his son. So he apprenticed Günter to the dwarven smith Beorn Ashfeldung.

The boy's skill with the forge grew, and so did his fascination with fire. But Beorn, though he was a master blacksmith and good teacher, was also a harsh taskmaster. When Günter could no longer stand his abuse, and



Arthwys de Bath, Elemental Master of Air

9th-Level Half-Elf Air Elementalist/5th-Level Aristocrat

CR 13; SZ M (humanoid); HD 9d4+9 + 5d8+5; hp 66; Init +6 (+2 Dex, +4 Improved Init); Spd 30 ft., run 150 ft.; AC 12 (+2 Dex); Atk melee +6/+1 (1d4-1/19-20/crit x2, dagger), ranged +10/+5 or +8/+3/+8 (1d8+1/19-20/crit x2, light crossbow); Face 5 ft. X 5 ft.; Reach 5 ft.; SA Spells; SQ Elemental Affinity, Elemental Familiar, Elemental Resistance +6/-6, Elemental Transfiguration (*sleep*, *paralysis*, *stun*), Half-Elven Traits; AL NG; SV Fort +4, Ref +4, Will +10; Str 9, Dex 14, Con 12, Int 20, Wis 16, Cha 18.

Skills: Alchemy +10, Appraise +8, Concentration +16, Craft (gizmos) +12, Diplomacy +12, Gather Information +10, Handle Animal +4, Innuendo +6, Knowledge (engineering) +15, Knowledge (nobility) +4, Knowledge (religion) +3, Knowledge (the planes) +12, Listen +3, Ride +6, Search +1, Sense Motive +14, Spellcraft +8, Spot +9, Tumble +4, Wilderness Lore +6

Feats: Scribe Scroll, Quicken Spell, Improved Initiative, Run, Point Blank Shot, Rapid Shot, Alertness

Languages: Common, Elven, Dwarven, Gnome, Halfling, Draconic, Auran

Half-Elven Traits (Ex): Half-elves are immune to magic *sleep* spells/effects, have a +2 racial bonus to Will saves against enchantment spells/effects, and have Low-light Vision that lets them see twice as far as a human in starlight, moonlight, or torchlight. For all special abilities and effects, a half-elf is considered an elf.

Elemental Affinity: Elementalists gain a +2 circumstance bonus on all Charisma-based skills and Charisma ability checks when interacting with elemental creatures.

Elemental Familiar: Arthwys has a small air elemental named Cliothesia as his familiar.

Elemental Resistance (Ex): Arthwys gains a +6 bonus to saving throws against all air elemental spells, but also takes a -6 penalty to saving throws against earth elemental spells.

Elemental Transfiguration: Arthwys is immune to magical *sleep*, *paralysis*, and *stun*.

Spells: 4+1/6+1/4+1/4+1/3+1/2+1 Arthwys dislikes combat, but he will enter into it if anyone's life is threatened. He's fast and can cast spells with accuracy, but he will negotiate with his attackers first, trying to dissuade them from fighting. Arthwys concentrates on using his element to confuse or disable his attackers. He often uses *stinking cloud* and *fog cloud* to press his advantage — the "+1" in his spells per day indicates one extra spell from the air school that he can cast per day. Because of his school specialization, Arthwys takes a -2 penalty to Fortitude saves vs. cold, and cannot learn earth elemental spells. Arthwys knows the following spells:

0 Level — All elemental spells except those from the earth school, all common elemental spells, and all universal spells

1st Level — *charm person*, *create air endure elements*, *expeditious retreat*, *feather fall*, *magic missile*, *obscuring mist*, *summon elemental I*, *unseen servant*

2nd Level — *blur*, *fog cloud*, *intense air*, *summon swarm*, *whispering wind*

3rd Level — *gaseous form*, *invisibility sphere*, *lightning bolt*, *protection from elements*, *stinking cloud*

4th Level — *air walk*, *improved invisibility*, *solid fog*, *wind wall*

5th Level — *cloudkill*, *improved weather prediction*

Cliothesia, Air Elemental Familiar

CR 1; SZ S (elemental); HD 14d8; hp 33; Init +7 (+3 Dex, +4 Improved Init); Spd fly 100 ft. (perfect); AC 22 (+1 size, +3 Dex, +8 natural); Atk melee +11/+6 (1d4, slam); Face 5 ft. X 5 ft.; Reach 5 ft.; SA Air Mastery, Whirlwind; SQ Alertness, Elemental, Empathic Link, Improved Evasion, Share Spells, Speak with Elementals, Speak with Master, Touch; AL N; SV Fort +4, Ref +7, Will +10; Str 10, Dex 17, Con 10, Int 10, Wis 11, Cha 11

Skills: Alchemy +10, Appraise +8, Concentration +16, Craft (gizmos) +12, Diplomacy +12, Gather Information +10, Handle Animal +4, Innuendo +6, Knowledge (engineering) +15, Knowledge (nobility) +4, Knowledge (religion) +3, Knowledge (the planes) +12, Listen +5, Ride +6, Search +1, Sense Motive +14, Spellcraft +8, Spot +9, Tumble +4, Wilderness Lore +6

Feats: Flyby Attack, Improved Initiative, Weapon Finesse (slam)

Air Mastery (Ex): Airborne creatures suffer a -1 penalty to attack and damage rolls against an air elemental.

Alertness: While in the presence of his familiar, the master gains the Alertness feat (this is already worked into his stats, above).

Elemental: Immune to poison, *sleep*, *paralysis*, and *stun*. Not subject to critical hits.

Empathic Link (Su): The master and familiar can communicate telepathically to a distance of up to one mile.

Improved Evasion (Ex): If subjected to an attack that allows a Reflex save for half damage, the familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells: The familiar's master may have any spells she casts on herself also affect the familiar as long as it is within five feet of its master.

Speak with Elementals: The familiar can communicate with animals of the same type of itself, including dire variants.

Speak with Master: A familiar and master can communicate verbally as if they were using a common language; others cannot understand the communication without magical help.

Touch: The familiar can deliver touch spells for its master.

Whirlwind (Su): Cliothesia can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round.

was faced with his father's desire to send him into a priesthood that he felt no affinity for, he ran away, hoping to find some peace.

He soon found himself at Worms, a human city where he joined the magistrates and began to receive instruction in the way of elemental fire. As a magistrates of Worms, he hunted criminals and struck them down with his fire

spells. He only wounded most of the criminals with burns, but he rained fire down on child abusers until they burned, and burned, and burned.

He grew callous and destructive, researching the most powerful fire spells so that he could teach criminals "the error of their ways." It was then the Master of Fire tried to make the young dwarf see the error of his ways.

Günter Neiderlung, Elemental Master of Fire

13th-Level Fire Elemental (Transformed)/ 3rd-Level Expert (Blacksmith)

CR 18, SZ M (elemental); HD 13d4+39 + 3d6+9; hp 102, Init +4 (Dex); Spd 40 ft.; AC 14; Atk melee +10/+5 (1d4+2/19-20/crit x2, dagger), melee +8/+3 +8/+3 (1d4+2/1d4+2/19-20/crit x2, 2 daggers), melee +8/+3 +8/+3 (1d8+2/1d6+2/crit x3, dwarven urgrosh as double weapon); Face 5 ft. X 5 ft., Reach 5 ft.; SA Spells; SQ Dwarven Traits, Elemental Affinity, Elemental Familiar, Elemental Mastery, Elemental Resistance +6/-6, Elemental Transfiguration (*sleep*, *paralysis*, *stun*), Elemental Vulnerability, Improved Elemental Affinity; AL LN; SV Fort +9, Ref +11, Will +12; Str 14, Con 17, Dex 18, Int 17, Wis 12, Cha 10

Skills: Appraise +4 (+6 rare or exotic items), Alchemy +12, Concentration +4, Craft (armorsmith) +12, Craft (weapon-smith) +12, Knowledge (arcana) +8, Knowledge (metallurgy) +10, Knowledge (the planes) +10, Knowledge (law) +8, Profession (blacksmith) +6, Profession (magistrate) +6, Spellcraft +8, Bluff +8, Diplomacy +2, Intimidate +15, Gather Information +4

Feats: Alertness, Ambidexterity, Cleave, Empower Spell, Exotic Weapon Proficiency (dwarven urgrosh), Power Attack, Scribe Scroll, Two-Weapon Fighting.

Languages: Common, Dwarven, Orc, Gnome, Ignan, Draconic

Dwarven Traits (Ex): Dwarves have +1 racial bonus to attack rolls against orcs and goblinoids, +2 racial bonus to Will saves against spells and spell-like abilities, +2 racial bonus to Fortitude saves against all poisons, +4 dodge bonus against giants, and Darkvision that lets them see with no light source at all, to a range of 60 feet. Darkvision is black and white only. Dwarves also receive a +2 racial bonus to checks to notice unusual stonework. A dwarf who merely comes within ten feet of unusual stonework can make a check as though actively searching and can use the Search skill to find stonework traps as a rogue can.

Elemental: An elemental is composed of one of the four elements, and is immune to poison, sleep, paralysis, and stunning. Elementals have Darkvision with a range of 60 feet. A slain elemental cannot be raised or resurrected, though a *wish* or *miracle* spell can restore its life. Transformed elementalists do have a clear front and back, and so are still subject to critical hits and flanking.

Elemental Affinity: Elementalists gain a +2 circumstance bonus on all Charisma-based skills and Charisma ability checks when interacting with elementals, genies, and other elemental creatures. This stacks with Improved Elemental Affinity, giving Günter a +6 total bonus.

Elemental Familiar: Günter has a tiny female fire drake named Flare as his familiar.

Elemental Mastery (Ex): Against Günter, creatures with the "fire" subtype suffer a -1 penalty to attack and damage rolls. Also, Günter is immune to the effects of all fire school spells in the elemental spell list.

Elemental Resistance (Ex): Günter gains a +6 bonus to saving throws against all fire elemental spells, but also takes a -6 penalty to saving throws against water elemental spells.

Elemental Transfiguration: Günter is immune to magical *sleep*, *paralysis*, and *stun*.

Elemental Vulnerability (Ex): Günter suffers double damage from spells powered by water, as listed on the elemental spell list. If a save is allowed for half damage, a successful save delivers half damage and a failure doubles it. Also, because Günter is an elemental creature, spells targeting elementals and creatures can affect him.

Improved Elemental Affinity (Ex): The transformed elemental gains a +4 circumstance modifier on all Charisma-based skill and Charisma ability checks when interacting with other elemental creatures and with other elementalists who are attuned to the same element. This stacks with Elemental Affinity, giving Günter a +6 total bonus.

Spells: (4+1/4+1/4+1/4+1/3+1/2+1/1+1) Günter believes he has nothing to live for, and so will fight to the death, using all of his prepared spells in an effort to destroy his enemies. His favorite spell is *flame arrow*, however he also likes to cast *fireball* and *prismatic spray* at many of his enemies — the "+1" in his spells per day indicates one extra spell from the fire school that he can cast per day. Because of his school specialization, Günter takes double arcane spell failure chances for wearing armor, and cannot learn water elemental spells. Günter knows the following spells:

0 Level — All elemental spells except those from the water school, all common elemental spells, and all universal spells

1st Level — *burning hands*, *magic missile*, *true strike*, *unseen servant*

2nd Level — *continual flame*, *daylight*, *flame blade*, *pyrotechnics*

3rd Level — *explosive runes*, *fire walk*, *fireball*, *suggestion*

4th Level — *elemental stride*, *fire shield*, *flame strike*, *wall of fire*

5th Level — *contact other plane*, *fire speech*, *pyrokinesis*

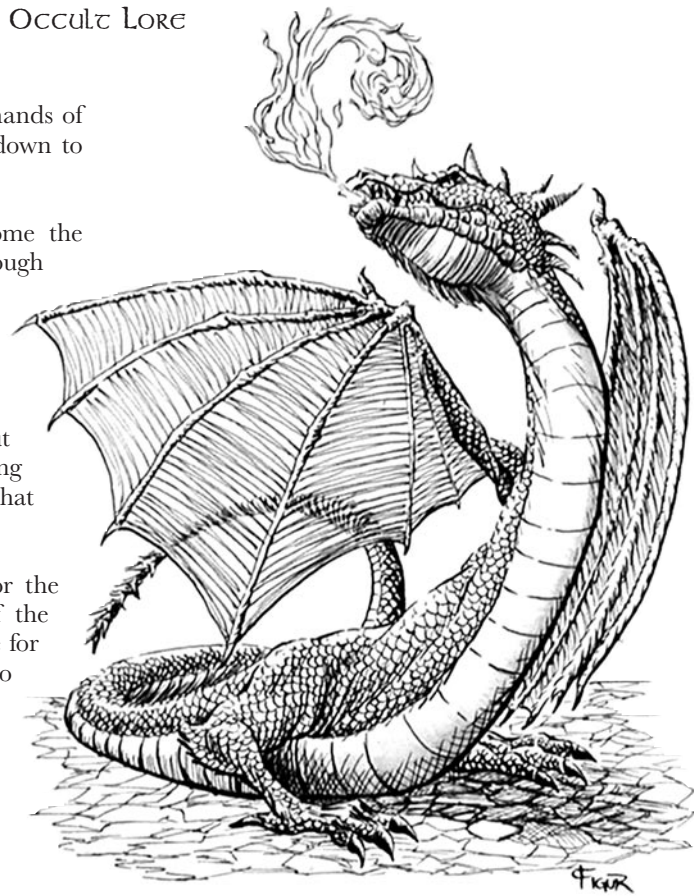
6th Level — *disintegrate*, *mass suggestion*, *touch of frost*

7th Level — *limited wish*, *summon elemental VII*

Günter told the Master of his suffering at the hands of Beorn, even as the ghettos of Worms burned down to the ground.

Now, a hundred years later, Günter has become the Elemental Master of Fire. He long ago went through his transformation into an elemental, and it changed him radically. His bright hair, once a shiny dark brown, has become golden orange and seems to have a life of its own. His eyes blaze with fiery fury and his skin has become coal black. His sorrow and disbelief has made him callous, but he is no longer destructive. He has difficulty caring about anyone or anything, for he firmly believes that once he dies that will be the end of his existence.

However, what his soul truly seeks is justice for the abuse so long ago. To that end, as leader of the Elemental Council he tries to be a political force for justice and good, though this many times slips into vengeance. For the time being, Günter's more violent ideas are out-voted. However, monarchs of other lands frequently call on him to deal with elemental troublemakers.



NEW MONSTER: FIRE DRAKE

Hit Dice:	Tiny Dragon (Fire) 2d12 (14 hp)
Initiative:	+5 (+1 Dex, +4 Improved Init)
Speed:	20 ft., fly 60 ft. (good)
AC:	19 (+2 size, +1 Dex, +6 natural)
Attacks:	Bite +1 melee, 2 talons -4 melee
Damage:	Bite 1d4-1, talons 1d3-1
Face/Reach:	2 1/2 ft. X 2 1/2 ft./0 ft.
Special Attacks:	Breath Weapon
Special Qualities:	SR 17
Saves:	Fort +3, Ref +4, Will +3
Abilities:	Str 9, Dex 12, Con 10, Int 2, Wis 11, Cha 13
Skills:	Hide +6, Listen +2, Search +2, Spot +2
Feats:	Improved Initiative
Climate/Terrain:	Tropical forests, geothermal areas
Organization:	Solitary, pair, or clutch (3 - 5 fire drakes)
Challenge Rating:	2
Treasure:	None
Alignment:	Neutral
Advancement:	3-4 HD (Tiny)

Fire drakes look like miniature red dragons, but lack forelimbs. A fire drake's tail is twice as long as its body and is

very flexible. Fire drakes lay their eggs near mud pots and other geothermal phenomena. Wizards and ignamancers seek them out for familiars, while some alchemists claim a powder made from their horns is an aphrodisiac.

COMBAT

Fire drakes can deliver a vicious bite, but their primary weapon is their fire breath.

Breath Weapon (Ex): Fire drakes can breathe fire in a cone 10 feet long and 5 feet wide. This does 1d6 points of damage, and allows a Reflex save DC 11 for half damage.

Dragon: Fire drakes are immune to *sleep* and paralysis effects. They have Darkvision with a range of 60 ft. and Low-light Vision.

Fire Subtype: Fire drakes have fire immunity, and generally take double damage from cold. When a saving throw for half damage is allowed, they take half damage on a success and double damage on a failure.

Spell Resistance: The fire drake can avoid the effects of spells and spell-like abilities. The spellcaster makes a level check (1d20 + caster level), and if the result equals or exceeds 17, the spell works normally.

FLARE, FIRE DRAKE FAMILIAR

CR 2; SZ T (dragon); HD 2d12; hp 51; Init +5 (+1 Dex, +4 Improved Init); Spd 20 ft., fly 60 ft. (good); Atk melee +11/+6 (1d4-1, bite), melee +6/+1 (1d3-3, 2 talons); Face 2 1/2 ft. X 2 1/2 ft.; Reach 0 ft.; SA Breath Weapon; SQ Alertness, Empathic Link, Improved Evasion, Share Spells, Speak with Dragons, Speak with Master, SR 17, Touch; SV Fort +5, Ref +11, Will +12; Str 9, Dex 12, Con 10, Int 2, Wis 11, Cha 13

Skills: Appraise +4 (+6 rare or exotic items), Alchemy +12, Concentration +4, Craft (armorsmith) +12, Craft (weaponsmith) +12, Hide +6, Knowledge (arcana) +8, Knowledge (metallurgy) +10, Knowledge (the planes) +10, Knowledge (law) +8, Listen +2, Profession (blacksmith) +6, Profession (magistrate) +6, Search +2, Spellcraft +8, Spot +2, Bluff +8, Diplomacy +2, Intimidate +15, Gather Information +4

Feats: Improved Initiative

Alertness: While in the presence of his familiar, the familiar's master gains the Alertness feat (this is worked into Günter's stats already).

Breath Weapon (Ex): Fire drakes can breathe fire in a cone 10 feet long and 5 feet wide. This does 1d6 points of damage, and allows a Reflex save DC 11 for half damage.

Dragon: Fire drakes are immune to *sleep* and paralysis effects. They have Darkvision with a range of 60 ft. and Low-light Vision.

Empathic Link (Su): The master and familiar can communicate telepathically to a distance of up to one mile.

Fire Subtype: Fire drakes have fire immunity, and generally take double damage from cold. When a saving throw for half damage is allowed, they take half damage on a success and double damage on a failure.

Improved Evasion (Ex): If subjected to an attack that allows a Reflex save for half damage, the familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells: The familiar's master may have any spells she casts on herself also affect the familiar as long as it is within five feet of its master.

Speak with Dragons: The familiar can communicate with animals of the same type of itself, including dire variants.

Speak with Master: A familiar and master can communicate verbally as if they were using a common language, though others cannot understand the communication without magical help.

Spell Resistance: The fire drake can avoid the effects of spells and spell-like abilities. The spellcaster makes a level check (1d20 + caster level), and if the result equals or exceeds 17, the spell works normally.

Touch: The familiar can deliver touch spells for its master.

SHEN MU LI

Shen Mu Li was once an apprentice to a powerful monk in a distant land, learning of the balance in nature and how to use the elements of earth, fire, water, wood, and metal to his advantage and the advantage of others. He made his master proud, for he became knowledgeable in the metaphysical beliefs of his people; he gave homage to his ancestors, and on the day of his graduation he swore to a taboo against cutting his dark, luxurious hair.

The young monk left his master and traveled the land, seeing and experiencing the wonders of the earth. He saw the celestial dragons at the tops of great mountains and visited the realm of Rin-Jin, the Dragon King. However, nothing prepared him for the discovery of a lifetime.

On the desolate steppes of his land, young Shen Mu Li found an ancient text preserved in a crumbling library. Though it was written in a strange script, the young monk soon found that it was a tract on geology. But he also discovered that some of the script was magical. Shen deciphered it, and so learned ancient spells on controlling the earth.

Shen found himself with a thirst to learn more, but no library could provide new information. So he traveled west with a silk caravan, and tried to find a master in the ways of elemental magic. When he came upon an elemental named Julius, Shen presented himself as his disciple, and Julius trained him in the ways of earth magic.

Shen's knowledge of balance allows him to thoroughly understand earth as one part of a whole. He uses his magic rarely, and only at times of great need, for he instinctively knows that elementalists must strive to maintain the balance in nature. When he became the Elemental Master of Earth, he joyously joined his brothers and sister in safeguarding knowledge of elementalism and making sure it is taught responsibly. He finds each of his colleagues a novelty, and they see him in much of the same way. Shen is the glue that keeps the group together; his belief in a philosophy of balance has prevented the group from breaking up into utter chaos.

He has just barely completed his transformation. The formerly human Shen Mu Li looks more like an exquisite, radiant statue than an earth elemental. His skin is alabaster and his almond-shaped eyes have become the deepest shade of jade green. His long hair has turned obsidian black and shines with a glassy luster.



Shen Mu Li, Elemental Master of Earth

10th-Level Earth Elemental (Transformed)/ 5th-Level Human Monk

CR 18; SZ M (elemental); HD 10d4+20 + 5d8+10; hp 85; Init +6 (+2 Dex, +4 Improved Init); Spd 30 ft.; AC 12 (+2 Dex); Atk melee +10/+5 (1d3+2, fist); melee +10/+5 (1d6+3/crit x2, quarterstaff), melee +8/+3 +8/+3 (1d6+3/1d6+3/crit x2, quarterstaff as double weapon); Face 5 ft. X 5 ft.; Reach 5 ft.; SA Spells, Unarmed Strike, Stunning Attack; SQ Elemental Affinity, Elemental Familiar, Elemental Mastery, Elemental Resistance +6/-6, Elemental Transfiguration, Elemental Vulnerability, Evasion, Improved Elemental Affinity, Purity of Body, Still Mind, Slow Fall (20 ft.); AL LG; Fort +11, Ref +9, Will +22; Str 12, Dex 14, Con 15, Int 17, Wis 20, Cha 15

Skills: Alchemy +4, Balance +4, Climb +4, Concentration +14, Diplomacy +10, Escape Artist +4, Heal +12, Herbalism +8, Hide +8, Jump +4, Knowledge (arcana) +8, Knowledge (nature) +8, Knowledge (the planes) +12, Listen +8, Move Silently +8, Spellcraft +14, Spot +2, Tumble +6, Wilderness Lore +5

Feats: Scribe Scroll, Deflect Arrows, Alertness, Ambidexterity, Two-weapon Fighting, Craft Wondrous Item, Stunning Fist, Weapon Finesse (quarterstaff), Improved Initiative, Blind-Fight

Languages: Common, Elven, Draconic, Terran

Elemental: An elemental is composed of one of the four elements, and is immune to poison, sleep, paralysis, and stunning. Elementals have Darkvision with a range of 60 feet. A slain elemental cannot be raised or resurrected, though a *wish* or *miracle* spell can restore its life. Transformed elementalists do have a clear front and back, and so are still subject to critical hits and flanking.

Elemental Affinity: Elementalists gain a +2 circumstance bonus on all Charisma-based skills and Charisma ability checks when interacting with elementals, genies, and other elemental creatures. This stacks with Improved Elemental Affinity, giving Shen a +6 total bonus.

Elemental Familiar: Shen has a small earth mephit named Chi Ji as his familiar.

Elemental Mastery (Ex): Shen gains a +1 attack and damage bonus if both he and his foe touch the ground (this is worked into his stats already). Also, Shen is immune to the effects of all earth school spells in the elemental spell list.

Elemental Resistance (Ex): Shen gains a +6 bonus to saving throws against all earth elemental spells, but also takes a -6 penalty to saving throws against air elemental spells.

Elemental Transfiguration: Shen is immune to magical *sleep*, *paralysis*, and *stun*.

Elemental Vulnerability (Ex): Shen suffers double damage from spells powered by air, as listed on the elemental spell list. If a save is allowed for half damage, a successful save delivers half damage and a failure doubles it. Also, because Shen is an elemental creature, spells targeting elementals and creatures can affect him.

Evasion (Ex): If a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, the monk instead takes no damage. Evasion can only be used if the monk is wearing light armor or no armor.

Improved Elemental Affinity (Ex): The transformed elemental gains a +4 circumstance modifier on all Charisma-based skill and Charisma ability checks when interacting with other elemental creatures and with other elementalists who are attuned to the same element. This stacks with Elemental Affinity, giving Shen a +6 total bonus.

Purity of Body: Shen is immune to all diseases except for magical diseases.

Slow Fall: This monk takes damage as if a fall were 20 feet shorter than it actually is.

Still Mind: As a monk above 3rd level, Shen gains a +2 bonus to saving throws against spells and effects from the Enchantment school.

Stunning Attack (Su): Shen can use this ability once per round, but no more than five times per day. Shen must declare he is using a Stun Attack before making the attack roll (thus, a missed attack roll ruins the attempt). A foe struck by the monk is forced to make a Fortitude saving throw (DC 10 + one-half the monk's level + Wisdom modifier). In addition to receiving normal damage, if the saving throw fails, the opponent is stunned for one round.

Unarmed Strike: A monk fighting unarmed gains the benefits of the Improved Unarmed Strike feat and thus does not provoke attacks of opportunity from armed opponents that he attacks. Usually, a monk's unarmed strikes deal normal damage rather than subdual damage.

Spells: (4+1/5+1/5+1/4+1/3+1/2+1) Shen Mu Li hates violence but is not above it. He always takes the wise course, talking with opponents before striking. If there is no alternative, he will use the *earthquake* spell to let loose the earth from underneath their feet. If out of spells, he turns to the martial arts he learned in his native land. The "+1" in his spells per day indicates one extra spell from the earth school that he can cast per day. Because of his school specialization, Shen has a -2 Charisma score penalty when interacting with other humanoids, and cannot learn air elemental spells. Shen knows the following spells:

0 Level — All elemental spells except those from the air school, all common elemental spells, and all universal spells

1st Level — *endure elements*, *hypnotism*, *magic stone*, *shield*, *spider climb*, *summon elemental I*, *true strike*

2nd Level — *continual flame*, *resist elements*, *bull's strength*, *endurance*, *knock*, *protection from arrows*

3rd Level — *protection from elements*, *deeper darkness*, *hold person*, *meld into stone*, *stone shape*, *suggestion*, *water walk*

4th Level — *elemental stride*, *polymorph self*, *stoneskin*

5th Level — *contact other plane*, *stone tell*

Chi Ji, Earth Mephit Familiar

CR 3; SZ S (outsider); HD 15d8+3; hp 42; Init -2 (Dex); Spd 30 ft., fly 40 ft. (average); AC 16 (+1 size, -1 Dex, +6 natural); Atk melee +12/+7 (1d3+3, 2 claws); Face 5 ft. X 5 ft.; Reach 5 ft.; SA Breath Weapon, Spell-like Abilities, Summon Mephit; SQ Alertness Fast Healing 2, Damage Reduction 10/+1, Empathic Link, Improved Evasion, Share Spells, Speak with Master, Speak with Outsiders, Touch; AL LN; SV Fort +8, Ref +6, Will +11; Str 17, Dex 8, Con 13, Int 12, Wis 11, Cha 15

Skills: Alchemy +4, Balance +4, Bluff +5, Climb +4, Concentration +14, Diplomacy +10, Escape Artist +4, Heal +12, Herbalism +8, Hide +9, Jump +4, Knowledge (arcana) +8, Knowledge (nature) +8, Knowledge (the planes) +12, Listen +8, Move Silently +8, Spellcraft +14, Spot +6, Tumble +6, Wilderness Lore +5

Feats: Power Attack

Alertness: While in the presence of his familiar, the familiar's master gains the Alertness feat (this is already worked into Shen's stats, opposite).

Empathic Link (Su): The master and familiar can communicate telepathically to a distance of up to one mile.

Improved Evasion (Ex): If subjected to an attack that allows a Reflex save for half damage, the familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells: The familiar's master may have any spells she casts on herself also affect the familiar as long as it is within five feet of its master.

Speak with Master: A familiar and master can communicate verbally as if they were using a common language, though others cannot understand the communication without magical help.

Speak with Outsiders: The familiar can communicate with other outsiders from its native plane.

Touch: The familiar can deliver touch spells for its master.

of the elements. However, the secrets are encoded as a treatise on logic concerning the physics of earth, air, water, and fire.

After deciphering the codex, the player characters begin to attract trouble. Others want the tome for their personal gain, and they will try to retrieve it through any means necessary. The safest place for the codex is in the hands of the Elemental Council, but will the players realize this before it's too late?

THE GNOMISH WINDRIDER

Arthwys de Bath is developing a large, human-sized version of the gnomish windrider — a type of glider built by ancient gnomes. However, he has discovered that the gnomes rubbed the windrider with oils extracted from the gland of a roc. He wants to learn how roc oil could help a craft fly, so he asks the player characters go into barbarian lands and bring back a roc ... just a small one, he assures them. Because it's in the name of scientific research, Arthwys de Bath can offer them a substantial reward subsidized by the Elemental Council and the right to keep any treasure they find on their trip.

FIERY MISUNDERSTANDING

The player characters are blamed for a crime that they didn't commit — or at least one they thought no one noticed. Unfortunately, the crime involves what that particular city defines as the illegal use of elemental magic. This attracts Günter Neiderlung, who takes it upon himself bring them to justice ... personally.

Their first meeting will be, in a word, explosive. The Elemental Master of Fire will do anything he can to capture the player characters with his magic and turn them over to the authorities. If the PCs get a chance, they might be able to convince Günter Neiderlung that they all are being played like puppets by their accuser. Once convinced, the Elemental Master will help them in apprehending the conspirators.

Adventure Seeds

The following adventure seeds are designed to help GMs integrate the tradition of elementalism into their games.

TOME OF ELEMENTAL MAGIC

During a dungeon exploration, the player characters stumble on a codex containing the magical secrets of one

THE ELEMENTAL CONFLUX

Strange animals wholly composed of elemental matter have begun appearing in the countryside outside of the PCs' home town, and are wreaking havoc. If the player characters investigate at the local druids' behest, they will find an elemental conflux. A natural gate to the Elemental Planes, the conflux has opened up deep in the forest. They must find a way to close it using their elemental magic.



Elementalist Spell List

0-LEVEL ELEMENTALIST SPELLS

(CANTRIPS)

Common	Resistance. Subject gains +3 on saving throws.
Auramancy	Colored Smoke.* You can change the color of smoke from a small fire.
	Cloudform.* You can shape clouds.
	Create Draft.* A weaker form of gust of wind, increasing winds to light force.
	Discern Air.* You can sense if the air is safe to breathe, and what contaminants are in it.
	Ghost Sound. Figment sounds.
Terramancy	Mage Hand. 5-pound telekinesis.
	Mending. Makes minor repairs on an object.
	Open/Close. Opens or closes small light things.
Ignamancy	Daze. Caster loses next action.
	Dancing Lights. Figment torches or other lights.
	Douse.* You can put out a small flame (like a candle).
	Flare. Dazzles one creature (-1 attack).
	Light. Object shines like a torch.
Aquamancy	Create Water. Creates 2 gallons/level of pure water.
	Detect Poison. Detects poison in one creature or small object; elementalists can detect poison in liquids, as well.
	Douse.* You can put out a small flame (like a candle).
	Purify Food and Drink. Allows you to purify 1 cubic foot of food or water/level.
	Putrify Food and Drink.* Allows you to putrify 1 cubic foot of food or water/level.
	Ray of Frost. Ray deals 1d4 cold damage.
Universal	Arcane Mark. Inscribes a personal rune (visible or invisible).
	Detect Magic. Detects spells and magic items within 60 ft.
	Prestiditation. Performs minor tricks.
	Read Magic. Read scrolls and spellbooks.

1ST-LEVEL ELEMENTALIST SPELLS

Common	Endure Elements. Ignores 5 points of damage/round from one energy type. The energy type must be that of the elementalist's specialization.
	Summon Elemental I.* Calls lesser elemental to harass the enemy. The elemental must be of the same type as the elementalist's specialization.
Auramancy	Backwind.* This is a weaker form of <i>gust of wind</i> , increasing winds to moderate force.
	Create Air.* Creates 2 cubic feet of pure air/level.
	Expeditious Retreat. Doubles your speed.
	Feather Fall. Objects or creatures fall slowly.
	Message. Whispered conversation at a distance.
	Obscuring Mist. Fog surrounds you.
	Unseen Servant. Creates invisible force that obeys your commands.
	Ventriloquism. Throws voice for 1 minute/level.
	Weather Prediction.* You can predict what the weather will be tomorrow.
Terramancy	Enlarge. Object or creature grows by 10%/level (max. 50%).
	Hold Portal. Holds door shut.
	Magic Stone. Three stones gain +1 attack, deal 1d6+1 damage.
	Reduce. Object or creature shrinks 10%/level (max. +50%).
	Shield. Earthen disc gives cover and blocks <i>magic missiles</i> .
	Spider Climb. Grants ability to walk on walls and ceilings.
	True Strike. Adds +20 to attack roll.
Ignamancy	Burning Hands. 1d4 fire damage/level (max 5d4).
	Charm Person. Target becomes your friend.
	Color Spray. Knocks unconscious, blinds, or stuns weak creatures.
	Faerie Fire. Outlines subjects with light, canceling <i>blur</i> , concealment, etc.

Aquamancy

Hypnotism. Fascinates 2d4 HD of creatures.

Magic Missile. 1d4+1 damage; +1 missile/two levels above first (max. 5).

Barrel of Water.* You can cause up to 5 gallons/level of water or other liquid to appear in a five-gallon container.

Dry Breath.* Dries up to 5 gallons/level of water.

Erase. Mundane or magical writing vanishes.

Grease. Makes a 10ft. square or one object slippery.

Hydrokinesis I.* You manipulate up to 10 gallons of water.

Water Spray.* Shoots a jet of water from your hand.

2ND-LEVEL ELEMENTALIST SPELLS

Common

Resist Elements. Ignores 12 points of damage/round from one energy type. The energy type must be that of the elementalists's specialization.

Summon Elemental II.* Summons 1d4 lesser elementals to fight for you, of your specialization type.

Auramancy

Blur. Attacks miss subject 20% of the time.

Clap of Thunder.* Causes a thunderclap where you point.

Fog Cloud. Fog obscures vision.

Gale's Breath.* A weaker form of *gust of wind*, increasing winds to strong force.

Intense Air.* Doubles the strength or intensity of a minor air phenomenon.

Invisibility. Subject is invisible for 10 min./level or until it attacks.

Summon Swarm. Summons a swarm of small creatures; flying creatures such as bats or flying beetles only.

Whispering Wind. Sends a short message one mile/level.

Terramancy

Arcane Lock. Magically locks a portal or chest.

Bull's Strength. Subject gains 1d4+1 Str for 1 hr./level.

Darkness. 20 ft. radius of supernatural darkness.

Endurance. Gain 1d4+1 Con for 1 hr./level.

Ignamancy

Blindness/Deafness. Makes subject blind; elementalists cannot choose the deafness effect.

Chill Metal. Cold metal damages those who touch it.

Continual Flame. Makes a permanent, heatless torch.

Daylight. 60 ft. radius of bright light.

Flame Blade. Touch attack deals 1d8+1/two levels damage.

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

Heat Metal. Hot metal damages those who touch it.

Hypnotic Pattern. Fascinates 2d4+1 HD/level of creatures.

Produce Flame. 1d4+1/two levels damage, touch or thrown.

Pyrotechnics. Turns fire into blinding light or choking smoke.

Aquamancy

Float.* Makes a dense object float on water.

Globe of Water.* Creates a gallon of water as a globe.

Melf's Acid Arrow. Ranged touch attack; 2d4 damage for 1 round +1 round/3 levels.

Waterproof.* Makes water run off one object or creature.

3RD-LEVEL ELEMENTALIST SPELLS

Common

Protection from Elements. Absorb 12 damage/level from one kind of energy. The energy must be the elementalists's specialization.

Summon Elemental III.* Calls a Small elemental to fight for you, of your specialization type.



Auramancy **Arctic Blast.*** You can cause an explosion of arctic air.

Call Lightning. Directs lightning bolts (1d10/level) during storms.

Clairaudience/Clairvoyance. Hear or see at a distance for 1 min. per level.

Fly. Subject flies at a speed of 90.

Gust of Wind. Blows away or knocks down smaller creatures.

Gaseous Form. Subject becomes insubstantial and can fly slowly.

Invisibility Sphere. Makes everyone within 10 ft. invisible.

Lightning Bolt. Electricity deals 1d6 damage/level.

Sleet Storm. Hampers vision and movement.

Stinking Cloud. Nauseating vapors, 1 round/level.

Call Rain or Snow.* Creates a rain shower.

Terramancy **Deeper Darkness.** Object sheds absolute darkness in 60-ft. radius.

Gentle Repose. Preserves one corpse.

Hold Person. Holds one person helpless, 1 round/level.

Keen Edge. Doubles normal weapon's threat range.

Meld Into Stone. You and your gear merge with stone.

Spike Growth. Creatures in area take 1d4 damage, may be *slowed*.

Stone Shape. Sculpts stone into any form.

Ignamancy **Explosive Runes.** Deals 6d6 fire damage when read.

Fire Walk.* Subject walks through flame or coals with no damage.

Fireball. 1d6 damage per level, 20 ft. radius.

Flame Arrow. Shoots flaming projectiles (extra damage) or flaming bolts (4d6 damage).

Fly. Subject flies at a speed of 90.

Suggestion. Compels subject to follow stated course of action.

Aquamancy **Breaking the Surf.*** Makes waves and torrents of water break as they come near you.

Hydrokinesis II.* You can control up to 200 gallons of water.

Sight of the Dolphin.* You can see clearly under water.

Sleet Storm. Hampers vision and movement.

Water Breathing. Subjects can breathe under water.

Water to Poison.* Makes a liquid poisonous.

Water Walk. Subject treads on water as if solid.

4TH-LEVEL ELEMENTALIST SPELLS

Common **Elemental Stride.*** You can step from one elemental medium to another far away.

Rary's Mnemonic Enhancer. Prepares extra spells or retains just one cast.

Summon Elemental IV.* Summons a Medium-sized elemental to fight for you, of your specialization type.

Auramancy **Air Walk.** Subject treads on air as if solid (climb at 45-degree angle).

Arcane Eye. Invisible floating eye moves 30 ft./round.

Call the Snowstorm.* You can cause a snowstorm.

Ice Daggers.* Shoots shards of ice from your fingers.

Ice Storm. Hail deals 5d6 damage in cylinder 40 ft. across.

Illusory Wall. Floor or ceiling looks real, but anything can pass through.

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

Ire of the Windstorm.* A stronger form of *gust of wind*, increasing winds to windstorm force.

Solid Fog. Blocks vision and slows movement.

Stale Air.* Causes air in a room to be stuffy and stale.

Wind Wall. Deflects arrows, smaller creatures, and gases.

Terramancy **Dimensional Anchor.** Bars extra-dimensional movement.

Earth Shards.* You can shoot stones from your hand at a target.

Evard's Black Tentacles. 1d4+1/level tentacles grapple randomly within 15 ft.

Ignamancy

Auramancy

Anger of the Hurricane.* A stronger form of *gust of wind*, increasing winds to hurricane force.

Cloudkill. Kills 3 HD or less; 4-6 HD save or die.

Cone of Cold. 1d6 cold damage/level.

Control Winds. Change wind direction and speed.

Improved Weather Prediction.* You can predict the weather for tomorrow and get a general idea of the weather through the week.

Mind Fog. Subjects in fog get -10 Wix, Will checks.

Dispel Storm.* Makes a storm up to windstorm force move on.

Voice of the Wind.* You can speak with winds.

Terramancy

Stone Tell. Talk to natural or worked stone, and magical stone.

Telekinesis. You can move things by concentrating on them.

Transmute Mud to Rock. Transforms two 10 ft. cubes/level.

Transmute Rock to Mud. Transforms two 10 ft. cubes/level.

Wall of Iron. 30 hp/four levels, can be toppled onto foes.

Ignamancy

Wall of Stone. 20 hp/four levels, can be shaped.

Fire Seeds. Ash, bark, acorns, and berries become grenades and bombs.

Fire Speech.* Allows you to speak with fire.

Cone of Cold. 1d6 cold damage/level.

Ice Flames.* You can transform a fire into ice.

Pyrokinesis.* You can control fire the size of a small bonfire.

Hydrokinesis III.* You can control up to 2000 gallons of water.

Aquamancy

Contact Other Plane. Allows the caster to ask a question of an extraplanar entity; the elemental can only contact the Elemental Plane of his specialized element.

Dismissal. Forces a creature to return to its native plane. Elementalists can only dismiss creatures that have the same elemental type as their specialization.

Spring of Water.* You cause a natural spring of water to appear from the ground.

Voice of the Crystal Lake.* You can speak to a body of water.

Universal **Permanency.** Makes certain spells permanent; costs XP.

6TH-LEVEL ELEMENTALIST SPELLS

Common **Summon Elemental VI.*** Calls a greater elemental to fight for you, of your specialization type.

Auramancy **Acid Fog.** Fog deals acid damage.

Chain Lightning. 1d6 damage/level; secondary bolts.

Control Weather. Allows the caster to control the weather as would a druid.

Fury of the Tornado.* A stronger form of *gust of wind*, increasing winds to tornado force.

Wind Walk. You and your allies turn vaporous and travel fast.

Terramancy **Disintegrate.** Makes one creature or object vanish.

Flesh to Stone. Turns one creature to stone.

Lava Burst.* You bathe your foe in hot lava.

Move Earth. Digs trenches and builds hills.

Stone to Flesh. Restores a petrified creature.

Ignamancy **Column of Fire.*** You can create a column of fire.

Cool the Conflagration.* Allows you to remove heat from a large fire.

Disintegrate. Makes one creature or object vanish.

Mass Suggestion. As *suggestion*, plus one/level subjects.

Touch of Frost.* You can freeze a humanoid target.

Aquamancy **Alter the Course.*** Changes the course of a river.

Chaos Waves.* Causes water on a lake to churn and froth.

Control Water. Raises, lowers, or parts bodies of water.

7TH-LEVEL ELEMENTALIST SPELLS

Common **Summon Elemental VII.*** Calls an elemental to fight for you, of your specialization type.

Auramancy **Dispel Powerful Storm.*** You can make storms up to a tornado move on or dissipate.

Terramancy

Mass Invisibility. As *invisibility*, but affects all in range.

Oil Rain.* You can turn rain into drops of flammable oil.

Earth's Teeth.* You can cause 2d6 cones of stone to rise from the ground.

Landslide.* You can cause loose rocks or a cliff to collapse.

Make the Gemstone.* You can create a certain gemstone from base materials.

Statue. Subject can become a statue at will.

Transmute Metal to Wood. Metal within 40 ft. becomes wood.

Ignamancy

Delayed Blast Fireball. 1d8 fire damage/level; you can delay blast for 5 rounds.

Firestorm. Deals 1d6 fire damage/level.

Prismatic Spray. Rays hit subjects with a variety of effects.

Sunburst. Blinds all within 10ft., deals 1d6 damage.

Aquamancy

Drought.* Allows you to prevent rain.

Hydrokinesis IV.* You control up to a small lake of water.

Lake of Floating Ice.* Creates icebergs on the surface of a lake.

Stay the Mighty Flood.* Stops flooding in an area.

Universal

Limited Wish. Alters reality — within spell limits.

8TH-LEVEL ELEMENTALIST SPELLS

Common

Summon Elemental VIII.* Summons an elder elemental to fight for you, of your specialization type.

Auramancy

Column of Wind.* Makes wind rise upward, pushing a target high into the air.

Improved Control Weather.* As *control weather*, but more accurate.

Incendiary Cloud. Cloud deals 4d6 fire damage/round.

Whirlwind. Cyclone inflicts damage and can pick up creatures.

Terramancy

Binding. Array of techniques to bind a creature.

Geyser.* You open a geyser.

Ignamancy	Iron Body. Your body becomes living iron.		Freedom. Releases creature suffering imprisonment.
	Repel Metal or Stone. Pushes away metal and stone.		Perfect Weather Control.* As <i>control weather</i> and <i>improved control weather</i> , but even more accurate.
	Sunder the Earth.* Creates a crack in the ground that lasts for 10 minutes/level.		Storm of Vengeance. Storm rains acid, lightning, and hail.
	Tower of Stone.* You can raise a tower out of the earth.	Terramancy	Earthquake. Causes a tremor where the caster points.
Aquamancy	Incendiary Cloud. Cloud deals 4d6 fire damage/round.		Essential Earth.* You conjure earth from the Elemental Plane of Earth.
	Mass Charm. As <i>charm monster</i> , but all within 30 ft.		Imprisonment. Entombs subject beneath the earth.
	Prismatic Wall. Wall's colors have an array of effects.		New Land.* Allows you to raise land from the sea.
	Sunbeam. Beam blinds and deals 3d6 damage.		Volcano Seed.* You plant a volcano.
Universal	Burgeoning River.* You can cause a river to flood.	Ignamancy	Comet.* You cause a massive <i>fireball</i> to rain down on your foe.
	Geyser.* You open a geyser.		Essential Flame.* You conjure flame from the Elemental Plane of Fire.
	Horrid Wilting. Deals 1d8 damage/level within 30 ft.		Improved Pyrokinesis.* As <i>pyrokinesis</i> , but no limit on the size of the fire controlled.
	Sterilize Water.* Poisons body of water up to a small lake.		Meteor Swarm. Deals 24d6 damage, plus bursts.
Universal	Waterspout.* Makes a waterspout from the surface of a lake or sea.	Aquamancy	Acid Rain.* Turns a rainstorm into an acid storm.
	Symbol. Triggered runes have an array of effects.		Essential Water.* You conjure water from the Elemental Plane of Water.
			Hydrokinesis V.* You can control an unlimited amount of water.
			Implosion. Kills one creature/round.
9TH-LEVEL ELEMENTALIST SPELLS			
Common	Elemental Swarm. Summons 2d4 Large, 1d4 Huge elementals according to the elementalists' element.		New Sea.* Allows you to sink land to make a new sea.
Auramancy	Essential Air.* You conjure air from the Elemental Plane of Air.		Wish. As <i>limited wish</i> , but with fewer limits.
		Universal	

* Note: Spells with an asterisk (*) next to them are new spells found in the "Grimoire of Occult Lore" (Appendix Two of this book, starting on page 214).



Geomancy

“Magic flows across the landscape like a great tide, creating countless whorls, pools and eddies,” explained the master geomancer to his apprentice. The older halfling briefly consulted one of the half-opened tomes scattered about his feet, then rose again to look speculatively at the river valley stretched out below the two.

“Like a tide, magic can be affected by the land itself. The proper arrangement of mountains, lakes, and valleys can trap magic in a region, creating an area of immense magical power.” The master reached for the ornate sextant-like device at his belt, and after peering into the strange device for a moment, again knelt to note some measurements on a much-abused scroll stretched open by a few stones.

Suddenly his expression turned dark. He checked the carefully plotted diagram the scroll contained once more, before shaking his head and turning to his apprentice with poorly concealed distress. He continued his lecture, looking pointedly at the sterile river below; “But if manipulated for ill purposes, the position of those natural features can create a rushing torrent of energy, leaving one locale devoid of energy and another awash in seething magical power.”

The river, despite its clear blue surface, was entirely devoid of life and now unquestionably the source of the malaise that gripped the village just down river.

GEOMANTIC FORCES

Geomancy is the study of magic’s relationship to the land. Geomancers employ a variety of tools and techniques to detect and manipulate geomantic influences. Some construct entire communities under strict guidelines, shaping the fields and houses into the form of favorable spirits or animals. Others may erect compli-

cated circles of standing stones or carve intricate symbols into the living rock of hills and mountains.

The terms and phrases used to describe Geomantic forces vary from one culture to another. Western geomancers may speak of ley lines — great streams of magical energy — and the nexus points where these lines come together. Eastern practitioners employ the techniques of feng shui, using natural materials and shapes to capture positive influences and let negative energy drain away. Other cultures describe holy sites where power resides, or cursed ground where no magic can survive. While the geomancer’s background determines the trapings and traditions of his art, the game mechanics remain the same.

MAGIC ZONES

Magic zones affect spells, spell-like abilities, and magic items, amplifying them several times over or weakening them to insignificance. Some zones are so powerful that magic crashes through them like waves in a stormy sea. Others siphon off the energy of spells completely, leaving the caster weakened and drained.

Most locations are neutral magic zones that follow the normal rules for spellcasting; there is enough magical energy to cast spells, but not enough to give them a significant boost or penalty. Magic zones must be stationary, as they are dependent on the position of the landscape elements around them.

Although these rules are intended for arcane spellcasters, such as wizards, sorcerers and bards, they can also be applied to divine casters at the GM’s discretion. Magic zones should affect only one type of magic at a time, whether it is divine or arcane power.

NEW D20 Rules: POSITIVE MAGIC ZONES

Positive magic zones boost the power of spells and spell-like abilities, much like the Empower Spell feat. Use the following table to determine the exact effects of a positive magic zone. All of the variable numeric effects, such as damage

and number of targets, of any spell cast within a positive magic zone are multiplied by the percentage listed. Discard all fractions.



POSITIVE MAGIC ZONES (CONTINUED)

Zone Level	Variable Multiplier	Special
+1	125%	—
+2	150%	—
+3	175%	Magical Overload
+4	200%	Magical Overload

Positive magic zones usually cannot exceed level +4. When casting spells in strong magic zones — zones of level +3 or +4 — casters must make a level check to avoid losing control of a spell and suffering magical overload. (A level check is required instead of a skill check because a character's spellcaster level is a better measure of his control over the arcane forces involved here.) To make this check, roll 1d20, adding the character's spellcaster level and his appropriate attribute bonus — Intelligence for wizards, or Charisma for sorcerers and bards — and compare the result to a DC of 10 + (the spell's level) + (the zone's level). A natural 1 on this roll is always a failure, regardless of the character's level or attribute bonuses. If the level check fails, the caster's spell will function as intended — with the variable boost — but he will suffer the effects of magical overload (see below). Effects produced by magic items are not affected by magical overload.

Example: Boras the Inscrutable, a 5th-level sorcerer with a Charisma of 12, casts a *web* spell from within a level +3 magic zone. To avoid magic overload, she must make a level check versus a DC of 15 (10 + 2 + 3). Boras' rolls an 11 and adds 5 (her level) and 1 (her Charisma bonus) for a total of 17, beating the DC and narrowly avoiding a magical overload.

When a character loses control of his spells in a positive magic zone, unfettered magic courses through his body with potentially lethal effects. The process takes 1d10 rounds, during which the character is stunned (he loses his Dexterity bonus to AC and can take no actions; foes gain a +2 bonus to hit). As the energies of magical overload surround his writhing form, he receives a temporary Spell Resistance of 15. Roll on the table below to determine the additional effects of the overload. Unless otherwise noted, there is no saving throw to avoid these effects.

1d10 Roll Magical Overload Effect

- 1 *Random Spell:* The character involuntarily casts one of his prepared spells in addition to the intended one. The GM should randomly determine the spell and its target. The new spell is boosted by the magic

POSITIVE MAGIC ZONES (Continued)

- zone. (If the character no longer has any available spells or spell slots, then no spell is cast.) Add one round to the duration of the overload process and roll again on this table the next round.
- 2 **Minor Cosmetic Change:** A small part of the character's appearance takes on an eerie, unnatural aspect. His hair might become a vibrant shade of blue, or his eyes may glow with unholy fire. He suffers a -2 circumstance penalty to most social skill checks. (The GM may waive this penalty when dealing with NPCs who are familiar with the character or accustomed to the supernatural.) This change will disappear after 1d10 days, and can be magically concealed or dispelled.
 - 3 **Weakened Body:** The character suffers 1d4 points of temporary ability damage to a randomly determined physical score (Strength, Dexterity, or Constitution).
 - 4 **Weakened Mind:** The character suffers 1d4 points of temporary ability damage to a randomly determined mental score (Intelligence, Wisdom, or Charisma).
 - 5 **Major Cosmetic Change:** The character's appearance undergoes a major change. He may grow impressive antlers or a pair of non-functional bat wings. He suffers a -6 circumstance penalty to social skill checks. In addition to drawing unwanted attention, the results should cause a major inconvenience. If the player tries to remove or deface the new additions, he suffers 1d20 hp of damage and must make a Fortitude save (DC10 + the damage suffered) to avoid losing consciousness for 1d12 hours. The next day, the change magically reappears. This change cannot be reversed or concealed by anything less than a *wish* or *miracle*.
 - 6 **Negative Level:** The character suffers one negative level. Lost levels may be restored with a *restoration* spell.
 - 7 **Ravaged Body:** The overload leaves the character permanently enfeebled. Until he is restored by a *heal*, *restore*, *limited wish*, *wish*, or *miracle* spell, his Strength score is drained to 1.
 - 8 **Ravaged Mind:** The overload leaves the character permanently befuddled, as if he had been the victim of a *feeblemind* spell. Until he is restored by a *heal*, *restore*, *limited wish*, *wish*, or *miracle* spell, his Intelligence score is drained to 1.
 - 9 **Transformation:** The character is *polymorphed* into a randomly determined creature. Use the table for the *reincarnate* spell to determine which one. A *wish* or *miracle* can restore the character to his original form.
 - 10 **Overwhelming Insight:** The character is presented with a powerful vision, revealing his place in an infinite and uncaring universe. The experience threatens to overwhelm his psyche. He must make a Will save (DC 25). If successful, the new insight grants him a permanent +1 increase to one randomly determined mental ability score (Intelligence, Wisdom, or Charisma). If his save fails, the character's psyche is damaged by the vision and he permanently loses one point from one randomly determined mental ability score. The character cannot gain more than one +1 increase to each attribute in this fashion. Further successful saving throws protect him from losses but do not earn additional gains. Ability losses from overwhelming insight cannot drain any one score by more than one point. Lost attribute points may be restored by *wish* or *miracle* spells at the rate of one point per *wish* or *miracle*.

New D20 Rules: NEGATIVE MAGIC ZONES

Negative magic zones weaken the strength of spells, spell-like abilities, and magic item effects cast within their boundaries. Use the following table to determine the zone's effects on the variable numbers of a spell. As with positive magic zones, discard all fractions after determining the new spell strength.

Zone Level	Variable Multiplier	Special
-1	75%	—
-2	50%	—
-3	25%	Null Magic
-4	0%	Null Magic

Strong negative magic zones — those of levels -3 and -4 — are called null magic zones. When characters attempt to

cast spells in these zones, there is a chance that the caster will suffer a random magical effect. When casting in a strong negative magic zone, make a spellcaster level check against DC of 10 + (the spell's level) + (the zone's level). (For this formula, disregard the minus sign in the zone's level.) A natural 1 on this roll is always a failure, regardless of the character's level or attribute bonuses. If the level check fails, the caster's spell will function as intended — though weakened by the variable multiplier — but he will suffer the effects of null magic (see below). Effects produced by magic items are not affected by null magic, and negative magic zones cannot exceed level -4, at which level the spell is completely nullified as it is cast (all of its variables are automatically 0, and the spell slot is lost as if it had been successfully cast).

NEGATIVE MAGIC ZONES (CONTINUED)

Strong negative magic zones can siphon the energy from spellcasters, leaving them pale and enfeebled by null magic. Those who have suffered the draining effects of null magic liken the experience to being violently ill. The magic gushes from the caster's soul in a series of racking convulsions, leaving him stunned for 1d10 rounds; during this time he receives a temporary Spell Resistance of 15. In addition, the character must roll on the following table. There is no saving throw to avoid these effects.

1d10 Roll

Null Magic Effect

- 1 *Forgotten Spell:* The character temporarily loses one spell. For wizards (and other spellcasters who memorize spells) this means forgetting one of the spells memorized for that day, which is then lost as if it had been cast. Sorcerers (and other spontaneous spellcasters) lose one spell slot for that day. The GM should randomly determine which spell or spell slot is lost. This is in addition to the spell cast in the negative magic zone. It can be regained normally, through rest and re-memorization.
- 2 *Weakened:* The ordeal leaves the character in a weakened mental and emotional state. He suffers a -2 morale penalty to all checks until he gets a full day of uninterrupted rest.
- 3 *Low Confidence:* The character's confidence is shaken. Whenever he attempts to cast the spell that led to the null magic effect, he must make a Will save (DC 20 + spell's level). If unsuccessful, the spell fails. This kind of spell failure does not lead to further null magic. This effect is permanent, but can be removed by a *remove curse* or *restoration* spell.
- 4 *Forgotten Spells:* The character temporarily loses 1d6 spells. For wizards (and other spellcasters who memorize spells) this means forgetting one or more of the spells memorized for that day, which are lost as if they had been cast. Sorcerers (and other spontaneous spellcasters) lose one or more spell slots for that day. The GM should randomly determine which spells or spell slots are lost. This is in addition to the spell cast in the negative magic zone. They can be regained normally, through rest and re-memorization.
- 5 *Debilitated:* The ordeal leaves the character in a severely weakened mental and emotional state. He suffers a -4 morale penalty to all checks until he gets 1d4 full days of uninterrupted rest.
- 6 *Negative Level:* The character suffers one negative level.
- 7 *Lost Spell:* The character permanently loses one randomly determined spell from his spells known if he is a wizard (or similar spellcaster who memorizes spells), or one 0-level spell slot if he is a sorcerer (or other spontaneous spellcaster). The spell may be relearned normally, by advancing a level or learning it from a scroll. A *wish*, *restoration*, or *miracle* spell can also restore the lost spell.
- 8 *Lack of Confidence:* Whenever the character attempts to cast a spell from the same school as the spell that led to the magical drain, he must make a Will save (DC 20 + spell's level). If unsuccessful, the spell fails. This kind of spell failure does not lead to further null magic. This effect is permanent, but can be removed by a *restoration* spell.
- 9 *Sickened:* The ordeal leaves the character nearly incapacitated. He suffers a -8 morale penalty to all checks until he gets 1d4 weeks of uninterrupted rest.
- 10 *No Confidence:* Whenever he attempts to cast any spell, the spellcaster must make a Will save (DC 20 + spell's level). If unsuccessful, the spell fails. This kind of spell failure does not lead to further null magic. This effect is permanent, and can only be removed by a *wish* or *miracle* spell.

DETECTING MAGIC ZONES

Any arcane spellcaster can sense strong magic zones. Positive magic zones may give the caster a heady rush of confidence. He may feel healthier or younger than he has in several years. His skin tingles and his senses seem far more vivid than normal. Negative magic zones cause the opposite sensations. Spellcasters may feel achy or uncomfortable. They complain of small ailments and their senses seem dulled. These symptoms have no game

effect, but the GM is encouraged to describe them in detail to the players.

These sensations can give spellcasters a hint of an area's geomantic possibilities, but they cannot be relied upon for usable information. Only characters who have talent in dowsing can fully discern what kind of magical forces flow through their surroundings.



New Feat: Dowsing [General]

Using a set of simple tools, you can locate buried minerals, find water, and identify zones of magical energy. Because Dowsing is a kind of extrasensory perception it is a feat rather than a skill.

The tools used for Dowsing can vary greatly from one character to another — a dowsing rod, crystal, or other apparatus should cost at least 1 gp or require at least 6 hours of labor to prepare.

Example: After consulting with the GM, Oddi Squint-Eyes' player decides that he will use an ordinary compass as his Dowsing tool. By concentrating on the object of his search, Oddi can cause the compass needle to point in the right direction. The GM decides that this will only work with high-quality compasses, costing at least 1 gp.

Example: Yorda Muddyfoot's player decides that she will Dowse with a simple straight stick. As she nears the object of her searches, the stick will bend and twist in her hands, pointing in the right direction. The GM decides that Yorda will not need to pay for her Dowsing tool, but she will need to search for 6 hours to find a stick of the appropriate length, shape, and flexibility.

Once a character finds or purchases his Dowsing tool, he may use it for an unlimited number of searches. It is only if he loses or breaks his Dowsing tool that he must spend the time or money to acquire a new one.

Prerequisites: Wisdom 13+, at least 5 ranks in Search

Benefits: Most mundane characters use Dowsing to locate buried minerals and water. By searching a one square mile area for 6 hours, and making a successful Search check (DC 10), a character can locate buried minerals worth 1d10 gold pieces or one spring capable of supplying water for 1d6 Medium-sized creatures per day. Unusual conditions require the following modifiers to the Search DC, which can stack. If they wish, players can retry failed searches immediately. After three unsuccessful searches an area is "tapped out;" there is nothing left to find.

Condition	DC
<i>Normal Search</i>	10
<i>Specific Search:</i>	+5

Searching for a specific kind of resource like a larger-than-normal spring or a particular precious metal. If successful, this kind of search yields twice the normal amount of minerals or water.

<i>Limited Availability:</i>	+10
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Searching for a limited resource. This includes searching for water in the desert or searching for minerals in an area that has already been carefully mined by someone else.

<i>Small Area:</i>	+3
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If the search area is less than one square mile, add this modifier to the DC of the Search check.

<i>Tiny Area:</i>	+5
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If the search area is less than 50,000 square feet (about the size of a football field), add this modifier to the Search check.

<i>Synergy:</i>	-3
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Apply this modifier to the Search check DC if the character has at least 5 ranks in any one of these skills: Knowledge (local area), Knowledge (nature), Scry, or Wilderness Lore.

<i>Lack of Tools:</i>	+10
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The character does not have access to his Dowsing tools.

Spellcasters can also use the Dowsing feat to identify the size and strength of a magical zone. In this case, the character makes a Spellcraft check, with a DC that is dependent on the information the spellcaster is looking for (see table below). Modifiers to this DC depend on the zone's strength, your location, and your Dowsing tools. Each search takes an amount of time equal to the modified DC in minutes, and can be retried as often as the spellcaster desires.

Task	DC
Determine the nature of a magic zone (positive or negative) while standing within its boundaries.	10
Determine the exact strength of a magic zone while standing within its boundaries.	15
Determine the rough size and shape of a magic zone while standing within its boundaries. Results from this test will deviate from the zone's actual dimensions by 1d4 x 10%.	15
Determine the exact size and shape of a magic zone while standing within its boundaries.	20
Dowsing while standing outside the zone's boundaries.	+1 per 5 ft. of distance between the character and the magic zone.
Dowsing for a weak zone (levels +/-1)	+5
Dowsing for a strong zone (levels +/-3 or +/-4)	-5
Dowsing without the proper tools	+10

ALTERING MAGIC ZONES

With proper knowledge and resources characters can influence the geomantic characteristics of a location. Small spaces — like individual rooms and houses — are easy to change, while large areas — like castles or even kingdoms — may require a significant sacrifice. In order to change the strength of a magical zone, a character must have some talent for geomancy. But even if no one in a party has this connection to the land, some NPC geomancers may wish to sell their services. Use the information below to alter magic zones and determine the going rate for such alterations.

Adventure Seeds

Working geomancy into adventures is relatively easy. Sorcerers and wizards may establish their bases in magically strong areas, granting them extra power to fend off attacks. By limiting the effect of their geomantic manipulations to an easily defended position — like a castle or a room with a stout gate or door — magic users can give their own spells a boost while preventing their opponents from sharing in the benefits.

Alternately, evil geomancers may use negative magic zones to oppress their subjects or prevent others from using magic against them. A geomancer might enclose his dungeons in a strong negative magic zone, making escapes or raids even more difficult. Or he might “curse” an entire community of magical creatures with the constant malaise of a weak negative zone, sapping the residents of their special powers.

The effects of magical overload and null magic can add new wrinkles to existing adventures or lead a party in an entirely new direction. Spells can go out of control, and the physical changes wrought by magical overload could lead to charges of witchcraft or demonic possession by frightened NPCs; an ill-equipped party might need to search far and wide for someone to reverse a particularly persistent transformation. Characters sickened by null magic zones will need to turn their attention from treasure hunting to a search for a comfortable and secure place to rest.

IN A TIGHT SPOT

“In a Tight Spot” is a case of powerful magic and unexpected results. An angry hill giant, called Carbolo, is trapped in a very small cavern. A positive magic zone gave allowed him to enter the cavern, but now he lacks the magic boost to get back out.

NEW FEAT: GEOMANCY [SPECIAL]

You may alter the geomantic influences of an area, strengthening or weakening magic zones or creating new ones.

Prerequisites: Spellcaster level 5th+, Dowsing feat

Benefits: You may alter the strength of magic zones or create new magic zones.

Creating a magic zone or altering a naturally-occurring magic zone takes one day for each 1000 gp of its base cost; the base cost is (1000 gp for each point of change) multiplied by $\frac{1}{10}$ the zone’s area in square feet. You must spend $\frac{1}{25}$ of this base price in XP and use up raw materials worth half of the base price. (Remember that most non-magical locations start out at a magic zone level of 0.)

You may also use your skills to entirely undo the work of other geomancers. Doing so costs half the XP, half the raw materials, and half the time it would normally take to make the alteration if it were done on a naturally-occurring magic zone. In addition, you must have the ability to actually destroy the physical components of the previous geomancer’s labors. If he altered the geomantic influences of a dwelling by strategically placing a few potted plants and a mirror, this is relatively easy. If he changed the influences of an entire valley by erecting a ring of standing stones and a mighty tower, the process may require considerably more effort.

Carbolo possesses a magical cap (see *Carbolo’s Itty Bitty At* insert, below). When activated, the cap causes Carbolo to shrink to the size of an ordinary human, allowing him to bypass sentries, spring unlikely ambushes, and squeeze into spaces no ordinary giant could access.

While foraging in the mountains, Carbolo pursued a frightened ewe into an impossibly tight fissure beside a picturesque spring. Donning his cap, he continued the chase, capturing the ewe in a small cavern and feasting mightily. Satisfied, the giant found a larger side-cavern before the hat’s effect wore off, then curled up in his comfortable hole and waited for morning, when he could activate the cap again and exit the cave.

The next morning brought a terrible surprise. Although his cap functioned normally, he was still too large to squeeze back out of the fissure. Now, a week later, he is trapped in a tiny hole, with scarcely enough space to sit up or to turn around on his hands and knees. Fortunately, the spring just outside the fissure provides him plenty of water, but he is getting very hungry.

Although Carbolo is stuck, he’s not entirely helpless. He can reach one arm through the fissure, gathering water



New Wondrous Item: CARBOLLO'S ITTY BITTY 'AT

Carbolo's itty bitty 'at is a giant-sized, conical cap roughly stitched from a single piece of animal hide. The material is badly worn; it is dried and cracked in some areas, parchment-thin and supple in others. A tattered tassel hangs limply from the tip and the cap is ringed with sweat stains. A rank odor rises from its interior. The *itty bitty 'at* is too large to be worn by any character of Medium size or smaller, but it can double as an unpleasant yet durable sack.

Once per day, the *itty bitty 'at* allows its wearer to cast a *reduce* spell upon himself as if he was a 5th-level wizard. When activated by the command phrase "Ittier and Bittier," the *itty bitty 'at* reduces its wearer, as well as all of his clothing and carried belongings, to 50 percent of his original height and 10 percent of his original weight. Although this reduction has no effect on the spells that empower magic items (a +2 sword would retain its +2 bonus) the loss of mass does affect item damage and durability. It also reduces the wearer's Strength score by 5 points.

The effect lasts for 5 minutes or until the wearer removes the *itty bitty 'at*. Once the effect has ended, the wearer grows quickly, returning to his normal size in the span of 1 round.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *reduce*; **Market Price:** 1,800 gp; **Weight:** 10 pounds

and striking back at those who attempt to harm him. If incautious creatures approach too quickly, he may try to grab them and pull them into his cavern.

The picturesque spring is, of course, a strong positive magic zone. The lay of the land, combined with the pure water and abundant greenery, have provided a significant boost to all spells cast in the area.

When Carbolo activated his cap next to the spring, the zone caused him to shrink much farther than normal; instead of shrinking to the size of an ordinary human, Carbolo shrank to nearly the size of a halfling. The interior of the cavern is outside of the zone, though, and now Carbolo cannot shrink far enough to squeeze back out of the cavern.

The PCs can enter the situation in several different ways. They may come across the spring while traveling through the wilderness, as Carbolo's



CARBOLLO, GIANT IN A JAM

Large Hill Giant

CR10; SZ Large (giant); HD 12d8+48; hp 102; Init -1 (Dex); Spd 40 ft.; AC 27 (-1 size, -1 Dex, +9 natural, +3 hide, +7 Stuck); Atk +16/+11 melee (2d6+10, huge greatclub) or +8/+3 ranged (2d6+7, rock); SA Rock Throwing, SQ Rock Catching, Stuck; SV Fort +12, Ref +6, Will +4; AL CE; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 17

Languages: Giant

Skills: Climb +9, Jump +9, Spot +4

Feats: Cleave, Power Attack, Weapon Focus (greatclub)

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus to attack rolls when throwing rocks. Carbolo can hurl rocks weighing 40 to 50 pounds each, up to 600 feet. Carbolo cannot throw rocks while stuck (see below).

Rock Catching (Ex): Carbolo can catch Small, Medium-size, or Large rocks. Once per round, if Carbolo would normally be hit by a rock he can make a Reflex save to catch it as a free action. The DC depends on its size: 15 for a Small rock; 20 for a Medium-size rock; 25 for a Large rock. Carbolo must be ready for and aware of the attack. Carbolo cannot catch rocks while stuck (see below).

Stuck: In his current situation, Carbolo's options are extremely limited. Although he has enough space to turn freely within his hidey hole, he cannot move from it. The narrow confines also prevent him from attacking with his greatclub or hurling rocks at his opponents.

Carbolo's predicament does offer the hill giant a few benefits as well. The narrow entryway allows only one Small-sized opponent to engage him in close combat at a time. Even then, the opponent suffers a -2 circumstance penalty to attack, damage, and AC due to the extremely cramped conditions. The narrow entrance also provides Carbolo with three-quarters cover, granting him +7 to his AC and +3 to his Reflex saves. These bonuses have already been added to Carbolo's stats; be sure to remove them if he gets free.

shrieks of rage draw them to the scene. Or they may be approached by local shepherds, who are anxious about the new threat to their most prized watering hole. Their sheep won't approach the giant, and his filth is starting to taint the water.

Slaying Carbolo, or leaving him to starve, is the most obvious solution to the problem, but it can lead to further difficulties. Good characters may suffer serious qualms about slaying a nearly helpless creature. Druids and other lovers of nature might also decry the damage so large a corpse would do to such a precious location; the flies and parasites alone would be enough to poison the spring and start an epidemic among the local residents.

Diplomatic characters might try to calm the giant, so that the PCs can try to dig him free. Unless they get his permission first, which requires a Diplomacy check (DC 25), anyone who approaches the fissure will be attacked.

Several spells may also be used to free the giant. Players should be careful, though. The zone is powerful enough to cause a magical overload.

What Carbolo does after he gets free is up to the GM. He may flee the scene, especially if the party looks especially powerful. If the party has pack animals nearby, he will most likely try to steal a meal on his way out of the area. GMs should avoid punishing the party for their largesse, though; Carbolo should only attack the party outright if they are strong enough to overcome him.



HERBALISM

The witch sat across from the prince. She was young woman, with vibrant, blazing orange hair and expressive, blue eyes. Her clothes were simple and utilitarian. Spread out on the ground between them was a beautifully embroidered cloth covered with numerous wooden tools, a porcelain mortar, and a matching pestle. Stacks of colorful, dried herbs lined the walls of the hovel around them.

"M'lady," the prince said, speaking in the High Dialect as he would were she a woman of standing, rather than a commoner. "I come on a matter of utmost urgency." He paused to lick his lips, nervous and, though he would never admit it, intimidated by the magic she was rumored to wield. Weakly, he added, "The king dies."

She nodded. "Word of your father's ailment has already reached mine ear, m'lord. I can assure you now, 'tis

apparent from his condition that he'll be gone before the week's end."

He sighed, a heavy melancholy hanging upon his heart. "I feared as much, but the physics assert he merely suffers from blood dropsy."

"Nay, young lordling. 'Tis the work of the temple vine, a magical, poisonous plant from lands far away. A slow killer, to be sure, but one not without its cure."

"Can you aid me, good woman?"

She regarded him with a grim expression. "Aye, boy, I can brew you the remedy you desire, but it will take time. I pray we are not overdue."



NATURE'S GIFTS

Since time immemorial, plants have been the stuff of life. They are food, medicines, and tools, affecting everything worldly in more ways than one. Their nutritional qualities keep us alive; their medicinal qualities both heal us when we're sick and kill us when we're incautious; and their physical properties allow us to create shelter, fire, and other implements to help us adapt to our environment. They are, in short, nature's most divine creation, and their secrets are the greatest gift we could ever hope to unlock.

One can loosely define **herbs** as all plant life, but more specifically the plants or plant parts used for the effects their natural properties have on the body. **Herbalism**, then, is the knowledge of herbs — of how they grow, of how they flower, and, more importantly, of how they can be utilized. Herbalism is fundamentally medical training; through experimentation and observation, herbalists learn that certain plants are ideal for healing disorders, and that others can be deadly if misused.

In addition to their potent natural qualities, herbs also possess important spiritual ones. This, more than anything else, fans the flames of the average commoner's fears and superstitions, giving him the impression that herbalism is a mysterious, arcane art reserved for witches, warlocks, and other evildoers. Nothing could be further from the truth, however. The knowledge forming the foundation of herbalism has always been centered on achieving one goal: good health. It is first and foremost a healer's art.

Cultures where the study of herbalism thrives are those that place a high value in the systemic collection of knowledge — those for which knowledge is an end unto itself. For example, amongst some warrior-priests, herbalism is called the “knowledge of life” (*ayurveda*), and has three energistic forces based on breath (*prana*), spirit (*agni*), and harmony (*soma*). Those energies, originating in the four classical elements made famous by the philosophers but with an added fifth called ether, or void, are manipulated through a focused exercise regime and, more importantly, through the consumption of herbal concoctions to ensure good health.

In the Middle Kingdom, a similar school of thought called the “five phases” (*wu xing*) describes the flow of vital energy (*qi*) in and around the body. As with the herbalism of the warrior-priests, the elements, in this case comprised of wood (*mu*), fire (*huo*), metal (*jin*), water (*sui*), and earth (*tu*), are manipulated to improve health and promote longevity. Again, herbs are vital for this process to work, as they possess traits that can alter a body's *qi* flow, for better or worse.

Whatever the culture, speculation on *why* plants have certain effects on the human body is generally rampant, often inconsistent, and contradictory, while the knowledge of *how* they work has always been valid and freely available to anyone with the inclination to take a few risks.

CULINARY HERBS

First and foremost, plants are food. For most cultures, they are the primary source of food, with meat coming in a remote second. Spices and herbs derived from plants, such as chili pepper, curry powder, allspice, cumin, and mustard, to name a few, are an important component to cooking. They improve bland flavor, enhance already-existing flavor, or create new flavor entirely. The influence of mundane, seemingly unexceptional culinary herbs should not be underestimated. In fact, in some lands exotic spices have always been a major source of trade; in other lands, cooking with them is an art unto itself.

Some cultures view plant *flavors* as having a direct effect on the body's harmony and balance, as well. One example is the herbalism of the Middle Kingdom, where five distinct flavors are identified: pungent, sweet, sour, bitter, and salty. These are further differentiated into two sub-categories: hot and cold. Every food in this culture — especially herbs — is described in these terms, which in turn indicates their effect upon the body when consumed. Hot foods cause *qi* to rise; cold foods cause it to sink; pungent foods disperse *qi*, and so on.

VARIANT SKILL: CRAFT – COOKING (INT)

You are trained in the art of cooking. A master in the techniques of food preparation, exotic recipes, and gourmet dishes, your food is distinguished from everyday pub grub by its artistry and flavor.

Check: You can practice cooking as a trade and make a decent living at it, earning about half the check result in

gold pieces for each week of dedicated work you pursue in the craft. You also know how to use the tools of the cooking trade, how to perform the daily tasks associated with it, how to supervise helpers, and how to handle common problems. (Untrained laborers and assistants earn an average of 1 silver piece per day.)



Cooking requires a chef's kitchen to give the best chance of success (see page 91); if improvised tools are used instead — for instance, employing a shield as a makeshift wok — the check is made with a -2 circumstance penalty. On the other hand, a masterwork chef's kitchen provides a +2 circumstance bonus.

To determine how much time and money it takes to make a dish:

1. Find the DC listed here or have the GM set one.
2. Pay one-third the dish's price in raw materials.
3. Make a skill check.

In most cases, a roll shouldn't be necessary. However, if you are attempting to create a new dish or copy an exotic dish (or, at the least, one you've only eaten a couple of times), then a skill check is in order.

Dish Type	Price	DC
Simple fare (breakfast, bread, gruel)	2 cp	5
Average fare (lunch, stew, soup)	2 sp	8
Complex fare (dinner, spiced or grilled meats)	4 sp	12
Exotic fare (unfamiliar ingredients or recipe)	1 gp	15
Royal fare (<i>haute cuisine</i> , the king's table)	5 gp	18

If the check succeeds, then you have completed the dish. If your roll is 5 higher than the DC, then you have completed it in one-half the time. If you fail the check, you finish the dish but it is noticeably flawed. If you fail by 5 or more, you ruin the dish and have to pay half the original raw material cost again.

In general, the *preparation time* for a dish is 10 minutes for every 5 DC points, rounded up, minus 2 minutes for every skill rank you possess, with an absolute minimum number of minutes equal to the DC. The *cook time* depends on the dish itself and should be determined by either you or the GM.

Creating Gourmet Dishes: You can use this skill to also make a gourmet (or masterwork) dish — one that possesses an extraordinary flavor and composition. A success increases your renown and fame as a chef, while a failure damages your reputation. You and your GM should determine how this is handled in the campaign world, hopefully through roleplaying.

A gourmet dish has its own price and DC. The price is the standard price for the dish multiplied by 2, while the DC is the same as for the standard dish but increased by +5.

Retry: Yes, but each time you miss by 5 or more, you ruin the dish and have to pay half the original raw material cost again.

Special: If you possess at least 5 ranks in the Herbalism skill, you may add a +2 bonus to your Craft (cooking) roll when

making a gourmet dish or attempting to mask certain flavors, such as that of medicine or poison.

Skill Option: Instead of using Craft (cooking), you may want to use another skill like Profession (chef/cook), but with the system presented here.

Sample Dishes

Dish	Cost	DC	Base Prep. Time	Cooking Time
Simple Fare				
Miner's breakfast	3 cp	5	10 min.	8 min.
Oatcakes	2 cp	5	10 min.	5 min.
Sop	2 cp	5	10 min.	2 min.

Average Fare				
Fish soup	1 sp	8	20 min.	30 min.
Goose haunch	3 sp	8	20 min.	24 hours
Briw	2 sp	8	20 min.	45 min.

Complex Fare				
Blackberry boar	8 sp	12	30 min.	10 min. per pound
Potted duck	4 sp	12	30 min.	20 min. per whole duck
Venison haunch	6 sp	12	30 min.	6 min. per pound

Exotic Fare				
Eldran pie	2 gp	15	30 min.	30 min.
Khaouri	1 gp	15	30 min.	1 hour
Tajine	3 gp	15	30 min.	20 min.

Royal Fare				
Gilded marchpane	5 gp	18	40 min.	1 hour
Honeyed veal	6 gp	18	40 min.	8 min. per pound
Spiced mussels	8 gp	18	40 min.	20 min.

SAMPLE DISHES

BLACKBERRY BOAR

Grilled boar marinated with blackberries then served with boiled, buttered potatoes.

BRIW

Milk, pearl barley, butter, peas, carrots, and nettles cooked as a soup and eaten with fresh bread.

ELDRAN PIE

A northern barbarian dish made with minced meats, pine nuts, harvest cheese, sugar, and salt.

FISH SOUP

A watery broth of fish meatballs and seaweed.

GILDED MARCHPANE

An aristocratic dessert cake made with marzipan and gilt with a thin layer of gold leaf.

GOOSE HAUNCH

A fairly common dish — smoked goose glazed first with a salty, red bean paste.

HONEYED VEAL

Roasted calf seasoned with sesame, honey, and ginger.

KHAOURI

Stewed lamb, congealed pig blood, tomatoes, cabbages, and mushrooms in a spicy broth.

MINER'S BREAKFAST

Scrambled quail eggs and fried hardtack

OATCAKES

Oatmeal and bacon fat, sometimes served with a cheese and mustard jam called yellow stilton.

POTTED DUCK

Cured duck, thyme, peppercorns, carrots, cabbages, and leeks, all baked in a clay pot.

SOP

Day-old, unleavened bread and milk gravy.

SPICED MUSSELS

Steamed mussels with onions, ginger, salt, hazel nuts, and saffron, served in a leek broth.

TAJINE

A nomad's stew made with lamb or poultry, prunes, cinnamon, and butternut squash.

VENISON HAUNCH

A rare luxury — roasted deer on a spit, marinated with exotic spices and gravies.

Medicinal Uses

The second most common use for herbs is as medicines. They are one of the oldest forms of life, and have literally had millennia to develop the qualities that make them so potent. People use plants for a wide range of medicinal purposes, not the least of which is curing the sick, healing wounds, and fighting off disease and infection. Of course, there have been many casualties along the way in the name of experimentation and progress, as shamans, doctors, and others with an interest in herbalism try to understand the intricacies of cause and effect as they pertain to plants and physiology.

On the most fundamental level, herbal medicine begins with observational association — seeing what happens when someone tries an herb. Some jungle tribes, for example, long ago watched pygmy chimpanzees and so learned to chew a certain kind of bitter leaf to assuage toothaches, calling on the plant's innate analgesic properties to alleviate the pain.

Understanding also comes from putting simplistic sympathetic associations to the test; in other words, deducing from an herb's appearance (or habitat) what its function might be, and then trying to discover if it actually works that way. For instance, a primitive herbalist reasons that a particular herb is red and so is fire, so it therefore must



New Skill: Herbalism

(Int or Wis; Trained Only)

Based on an arduous combination of intuition, research, and experimentation, you understand how to awaken a plant's natural qualities for practical, medicinal, or even mystical purposes.

Herbalism is considered a class skill for druids, rangers, sorcerers, and wizards, in addition to the master herbalist and wylderwitch prestige classes given here, and the arcane healer NPC class discussed in the Alchemy chapter (page 10). The sympathetic mage PC class in the Sympathetic Magic chapter (page 158) also takes Herbalism as a class skill.

Identify Trait Check: A plant's traits and trait ratings describe its natural properties; for instance, Rotguard prevents putrefaction and decay in organic matter, while Lungwort relaxes the respiratory passages. Herbalists make concoctions based the rating a plant has in one or more of these traits. The Herbalism skill can be used to identify the traits of unknown substances or plants. The base difficulty for this is DC 15 plus the trait rating; if it's a substance, use the trait rating of the plant from which the substance is derived. GMs are encouraged to use degrees of success when giving players information acquired as the result of a successful die roll. (See more on traits in the Herbal Appendix, on page 172.)

Mundane Concoction Check: You can create mundane herbal concoctions, such as a simple analgesic derived from dragon flower leaves, or seasonings made from pomegranate bark, and so on. The base DC to make a mundane concoction is equal to 15 plus the rating for the plant trait you wish utilize, and requires an amount of time in hours equal to the trait rating minus your Herbalism skill modifier; a negative result means that the time is equal in minutes to the trait rating. The base cost in gold pieces for making a mundane concoction is equal to the trait rating multiplied by 3. Half of this amount must be spent on raw materials.

If a trait has a natural inverse (see page 81), you may not create concoctions based on that inverse if it doesn't already exist on its own within the plant. There is one exception to this rule, however: a master herbalist knows the methods for drawing out the inverse of a trait in order to create concoctions that otherwise wouldn't be allowed by the plant. For more on using the Herbalism skill in this manner, see the master herbalist prestige class on page 83.

If two traits appear together as a compound trait, you may freely create concoctions based on either one with no penalty or drawbacks. This skill also allows you to make compound concoctions from separate, distinct traits from any number of plants. However, the base DC then becomes equal to 15 plus the highest trait rating, plus 5 for each trait beyond the first one added into the concoction. For example, if you wanted to make a concoction from nightshade's poison trait and elysium's antimagic trait (with a 14 and a 6 rating, respectively), the DC for your skill check would be 34, from a base DC 15 + 14 (highest of the two traits) + 5 (for mixing one additional trait into the brew). The raw materials cost for compound concoctions is derived from all the traits, and is calculated normally.

Magical Concoction Check: If you are a spellcaster, you may use this skill to "awaken" a plant's traits in order to create a potent magical concoction. However, the amount of time

required for the process is equal in days to your Herbalism skill modifier subtracted from the trait rating, with a minimum of half a day for results that have either zero or negative value. The Herbalism check DC is, again, 15 plus the rating for the plant trait you wish to use. The base cost to make a magical concoction is equal to half of the concoction's market value.* Half of this amount must be spent on raw materials. You must also invest a small portion of yourself into the concoction, paying an XP cost equal to $\frac{1}{10}$ of the base cost.

Unless otherwise stated in a plant description, a minimum of one ounce of plant matter for every trait rating point utilized is required to create either a mundane or a magical concoction. The mundane and magical concoction checks make one dose of concoction. You may use either your Intelligence or Wisdom, whichever is higher, to determine your skill modifier — while for many people Herbalism is an empirical discipline dependant on study and experimentation, for others it is based more on intuition and instinct.

Retry: No. If you fail to make the concoction then all the materials used are destroyed.

Special: Every herbalist must have the proper tools to make concoctions, otherwise an Herbalism check is not allowed; the minimum equipment required to make an Herbalism check is a mortar, a pestle, and a couple of home-made chemical solutions designed to assist in drawing out the material's traits and effect the transformation into a concoction. Of course, there are other tools that can aid you in awakening plant material — these can be anything from a leather pouch containing your most basic implements and solutions, to a formal, full-sized apothecary's lab filled with every tool imaginable. Regardless, without some kind of mechanical assistance, it is impossible to create a concoction from a plant, much less awaken one. The quality of the tools can also modify your chances at success — the better your tools, the more likely you'll do the job well. (See page 88 for available tools.)

If you have at least 5 ranks in Alchemy, you make take a +2 synergy bonus on Herbalism checks.

Skill Option: Instead of using Herbalism as a separate, distinct skill, you may want to simply use existing skills like Knowledge (plants) or Profession (herbalist), but using the system presented here.

*** Behind the Scenes:** The GM should generally use her gut instinct when setting the prices for new concoctions not presented in this chapter. If you prefer to determine it less randomly, the following formula can be used to calculate, very roughly, the concoction's worth: trait rating times spell level times 25 + 5 per trait rating point. The spell level means you find the spell closest to what the concoction does, or you arbitrarily assign a spell level to the effect (based on that aforementioned "gut instinct"). The following are some modifiers that may influence the base cost: if a poison, multiply by 2; for each major hindrance the concoction imparts, divide by 5; for each major boon in addition to its core effect, multiply by 5; and for each feat the core effect mimics, multiply by 2. This should get you somewhere in the proper neighborhood as far as the concoction's value goes. Just be aware that some may not fit so comfortably into this formula (such as the *elixir of immortality*).

be a pyretic, heating up with fever whomever consumes it. Put to the test, the plant probably doesn't do this, but now the herbalist has learned something else about it (if he hasn't died from toxic shock or suffered from the herb's actual properties).

A logical outgrowth of this is **homeopathy**, the idea that an ailment can be treated with a very small amount of an herb that, in larger quantities, induces a similar effect. This encourages the sick body to gradually build up immunity to the agent causing the sickness. For instance, nightshade toxin is normally extremely deadly, but perhaps in smaller doses, an herbalist who subscribes to the theory of homeopathy reasons, it might actually stimulate the body to resist it in larger doses, thus making the patient immune. Surprisingly, this works more often than one might expect, but probably for very different reasons. Not every herbalist considers homeopathy to be a valid sub-discipline of herbalism, but enough do that it warrants mention nonetheless.

Medicinal herbalism is all about learning from those who came before, but even more importantly it's about experimentation. Even though an herbalist typically apprentices under one more experienced than herself, she eventually learns all she can and must move on to discover new plants, recipes, and techniques for herself, mostly through arduous — and frequently dangerous — trial and error. And so, this constantly evolving system continues discovering and recording for future reference everything that does and doesn't work — along with pertinent warnings and other sage advice.

TRAITS

Every flower, tree, and shrub has a set of traits that describe its natural properties, forming the basis for herbalism. Some traits have healing properties, which cure disease, neutralize poisons, or fight infection; others have harmful traits that attack vital organs, induce sickness, or adversely affect the mind. In the hands of a knowledgeable herbalist, these traits can be awakened to semi-magical levels and utilized in various herbal remedies, brews, poisons, and magical elixirs, all of which are collectively known as **concoctions**. There are, essentially, two different types of concoction: mundane and magical. Mundane concoctions are those that simply utilize a plant's natural traits. Magical concoctions, on the other hand, are those made by spellcasting herbalists who “awaken” a trait's properties through the manipulation of the magic energies lying dormant within a plant. An overview of the different types of concoction can be found on pages 174–175.

Once in a while, a plant exhibits a compound trait, one that works in tandem with, and is largely dependant upon, another to exist. In this case, both traits stem from the same biological process, whether it be a specific

chemical or organ, or something else entirely. Most traits also have inverse forms, which function in opposition to one another. Sometimes, an herbalist can use an inverse trait to homeopathically treat an ailment that typically requires the opposing trait as a remedy. In every instance of this, the normally damaging inverse is administered in such small doses that it tricks the body into reacting as if it had been treated by the other trait.

A description of the individual plant traits and how they work can be found in the Botanical appendix, which begins on page 171.

MAGICAL USES

In a campaign world where magic infuses virtually everything, practitioners of the herbal arts know that plants possess innate magical affinities. While medicinal herbalism is a system derived from observable cause and effect, so too is magical herbalism. However, where medicinal herbalism ascribes practical origins to plant properties, magical herbalism's interpretation of said cause and effect is based on the idea of sympathetic magic, wherein specific effects are associated with a plant's superficial properties. The willow, for example, may be held in high esteem as an icon of fertility, arising from the perception that it is a common plant that thrives in areas deemed harsh by human inhabitants. Over time, this tree could become a tool of sympathetic magic, its leaves and bark brewed into elixirs that enhanced fertility. Conversely, the bark might also be used to stifle fertility, the quality for which it was revered magically transformed into an opposite effect.

In a game world, plants, like humans, can be more receptive to magical energy. Possibly, during the world's creation cycle, one god alone was responsible for making plant life and in the process infused them with part of his own essence. Or maybe a mystical energy field envelops the world, permeates every living (and not-so living) thing, including plants. Or it might be the herbalist's own faith that dictates a plant's magical qualities; when she enchants an herb, she uses the plant as a focus for her own inherent abilities. Regardless of *why* plants have this innate magic, the point is that they *do*, thus allowing the magically inclined to take advantage of them when casting their spells.

BINDINGS

Where plants have traits to describe their natural properties, they also have bindings to describe their affinity for certain types of magic (see the Herbal Appendix). As mentioned before, knowledgeable spellcasters can capitalize on this by binding spells to plants or their con-



NEW FEAT: PLANTBIND [ITEM CREATION]

You can attune a spell to an herb by using its own magical affinities, allowing the spell to be released later when specific conditions are met.

Prerequisites: Spellcaster 3+ levels, 6+ ranks in Herbalism

Benefit: You can bind a spell to a plant or one of its component parts. Every plant has a binding list (see the Herbal Appendix), which tells you the schools of magic and the associated spell level maximums allowed by the plant. A single plant component, called a *verdex*, can bind a single spell from one of the plant's listed schools of any level up to the spell level maximum for that plant. If a school isn't listed, then no spells from that school share an affinity with the plant and therefore cannot be bound to it. When a spell is bound, you effectively cast it but not in its entirety, though the process of binding it does use up the requisite components. The spell can only be released when a specific condition is met, which you indicate during the ritual. This can be anything from saying a key word, to consuming the plant, to throwing it at your enemies, and so on. Once the condition is met, the spell finishes casting as it normally would, at which time the person using the verdex designates a target and anything else the spell requires that was not covered by the triggering condition. It takes one full round to release a bound spell once the triggering condition has been met.

When binding a spell to a verdex, you must spend an hour for each level of the spell, using the herbalism tools at your disposal to coax the plant's magic affinity to the surface. A bound spell's effective caster level is set at the time of binding. This must be equal to the level required to cast the spell but cannot be higher than your caster level or the spell school's binding rating for the plant being used. The base cost for a verdex is spell level multiplied by effective caster level multiplied by 20 gp. Additionally, you must spend $\frac{1}{10}$ of the base price in XP as you invest the plant with some of your own life energy.

A verdex created using the Plantbind feat is viable for a number of days equal to the effective level of the bound spell multiplied by 2. At the end of this time, the spell harmlessly dissipates and the plant falls apart, unusable. A spell released before this time is up also destroys the verdex.

In general, a plant has enough material to create a number of verdexes equal to the sum of its binding ratings divided by the total number of magic schools allowed, rounded up. For example, the anise plant has a total binding rating of 5 (Conjuration 2 + Transmutation 3), which is then divided by 2 (the number of schools), allowing roughly 3 verdexes to be made from this plant.

Spells cannot be bound to herbs awakened through the Herbalism skill, nor can awakened herbs receive spell bindings through the Plantbind feat.

stituent parts, creating impromptu magical items that store spells for release at a later time. The association between a plant's superficial qualities and its hidden, mystical affinities isn't always a logical one to the outside observer — the ways of magic are ever mysterious.

The spellcasters with an intimate knowledge of the magical affinities plants possess can also create a spell-enhanced herb, or **verdex**, as it is commonly known (from the archaic *verde hexe*, meaning "green magic").

The Herbalist

Those with a working knowledge of herbalism come in all shapes and sizes. The term **herbalist** applies to them all. Anyone who uses herbs to create concoctions or verdexes is an herbalist, plain and simple — even those who limit themselves to making simple, non-magical remedies. They are the jungle witchdoctors who specialize in mixing together mind-altering, spirit-awakening drugs to call upon totem guardians; they are the druids who gather around sacred oaks and willows, performing lunar rituals to bless the land and life around them; they the gnarled, bent witches, who brew deadly poisons in overflowing cauldrons; and they are the goodly midwives and wise women who, through their intuitive knowledge of medicine, ease the pain of birthing.

Herbalists as NPCs can be a welcome addition to any setting, adding not just atmosphere but also an alternate source of magical healing, among other things. As player characters, they are able to fulfill some clerical tasks, but they also bring a unique dimension to the game with their strange concoctions.

HERBALISM FOR CHARACTER CLASSES

One might not expect that a profession as seemingly dry as the herbalist's could be a compelling character class, but the potential locked away within plant life is nearly limitless. Characters who study herbalism do so as a means to expand both their knowledge and power with this potential. Presented here are the master herbalist and wylderwitch prestige classes, both of which can be used as templates for creating culturally specific herbalists, such as the aforementioned witchdoctor and wise woman, among countless others — every culture has some type of herbal healer. Even though there are some significant similarities between the master herbalist and wylderwitch, they have one important dissimilarity: the former approaches herbalism from a logical, rational point of view, while the latter approaches it from an intuitive, superstitious one.

NEW PRESTIGE CLASS: MASTER HERBALIST

From a young age, the master herbalist finds a certain fascination in the plant kingdom, and at some point in life makes the connection that the vital essences contained within all plant life are a vast cornucopia of knowledge, another universe of potential just waiting to be exploited.

She is, as she is named, a master of the herbalism skill, dedicating herself to unlocking every profound secret hidden away in nature. Always collecting, documenting, and seeking out new, unusual plants, she makes the world her living, breathing laboratory. If there is magic to be found lying about on the forest floor, up in the highest canopies, or deep at the bottoms of oceans, then she will be the one to discover it. Nature is, by and large, a puzzle waiting to be solved.

Master herbalists are inquisitive and dedicated, usually learning their trade through observation and research, coupled with frequently dangerous trial and error methodology. In some cities, would-be herbalists apprentice themselves to masters, learning the trade in a rigid, formalized setting. In other places, the learning is left up to the individual. As a rule, however, individuals with more of a logical bent, as opposed to an intuitive one, adopt the career of master herbalist. The formulation of herbal recipes is an arduous process, requiring a meticulous attention to detail and the stamina to spend an endless number of hours in the workshop carrying out experiments.

The majority of master herbalists come from the ranks of wizards — their predilection for logic, order, and structure quickly proves itself to be a boon when working in the vast, chaotic world of herbs, as does their understanding of magic. Clerics also make for excellent master herbalists, driven more by their desire to heal using any tool at their disposal rather than being preoccupied, and satisfied, with just the knowledge herbalism imparts. Already versed in nature's way, the more empirically minded members of the druid class tend to become

master herbalists to focus their specialization in nature on plants rather than animals. Sorcerers, despite the curiosity and drive for self-improvement that most master herbalists admire, don't always do well in this class, as their strong intuition instead lends itself more toward the wylderwitch class. Rangers, like druids, have an affinity for all things natural, making this class an ideal choice for them. Bards living out in the remote wilderness might join the class as a means of harnessing a new source of power or simply for the sake of knowledge, but they are the exception and not the rule.

Hit Die: d4

REQUIREMENTS

To qualify to become a master herbalist, a character must fulfill all of the following criteria.

Spellcasting: The ability to cast 4th-level spells

Skills: 8 ranks in Herbalism, 8 ranks in Wilderness Lore

Feats: Brew Potion, Plantbind



CLASS SKILLS

The master herbalist's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Gather Information (Cha), Knowledge (arcana) (Int), Knowledge (nature) (Int), Herbalism (Int or Wis), Scry (Int), Spellcraft (Int), and Search (Int).

Skill Points at Each Level: 4 + Int Modifier.

CLASS FEATURES

All of the following are class features of the master herbalist prestige class.

Weapon Proficiencies: The master herbalist gains no new armor or weapon proficiencies.

Spells per Day: You gain new spells per day as if you had gained a level in a previous spellcasting class. But, you gain no other benefits of that class (metamagic, feats, etc.) If you have more than one spellcasting class, then you must decide to which one you add each level of master herbalist for purposes of determining spells per day when you acquire the new level.

In addition to the spells allowed by your original spellcasting class(es), you may also learn the following:

0 Level — *purify food and drink*

1st Level — *detect animals or plants* (plants only)

2nd Level — *warp wood*

3rd Level — *speak with plants*

4th Level — *antiplant shell*

Improved Herbalism: This number is added to your Herbalism skill modifier as a bonus when making Herbalism skill checks, representing your mastery of the herbal arts. It is not cumulative.

Herbal Potency: When creating a verdex or concoction using either the Plantbind feat or the Herbalism skill, add this number to the DC of all saves and attempts to dispel the effect generated by it, as well as to caster level checks for overcoming the target's spell resistance. Your Herbal Potency bonus is dependent upon your level in master herbalist.

Poison Resistance (Ex): As you experiment with plants, you build up a tolerance to toxins, whether they are natural or mystical in nature. When making saving throws against poisons, your Poison Resistance gives you a +2 bonus, and it allows you to take only half the damage, loss, or drain the poison would normally inflict. It also halves the time you would normally be paralyzed or unconscious.

Alternate Concoction: You can create concoctions that require a specific plant from other plants that possess the same trait. Doing this increases your Herbalism skill check DC by a number equal to the difference between the two plants' traits divided by 2 and rounded up. For example, the poison *deadly nightshade* requires parts from the night-

TABLE: THE MASTER HERBALIST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Improved Herbalism +1, Poison Resistance	+1 level of existing class
2	+1	+0	+0	+3	Herbal Potency +1	+1 level of existing class
3	+1	+1	+1	+3	Improved Herbalism +2, Alternate Concoction	+1 level of existing class
4	+2	+1	+1	+4	Herbal Potency +2	+1 level of existing class
5	+2	+2	+2	+4	Improved Herbalism +3, Inverse Concoction	+1 level of existing class
6	+3	+2	+2	+5	Herbal Potency +3	+1 level of existing class
7	+3	+2	+2	+5	Improved Herbalism +4, Maximize Concoction	+1 level of existing class
8	+4	+3	+3	+6	Herbal Potency +4	+1 level of existing class
9	+4	+3	+3	+6	Improved Herbalism +5, Improved Plantbind	+1 level of existing class
10	+5	+3	+3	+7	Herbal Potency +5	+1 level of existing class

shade plant that have the poison trait, but with the Alternate Concoction ability you could use any plant with the same trait, such as dragon flower or mandrake. If the herbalist were to use dragon flower, the difference between their poison traits is 6, thus increasing the skill check DC by +3. Otherwise, the costs and time required to make the concoction are unchanged.

Inverse Concoction: This allows you to create a concoction from the inverse of a plant's trait when that inverse trait doesn't exist naturally within the plant. The rating for the inverse trait is equal to the original trait. For example, if you wanted to make an antimagic concoction using faerie grass's enchanted trait, then the effective rating for the artificially created antimagic trait is 7, the same as it is for the enchanted trait's rating. Using this ability to make a concoction increases the Herbalism skill DC by +5.

Maximize Concoction: You can create concoctions that are maximized, as per the Maximize Spell feat, without

altering the level of the spell being used. Add a +5 penalty to the DC of the Herbalism skill check required when making a new concoction using this ability.

Improved Plantbind: You may draw on your force of will to bind additional spells to a single verdex, as long as the plant's binding list allows them. You may bind a maximum number of spell levels equal to the highest binding rating the plant possesses. For example, the dragon flower's highest binding rating is 9, allowing you to bind up to 9 spell levels total; three 3rd-level spells plus one 1st-level spell, or nine 1st-level spells, or four 2nd-level spells plus one 1st-level spell, and so on. Additionally, you may only bind a maximum number of spells (regardless of spell levels) equal to your Will modifier.

The Improved Plantbind ability also increases a verdex's viability by an additional number of days equal to your Intelligence modifier multiplied by 2, with a minimum of 1 day if you have a zero or negative rating.

New Prestige Class: Wylderwitch

The wylderwitch is someone who instinctively understands the ebb and flow of magic within the plant world. Superficially, she is the witch of legend, the wicked, haggard crone living alone, hidden away from proper civilization by the gnarled forest surrounding her dilapidated hut. However, as with all legends and stereotypes, this is hardly the case for most, if not all, wylderwitches.

Granted, the wylderwitch does live in the wild, but that is where the plant life she works with thrives. One could hardly expect her to make the same living inside the nearly sterile cities. Not so strangely, then, she is often a misfit of sorts, taking refuge in plantkind rather than mankind, unaccustomed as she is to the subtleties of normal socialization. Outsiders who happen upon her often view her with a mixture of suspicion and contempt. Despite her eccentricity, those locals who know her frequent her abode so that they might purchase herbal remedies, potions, and charms. A wylderwitch's knowledge of the herbal arts should never be underestimated. It's not unusual for some communities to relegate clerical duties to her, should they lack a temple or local priesthood. Women come to her for midwifery; men come to her for hunting poisons and healing balms; in times of blight, she is the one the village elders approach to find out what can be done; during the harvest, she provides farmers with preservative concoctions to prevent crop rot. Of course, there is the occasional story of the slighted wylderwitch taking out her wrath by dropping curses upon people, animals, and crops, but this the exception and not the rule. Most wylderwitches live by the threefold law: What you do to unto others returns to you three times over. As herbalists, they also follow a second, related law: An' it harm none, do as ye will. Common sense dictates that feeding a community's superstitious beliefs accomplishes nothing more than making one's life extremely difficult, and short.

The two classes best suited to becoming wylderwitches are druids and sorcerers — both possess the instinct that lends itself to the lifestyle. Unlike the master herbalist, who is logical and precise in his studies, the wylderwitch depends more upon intuition. Druids already have a head start due to their pre-existing affinity for nature, as do sorcerers with their unschooled mastery of magic and gut-feeling insights. Bards and rangers also make good wylderwitches, rangers more so for their own connection to the natural world. Bards, as always, pursue the career more for the sake of learning something new rather than any real desire to manipulate plants. Clerics, if interested in non-magical healing, more often than not pursue the master herbalist career, but it's not entirely unheard of for them to take this path instead, especially if they come from cultures that are very nature-oriented.

Hit Die: d4

REQUIREMENTS

To qualify to become a wylderwitch, a character must fulfill all of the following requirements.

Spellcasting: The ability to cast 3rd-level spells

Skills: 4 ranks in Herbalism, 4 ranks in Wilderness Lore

Feats: Brew Potion

CLASS SKILLS

The wylderwitch's class skills (and the key ability for each skill) are Concentration (Con), Gather Information (Cha),



Heal (Wis), Herbalism (Int or Wis), Listen (Wis), Knowledge (nature) (Int), Sense Motive (Wis), Spellcraft (Int), Search (Int), Spot (Wis), and Wilderness Lore (Wis).

Skill Points at Each Level: 2 + Int Modifier.

CLASS FEATURES

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

Weapon Proficiencies: You gain no new armor or weapon proficiencies.

Spells per Day: You gain new spells per day as if you had gained a level in a previous spellcasting class. But, you gain no other benefits of that class (metamagic, feats, etc.) If you have more than one spellcasting class, then you must decide to which class you add each level of wylderwitch for purposes of determining spells per day when you acquire the new level.

In addition to the spells allowed by your original spellcasting class(es), you may also learn the following:

0 Level — *create water, purify food and drink*

1st Level — *detect animals or plants* (plants only), *goodberry, pass without trace*

2nd Level — *barkskin, tree shape, wood shape*

3rd Level — *diminish plants, plant growth, speak with plants*

4th Level — *antiplant shell, control plants*

5th Level — *awaken* (plants only), *commune with nature, tree stride*

Improved Herbalism: This number is added to your Herbalism skill modifier as a bonus when making Herbalism skill checks, representing your mastery of the herbal arts. It is not cumulative.

Inexpensive Concoction: The cost for making concoctions is slightly cheaper for you than it would be for others. Calculate the concoction's cost in gold (or silver) pieces as per normal — you pay half of that value.

Poison Immunity (Ex): Due to your trial and error method of experimentation (usually the result of not often being able to find adequate test subjects other than yourself), you gain absolute immunity to all natural poisons and receive a saving throw bonus against magical poisons equal to the number of levels you have in the wylderwitch class.

Improvised Concoction: You may create a concoction on the fly using any un-awakened herbs you carry on your person. This improvised concoction has the same effect as if it had been brewed normally, but it's only good for a number of hours equal to your wylderwitch



TABLE: THE WYLDERWITCH

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+0	Improved Herbalism +1, Inexpensive Concoction	+1 level of existing class
2	+1	+3	+0	+0	Improved Herbalism +2, Poison Immunity	+1 level of existing class
3	+1	+3	+0	+0	Improved Herbalism +3, Improvised Concoction	+1 level of existing class
4	+2	+4	+1	+1	Improved Herbalism +4, Plant Dowsing	+1 level of existing class
5	+2	+4	+1	+1	Improved Herbalism +5, Living Verdex	+1 level of existing class

level. It looks, smells, and tastes nothing like the true concoction it mimics. The delivery method is normally by ingestion. The number of rounds required to make a improvised concoction is equal to half the herb's trait rating, rounded down, with a minimum of one round. You may do this a number of times per day equal to your wylderwitch level.

Plant Dowsing (Su): Allows you to call upon your instincts to discover a unique instance of a plant with the traits and trait ratings you require — regardless of environmental conditions — just so long as the area contains flora of some sort. More often than not, you discover a mutated strain of an already known plant that just happens to possess the trait(s) you seek. Or, perhaps, you find a completely different, yet similarly mutated, plant that also has said traits. Whatever the reason, your dowsing occurs within a one-mile radius of your starting position and takes a number of hours equal to the number of traits you seek. The maximum number of

traits you may discover in a single plant is equal to your wylderwitch level. You may use this ability once per day.

Note: If you're in a plant's native habitat, but you don't know a specimen's location, you may also use this ability to find a non-mutated form of it. As such, the plant's trait ratings are unchanged from their normal values. You may use the Plant Dowsing ability in this manner at will.

Living Verdex: If you have the Plantbind feat, then this ability lets you bind a spell to a plant while it's still alive and rooted in the ground (or pot, for that matter). After a plant has been so enchanted, any verdex removed from it without killing the plant will grow back normally but enchanted by the same spell. The number of times a plant may regenerate a verdex is equal to one plus your Wisdom modifier, with a minimum of one if you have a zero or negative rating. The material expense for this procedure is one-third the cost for creating a normal verdex of similar capacity; the XP cost for doing it, however, is double the normal cost but paid only one time, when the living verdex is enchanted.

HERBALISM FOR NPC CLASSES

The NPC specializing in herbalism uses the arcane healer NPC class found on page 10. The NPC herbalist is nowhere near as knowledgeable as the player character who adopts one of the prestige classes based on the skill. Everyday life for the average non-adventuring person is a hard one, effectively curtailing the time he can spend studying, researching, and experimenting with herbs. Often, NPC herbalists make another profession their primary calling in life, supplementing their income with herbalism while they make ends meet doing something else. This is not to say they aren't useful, though: NPC herbalists often provide player characters with welcome, much needed services, especially in remote locations that may not have an abundant population of spellcasters.

Magically inclined NPCs might also specialize in herbalism as a part of their magical training, emphasizing the mystical aspects of the art rather than the mundane.

These hedge magicians are akin to witches and warlocks of popular folklore, though they're not necessarily wicked and ugly.

GRIGOR THE APOTHECARY

3rd-Level Human Adept/5th-Level Arcane Healer

CR 2; SZ M (humanoid); HD 3d6+5d4, 26 hp; Initiative +0; Spd 30 ft.; AC 10; Attack melee +1 (1d4/crit 19-20/x2, dagger), or ranged +3 (1d4/crit 19-20/x2, dagger); Face 5 ft. by 5 ft.; Reach 5 ft.; AL NG; SV Fort +2, Ref +2, Will +7; Str 7, Dex 10, Con 10, Int 19, Wis 16, Cha 12

Skills: Alchemy +10, Concentration +6, Craft (book-binding) +5, Craft (calligraphy) +8, Craft (cooking) +5, Craft (tattooing) +7, Heal +9, Herbalism +17, Knowledge

(arcana) +10, Knowledge (heraldry) +6, Knowledge (plants) +8, Knowledge (history) +10, Search +5, Scry +6, Spellcraft +5, Wilderness Lore +5

Feats: Brew Potion, Craft Wondrous Item, Empower Spell, Extend Spell, Scribe Scroll, Skill Focus (Herbalism)

Languages: Common, Draconic, Dwarven, Elven, Gnomish, regional dialect

Thirty years ago, a local wizard took a seven-year-old Grigor under his wing when he noticed, during an assault on the youth by a gang of vicious thugs, that the boy exhibited a talent for magic. After the exchange played itself out, he decided to adopt the boy as his apprentice. As the years passed, Grigor's interest in magic waned. He finally took his leave of his master in order to set himself up in the city as a scribe for hire, penning missives for the illiterate, illuminating tomes for the scholarly, and generally making money from his ability to read and write. One day, he happened upon a weather-beaten copy of *Baird's Bountiful Botanical*, the *de facto* authority on the plant kingdom. He was immediately captivated, and ever since has dedicated his life to the herbalism profession; he opened a small shop in town, and lives on the second floor while growing some of his stock on the third-floor roof. Over the years, people from all

walks of life have come to him for herbal remedies and unique magical concoctions.

Grigor the Apothecary can be found in his shop most of the time. Every two weeks or so, he takes off to the country for three days to collect the herbs that he can't grow himself. Once a year, he takes a month-long sabbatical to the capital city to stock up on rare, exotic herbs from lands he can only dream of visiting.

Adept Spells: (3/2)

0 Level — *detect magic, mending, read magic*

1st Level — *comprehend languages, endure elements*

Arcane Healer Spells: (3/2/2)

0 Level — *cure minor wounds, detect poison, purify food and drink*

1st Level — *cure light wounds, delay poison*

2nd Level — *cure moderate wounds, lesser restoration*

Possessions: 164 gp, decent clothes, +1 redwood mortar, porcelain pestle, herb pouch, 1 tin of realgar, 1 tin of lapis infernalis, and 2 tins of white vitriol

Tools of the Trade

The following is a sample of the tools available to herbalists for preparing concoctions and verdexes. Note that many of these tools provide Alchemy check bonuses, as well as those for Herbalism.

Magical versions of the tools provide an Herbalism or Alchemy check bonus anywhere from +1 to +5, in addition to any special enchantments they might possess (see below for examples of these). Masterwork tools provide a bonus of +2 to an Herbalism or Alchemy check, but this doesn't stack if multiple tools of similar quality are used; if masterwork tools are used in conjunction with magical tools, then only the highest bonus applies.

In order to make magical tools, you must have the Craft Wondrous Item feat as well as the appropriate Craft skill, such as Craft (pottery) or Craft (glassblowing). You must also have a spellcaster level at least three times higher than the intended enchantment bonus. The enchantment bonuses given below apply only to Herbalism or Alchemy skill checks, and then only if the tool bearing said bonus is used in making an herbal concoction or an alchemical solution. The cost for making such an enchanted tool or alchemical solution is equal to one-third of the item's normal price plus the enchantment bonus cost listed in the next column.

Alchemical solutions and substances designed to aid the herbalist in awakening plant material — like algaroth powder or blue vitriol — are not enchanted in the same manner as tools. Standard versions can be made by anyone with even one rank in the Alchemy skill, but special, magical ver-

Enchantment Bonus Costs

Minor	Medium	Bonus	Cost
01-35	—	+1	+20 gp
36-75	01-05	+2	+80 gp
76-95	06-35	+3	+180 gp
96-100	36-75	+4	+320 gp
—	76-00	+5	+500 gp

sions of these chemicals are the province of alchemists, and may be made if one meets the following requirements: Alchemy 10+ skill ranks, Herbalism 5+ skill ranks, Brew Potion feat, and a spellcaster level at least three times higher than the intended enchantment bonus. Enchantments placed on these substances give a +1 to +5 bonus, as above, to creating concoctions with the specified plant traits for that solution.

ALEMBIC, EXHALATION

This complex device is a combination of metal presses, filters and centrifuges, and glass tubes, beakers and bulbs. It confers a +2 circumstance bonus for both Alchemy and Herbalism checks when making vaporous substances and concoctions. By default, all apothecary's and alchemist's labs have these, the bonuses from which do not stack with this one. Failing an Alchemy or Herbalism check while using an alembic cracks and ruins the vessel. Masterwork alembics, however, do not crack upon a failed check.

Item	Cost	Weight
Alembic, exhalation	54 gp	13 lbs
Alembic, gradation	45 gp	16 lbs
Alembic, incorporation	46 gp	15 lbs
Alembic, liquefaction	50 gp	12 lbs
Alembic, restinction	50 gp	16 lbs
Algaroth powder	2 gp	5 ounces
Apothecary's lab	300 gp	75 lbs
Awl, flesh	4 cp	1 ounce
Awl, obsidian	25 gp	1 ounce
Awl, tattooing	7 sp	1 ounce
Blue vitriol	3 gp	7 ounces
Cadmia	2 gp	4 ounces
Calligraphy quill	3 sp	1 ounce
Caustic potash	2 gp	3 ounces
Chef's kitchen	70 gp	150 lbs
Glass rod	1 gp	1 ounce
Green vitriol	3 gp	7 ounces
Herb pouch	5 sp	1 lb
Herb tin	8 sp	5 ounces
Horn silver	4 gp	4 ounces
Ink, invisible	10 gp	1 ounce
Ink, lunar	15 gp	1 ounce
Ink, scented	10 gp	1 ounce
Ink, simple	8 gp	1 ounce
Inkpen, Gnomish	60 gp	2 ounces
Lapis infernalis	7 gp	3 ounces
Lead sugar	2 gp	6 ounces
Mortar, porcelain	2 sp	8 ounces
Pestle, porcelain	1 sp	4 ounces
Pomander	5 gp	6 ounces
Realgar	2 gp	3 ounces
Serpent bile	4 gp	5 ounces
Spiritus fumans	8 gp	2 ounces
Tin salt	3 gp	6 ounces
Verdigris	2 gp	5 ounces
Vial	1 gp	1 ounce
White vitriol	3 gp	7 ounces

ALEMBIC, GRADATION

This combination of glass tubes, isolation chambers, and hand-driven pumps assists the herbalist in making topical concoctions from both solids and liquids. It is designed to purify substances and herbal material over many stages. It confers a +2 circumstance bonus for both Alchemy and Herbalism checks when making ointments, salves, and other skin-based oils. By default, all apothecary's and alchemist's labs have these, the bonuses from which do not stack with this one. Failing an Alchemy or Herbalism check while using an alembic cracks and ruins the vessel. Masterwork alembics, however, do not crack upon a failed check. (See page 88 for creation information.)

ALEMBIC, INCORPORATION

This device is an odd hybrid of three camp ovens (small iron pots sealed with a thick iron lid, which are often buried in camp fires in order to bake certain foods), five alchemist wicks (extremely hot, long-burning candles used to heat substances), and a couple of glass troughs. It is designed to combine substances and/or processed plant material. It confers a +2 circumstance bonus for both Alchemy and Herbalism checks when making comestible substances and concoctions. By default, all apothecary's and alchemist's labs have these, the bonuses from which do not stack with this one. Failing an Alchemy or Herbalism check while using an alembic cracks and ruins the vessel. Masterwork alembics, however, do not crack upon a failed check. (See page 88 for creation information.)

ALEMBIC, LIQUEFACTION

A liquefaction alembic is a series of increasingly smaller glass bulbs embedded within one another, and connected by a convoluted network of copper tubes. It turns solid material (which is placed in the centermost bulb by means of a special hatch) into a liquid, which is ideal for herbalists and alchemists to make into concoctions and other potables. It confers a +2 circumstance bonus for both Alchemy and Herbalism checks when making liquid (or potable) substances such as *aqua vitae* (page 9), or concoctions. By default, all apothecary's and Alchemist's labs have these, the bonuses from which do not stack with this one. Failing an Alchemy or Herbalism check while using an alembic cracks and ruins the vessel. Masterwork alembics, however, do not crack upon a failed check. (See page 88 for creation information.)

ALEMBIC, RESTINCTION

This device is a copper brazier, suspended over which is a leaded glass sphere with hatches at the top and bottom and a dizzying array of filtering tubes, pipes, and ancillary bulbs. Three hand-pumped bellows feed into the brazier. It is designed to heat substances to perfection, at which time an exalting liquid is added to quench it, resulting in a fine powder after sitting over night. It confers a +2 circumstance bonus for both Alchemy and Herbalism checks when making powders. By default, all apothecary's and alchemist's labs have these, the bonuses from which do not stack with this one. Failing an Alchemy or Herbalism check while using an alembic cracks and ruins the vessel. Masterwork alembics, however, do not crack upon a failed check. (See page 88 for creation information.)



ALGAROTH POWDER

Algaroth powder is antimonious oxychloride, which is generally used by herbalists for creating concoctions from the following plant traits: blightpurge, ebbwither, quickenrot, and rotguard. One vial contains enough for 10 uses. A person may make this substance using the Alchemy skill (DC 14).

APOTHECARY'S LAB

An apothecary's lab contains every tool an herbalist could ever desire for processing plant material, such as filters, mortars, pestles, clockwork devices, and innumerable chemical solutions. Using the lab, the herbalist gains a +2 circumstance bonus to Herbalism checks when creating concoctions. Without it, a character with the Herbalism skill must have at least a mortar and pestle to use the skill, but doesn't get the +2 bonus that the lab provides. Because apothecary labs are a collection of tools, there are no enchanted versions, though separate enchanted tools may still be used in conjunction with them.

AWL, FLESH

Similar to a tailor's awl used for drilling holes in leather or hide goods, the flesh awl is used most often for piercing a patient's skin so that a remedy might be administered through the blood. It's made from either bone or hard

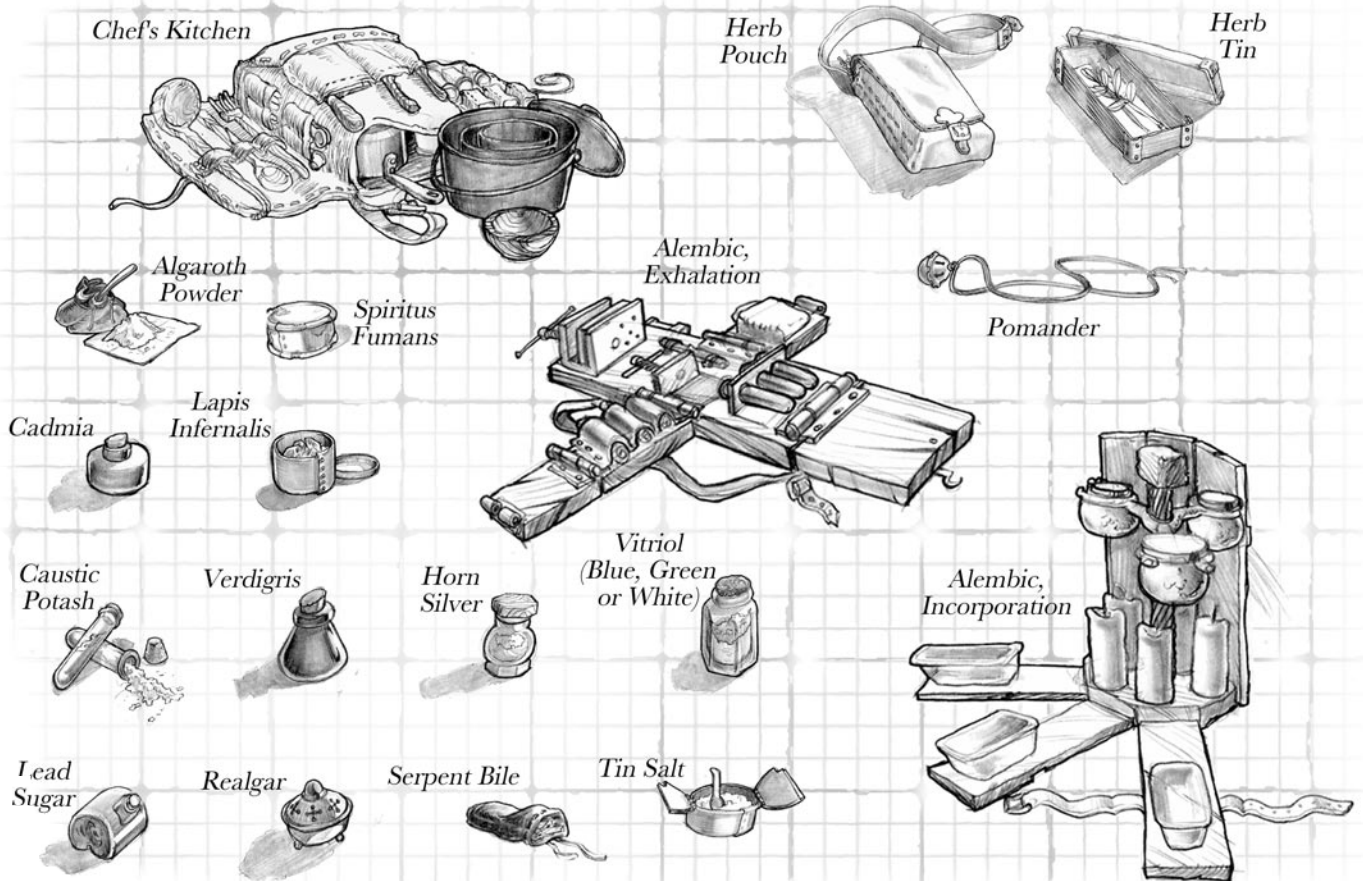
wood, is approximately six inches long, and is less than half an inch wide at the top, with a sharp, tapering point at the bottom. Using it causes one point of damage to the patient.

AWL, OBSIDIAN

An obsidian awl is identical in function to the flesh awl, but instead of hardwood it is crafted from obsidian. The benefit to using it is that it produces a much finer, more controlled cut, giving a healer a +2 bonus, as if he were using a masterwork awl. Unfortunately, obsidian is very fragile and will break on any Heal skill check that results in a natural roll of 8 or less.

AWL, TATTOOING

This awl is an incredibly thin, and sharp, needle usually handcrafted from hardwood or, more frequently, forged from the slag that accumulates in iron foundries. It is hollow, allowing for the insertion of ink so that the tattoo artist might then inject it into the lower layers of a person's skin. Tattooing awls wear out very quickly, especially on big jobs, and so must be replaced constantly. A tattooing awl is required to give the best chance of success when using the Craft (tattooing) skill (see page 190). If improvised tools are used instead, the check is made with a -2 circumstance penalty. On the other hand, a masterwork tattooing awl provides a +2 circumstance bonus.



BLUE VITRIOL

Blue vitriol is cupric sulphate, which is often used by herbalists for manipulating plant material that possesses the agitant, coldsweat, readfah, and readheal traits. One tin contains enough for 10 uses. A person may make this substance using the Alchemy skill (DC 12).

CADMIA

Cadmia is made from zinc carbonate, and is often used by herbalists for manipulating the plant traits passionfire and slakelust. One container contains enough for 10 uses. A person may make this substance using the Alchemy skill (DC 12).

CALLIGRAPHY QUILL

This instrument is a simple, sometimes feathered, quill for writing calligraphy; it is almost just like an inkpen, except fancier and more debonair. Its special, flattened point lends itself to this particular writing style, unlike a regular inkpen; those making a Craft (calligraphy) check (see page 202) without an instrument of this type takes a -2 circumstance penalty. On the other hand, a masterwork calligraphy quill provides a +2 circumstance bonus.

CAUSTIC POTASH

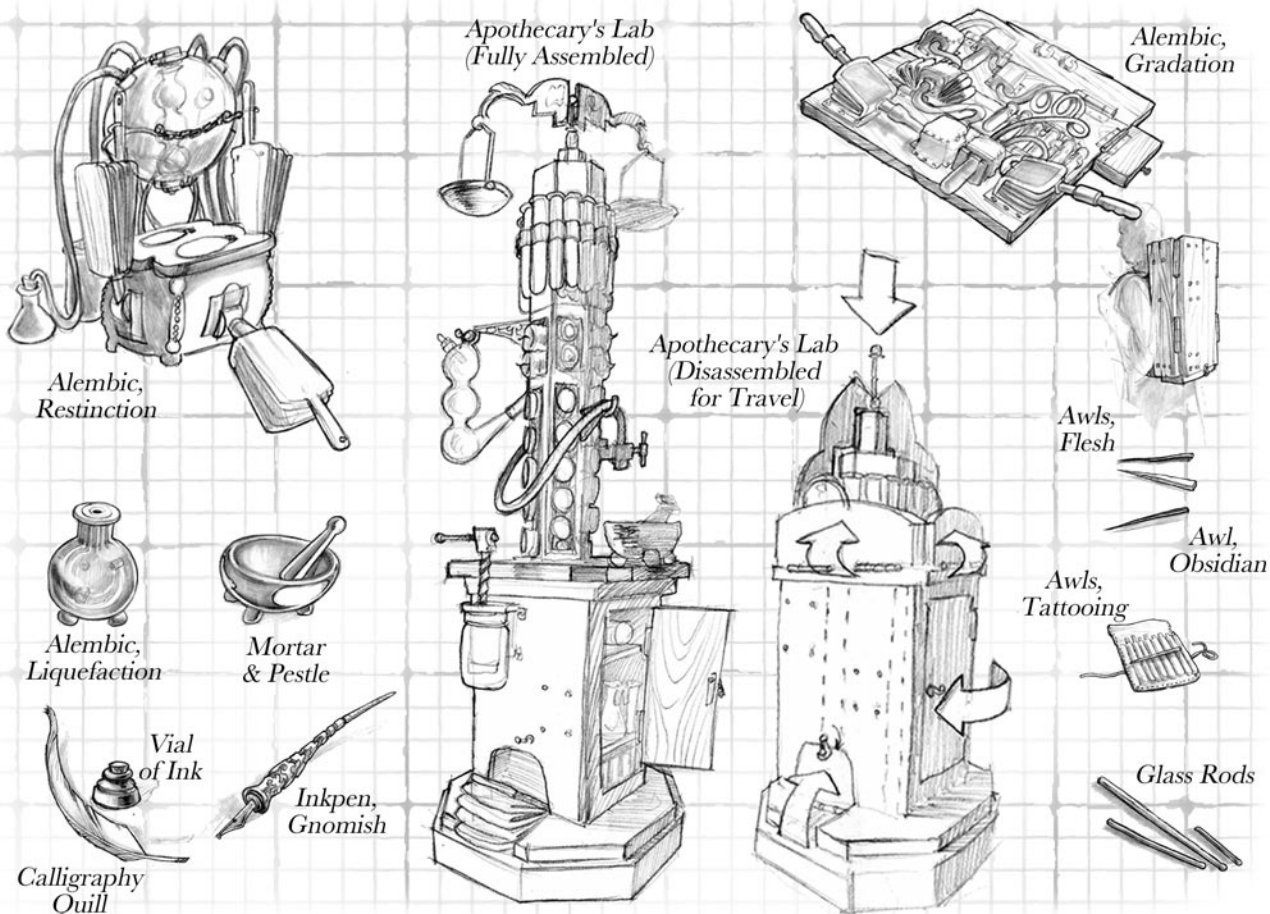
A combination of potassium hydroxide and lime, caustic potash is often used by herbalists for manipulating plant material that possesses the enchanted and antimagic traits. One tin contains enough for 10 uses. A person may make this substance using the Alchemy skill (DC 13).

CHEF'S KITCHEN

A chef's kitchen contains every utensil a chef could ever want for preparing basic dishes, such as pots, pans, broth spoons, chopping knives, and so on. Without a kitchen, a character with the Craft (cooking) must improvise tools, and so takes a -2 penalty to his skill check. Using a masterwork kitchen, the chef gains a +2 circumstance bonus to Craft (cooking) checks when cooking dishes. Because kitchens are a collection of tools, there are no enchanted versions, though separate enchanted tools may still be used in conjunction with them.

GLASS ROD

Glass rods range in size from approximately 2 inches in length and $\frac{1}{4}$ inch in diameter, to almost 3 feet in length and $\frac{1}{2}$ foot in diameter. They are used for mixing substances. Glass by its very nature is inert, having no effect on the substances it makes contact with, and its semi-friction-



less surface prevents many concoctions from sticking to it. Tiny glass rods double as droppers for remedies that require infusion into the eye.

GREEN VITRIOL

Green vitriol is ferrous sulphate, which is often used by herbalists for manipulating plant material that possesses the freethan, lure, repellent, and wormscourge traits. One tin contains enough for 10 uses. A person may make this substance using the Alchemy skill (DC 10).

HERB POUCH

This pouch is made from leather or hides, and is used for carrying herbs and tools. Inside, the pouch is divided into separate compartments and sub-pouches, which allow an herbalist to segregate the different materials placed within. Normally, herb pouches can hold about 1 pound of plant material, though they may be smaller or larger, tailored to an individual's taste.

HERB TIN

An herb tin is an aluminum tin used for storing dried herbs, to keep them safe from contamination as well as preserve them longer. These come in a variety of sizes and shapes, their price increasing by 2 sp for every additional 5 ounces they store beyond the first five.

HORN SILVER

Horn silver is silver chloride, which is generally used by herbalists for creating concoctions from the following plant traits: brokelung, feverglow, feverthaw, and lungwort. One vial contains enough for 10 uses. A person may make this substance using the Alchemy skill (DC 14).

INK, INVISIBLE

This special type of ink seemingly evaporates within minutes of application. But when the parchment that contains it is heated up, it becomes permanently visible again. Spies often use it to embed secret communiqués within other pieces of mail. A person can make this ink using the Herbalism skill (DC 15).

INK, LUNAR

Lunar ink is another type of invisible ink that only becomes visible by the light of the moon, appearing as silvery, iridescent light upon the parchment. A person may make this ink using the Herbalism skill (DC 25). It is favored by poets in the Elvish cultures.

INK, SCENTED

Identical in all regards to normal ink except that it has a permanent, perfumed scent, scented ink can be made using the Herbalism skill (DC 12).

INK, SIMPLE

Normal, everyday, ordinary ink, used for writing, painting, or even tattooing, can be made using the Herbalism skill (DC 5).

INKPEN, GNOMISH

Identical in function to a normal inkpen, a Gnomish inkpen is made from pure mithril and emblazoned with incredibly detailed, ornate relief images. It can hold within it one ounce of ink, allowing a scribe to write for some time before he must refill it. Adventuring cartographers don't go anywhere without their Gnomish inkpens. For an additional 30 gp, one may purchase a version of the pen that holds three ounces of ink, compartmentalized into three chambers to allow for different colors.

LAPIS INFERNALIS

Lapis infernalis is made from silver nitrate, and is often used by herbalists for manipulating the pigment plant trait. One container contains enough for 10 uses. A person may make this substance using the Alchemy skill (DC 15).

LEAD SUGAR

Lead sugar is lead acetate, which is often used by herbalists for manipulating plant material that possesses the picweyn and weyn traits. One tin contains enough for 10 uses. A person may make this substance (DC 10) using the Alchemy skill.

MORTAR, PORCELAIN

This deep bowl is used in conjunction with a pestle to grind plant material. Porcelain mortars are the most common, despite their fragility. This, combined with the pestle, is one of the most common tools in an herbalist's inventory, and is the minimum amount of equipment required to perform an Herbalism check.

PESTLE, PORCELAIN

This small, bulbous rod is used in conjunction with a mortar to grind plant material. Porcelain pestles are the most

common, despite their fragility. This, combined with the pestle, is one of the most common tools in an herbalist's inventory, and is the minimum amount of equipment required to perform an Herbalism check.

POMANDER

A pomander is a small, round metal container that holds a ball of herbs. Worn about the neck, waist, or wrist, it provides a +2 circumstance bonus to saving throws against diseases and poisonous gases. The herbs stay fresh for about a week, after which they must be replaced at a cost of 3 gp.

REALGAR

Realgar is arsenic disulphide, which is generally used by herbalists for creating concoctions from the following plant traits: apir, exapir, bileflow, and gutlock. One vial contains enough for 10 uses. A person may make this substance using the Alchemy skill (DC 13).

SERPENT BILE

Serpent bile is a reddish-yellow substance made from sulphur crystals and slaked lime, often used by herbalists for manipulating the plant traits bloodthick, bloodthane, drilunal, and lunal. One container contains enough for 10 uses. A person may make this substance using the Alchemy skill (DC 14).

SPIRITUS FUMANS

Spiritus fumans is made from antimony trichloride, and is generally used by herbalists for manipulating plants with the

dreamstyre and euphoric traits. One container contains enough for 10 uses. A person may make this substance using the Alchemy skill (DC 15).

TIN SALT

Tin salt is made from hydrated stannous chloride, and is generally used by herbalists for manipulating plants with the achebane, allheal, allblight, and heallac traits. One container contains enough for 10 uses. A person may make this substance using the Alchemy skill (DC 12).

VERDIGRIS

Verdigris is copper acetate, which is generally used by herbalists for creating concoctions from the following plant traits: birr and onslap. One vial contains enough for 10 uses. A person may make this substance using the Alchemy skill (DC 12).

VIAL

Made from either ceramic or glass, vials come in a variety of sizes and shapes. They hold liquids or, in unusual instances, gases, and have a stopper of some kind blocking the mouth.

WHITE VITRIOL

White vitriol is a common solution made from zinc sulfide, and is frequently used by herbalists for manipulating the counterpoison, ofslaen, poison, shivertog, and spinewrack traits. One vial contains enough for 10 uses. A person may make this substance using the Alchemy skill (DC 15).

NEW MAGICAL TOOLS

Minor	Medium	Specific Tool	Cost
01-30	—	Dimorphic Stopper	50 gp
31-60	—	Angel's Caress	175 gp
61-90	01-10	Alchemist's Rod	330 gp
91-100	11-60	Beatific Beaker	600 gp
—	61-80	Bonegrinders	2,000 gp
—	81-00	Medicine Pouch	5,460 gp

ALCHEMIST'S ROD

This small glass rod glows different colors when different substances touch it, making it extremely useful for identifying

unknown concoctions. Each rod can identify up to three discrete substances, which are determined at the time of creation.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, Alchemy 5+ ranks, *identify*; *Market Price:* 330 gp; *Weight:* 1 oz.

ANGEL'S CARESS

The enchanted flesh awl causes no damage to the patient's body, inserting itself seamlessly through the patient's skin; it is hollow and open at both ends so a concoction can be administered through its center. The awl is able to pass through any material with a Hardness of 8 and lower as it would pass through air, but is primarily used on flesh.

Caster Level: 1st; *Prerequisites:* Craft Wondrous Item, *cure minor wounds*, *mending*, *obscuring mist*; *Market Price:* 175 gp; *Weight:* 1 oz.



BEATIFIC BEAKER

This magical jar can convert a solid, liquid, or gaseous substance into other forms, and vice versa. A popular legend about this type of beaker relates how the legendary herbalist Byron B. Baird once eradicated a coven of obnoxious vampires by tricking them into gaseous form and then turning them into blood once he'd trapped them inside it.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, polymorph other; *Market Price:* 600 gp; *Weight:* 4 oz.

BONEGRINDERS

This mortar and pestle pair is made from finely crafted bone, with the mortar made from a human skull and the pestle carved from a human tibia. An herbalist who uses the bonegrinders to create a necromantic verdex gains a +2 bonus to the spell's DC to resist (if applicable).

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *enervation*, *gentle repose*; *Market Price:* 2,300 gp; *Weight:* 1 lb.

DIMORPHIC STOPPER

At first the *dimorphic stopper* resembles any other cork stopper, but it has been enchanted to fit any size vial open-

ing. This item functions as per the spells *enlarge* and *reduce*, but only as they apply to the cork, and cast as if by a 3rd-level wizard. The cork requires a separate command word for each function, which when spoken causes it to enlarge or shrink to fit the selected opening, but within the size limits dictated by the spells. The transformation occurs over three rounds with an effectively *permanent* duration (until the command words are spoken again).

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *enlarge*, *reduce*; *Market Price:* 50 gp; *Weight:* 3 oz.

MEDICINE POUCH

This common herb pouch used in northern plains cultures has been enchanted to create concoctions from whatever herbs are placed inside it, as long as they match the proportions described in the recipe, but at $\frac{1}{3}$ of the time required and at zero raw materials cost. The concoctions usually come out in solid form, as a bland, taupe-colored paste that must be ingested to have the desired effect. The pouch cannot process some concoctions that have unique forms or delivery methods.

Caster Level: 10th; *Prerequisites:* Craft Wondrous Item, *fabricate*; *Market Price:* 5,460; *Weight:* 2 lbs.

Adventure Seeds

These adventure seeds are designed to help the GM integrate the tradition of herbalism into your game.

TEARS OF BLISS

Six months ago, a young noblewoman named Lady Betrina of Aisling Hold fell ill when in town for the bi-annual Festival of Flowers. For five days she lay in bed, swollen, itchy, puffy-eyed, and gasping for breath. She was utterly consumed with allergy.

Her lady-in-waiting Alyce fetched the one of the many wylderwitches attending the festival to treat her mistress. The witch with whom she returned was a foreign woman named Kalia — a tall, high-cheek-boned beauty with tightly braided ropes of hair hanging past her waist, colorfully exotic clothing, and smooth black skin two shades lighter than the night sky.

Kalia, in accented and broken Common, examined Betrina, quickly determining the cause of the allergy to be a rare plant that generally only grows on a faraway continent. She had obviously been exposed to it during

her trip to the Festival of Flowers. The only treatment for the allergy was to administer the poison made from the plant, along with the antidote. However, doing so was exceptionally dangerous. It would be best, she said, to lie in bed for a week and let the allergy run its course.

Betrina, stubborn and headstrong in a way only nobles have the capacity to be, told Kalia to procure the treatment, despite the cost, and administer it immediately. The noblewoman had an important court function to attend the following evening and would rather die than miss it. Kalia nodded mutely, and left to buy the medicines from the woman she knew to have brought samples of the plant to the festival. Who was she to argue with this land's nobles? Besides, she'd make more from this one sale than she would all week, even if she had to split it with another wylderwitch.

That night, Kalia returned with the two bottles of concoction. The first, she told Betrina, whose airways had become so swollen she could barely speak, much less breathe, was *dragon tears*, a deadly poison that would kill slowly and agonizingly (see page 180). The second, she continued, was the antidote *dragon milk*, which would annul the poison's toxins but not its plant-specific anti-allergen effect (see page 180). She also warned Betrina of other side effects that the poison would

induce, though by the end of the night her allergy would be gone. Finally, she administered the antidote.

Betrina experienced bliss. Her eyes turned black while her head swam with hallucinations. Kalia left the other woman to her ecstasy, and the following day Betrina's allergy subsided. When she discovered her eyes had changed, she was at first horrified. Soon, however, her craving for the *dragon tears* overrode every other feeling. Kalia had known this would happen, so had left Alyce with enough toxin and antidote to last a week. She had also left the name of a local witch who could make the drugs, but because she had some small shred of conscience, Kalia had also told Alyce how she could break her mistress' deadly addiction.

Today, Betrina is still addicted to *dragon tears*. As it is such an expensive habit, she had no recourse but to introduce it to her friends and associates, pocketing a third of the money she charged them and using the remainder to procure fresh supplies of the drug. They don't know from whom she gets the drug and its antidote, nor do they care, since it has turned their lives into sheer bliss.

Unfortunately, the nobles' preoccupation with getting high has begun to affect the city quite detrimentally. Trade negotiations with other cities and towns have fallen by the wayside, laws aren't being enforced, and the city coffers are being drained by certain members of the burgher's council for "personal projects." The chief burgher has discovered that fully two-thirds of the region's nobles are addicted to the drug, but he doesn't yet know who is supplying them with it.

The burgher does the only thing he can do: he hires a group of adventurers to find out what's going on and put a stop to it, hopefully at the end of their formidable swords.

HERBAL WARFARE

Deep in the forests away from civilization lives a treant guardian by the name of Coldsby Fallingwater. In his herb garden he grows almost every plant known to herbalists, and then some. He's a wise old creature, gruff and unfriendly towards outsiders, but a vast, if cranky, source of nature lore once a person gets in his good graces.

One person who has manage to win the treant over is Grigor the Apothecary, who happened upon Coldsby's woody abode quite by accident one day when taking a

new, previously unexplored shortcut back to town. Grigor was fascinated by the treant, and after many return visits managed to impress Coldsby with a gift of rare mulch imported from the eastern lands. Soon, their relationship developed into that of teacher and student.

A week ago, Coldsby's collection of fainne mushrooms (see page 184), the magic of which has lain dormant for many decades, reactivated. Seven beautiful fey knights emerged from the inter-planar portal the mushrooms generated. With a vicious swipe, their leader, a raven-haired seelie, wounded Coldsby. He and his knights left for the city, returning scant hours later with the unconscious body of Grigor in their arms. They stepped through the portal and disappeared, leaving the treant to die.

Fortunately, the ancient Coldsby was more resilient than that. Using the herbs at his disposal, he managed to heal himself. He doesn't understand why the knights took his student, but he is surprised to discover that he cares for the human more than he could have possibly imagined. He knows the fey to be capricious, whimsical, and very dangerous. As such, he will do what he can to pry his student away from their clutches.

This is where the adventurers come in. While *en route* someplace else, they stop in the woods to camp. That night, Coldsby emerges from the darkness to talk to them, begging them to help.

Or, alternatively, the treant comes into town, causing quite a disturbance with his presence alone. When the adventurers talk to him, either out of curiosity or because the authorities asked them to dispatch the tree-man, they hear his plight.

Should they agree to help him, Coldsby can show them the way through the portal, since he learned the magic required to open and close it from the unwitting and arrogant fey's own use of it. Once through the portal and in the land of the faeries, the adventurers eventually discover that a band of unseelie fey, after centuries of trying, managed to kidnap the famous and long-thought-dead herbalist Byron B. Baird from the Queen of the Seelie. Now, they're forcing him to create fantastic, otherworldly herbal concoctions for them to use in their eternal war against their brethren.

In reaction, the queen commanded her knights find her another mortal herbalist to similarly aid the seelie and help them steal her lover Baird back again from the cruel unseelie. However, the characters might prove an even better weapon in this battle of the brews.



MAGICAL IMAGINATION

Leogan stumbled to a halt and sagged over a tree. “Time,” the bard gasped, “I need time to think.”

Wyllan twisted to face her. “Now you think of thinking?” he demanded, wild wood echoing with the baying of hounds and horses’ whickering.

“I was discharging my duty!” Leogan drew up to her full height, pulling twigs from her orange hair. “The mail must go through.” She glared fiercely. Wyllan strode forward until they stood toe to toe. It was hard for Leogan to keep glaring with her neck craning up like that. She took an involuntary step back.

“You know the old saying, ‘Don’t kill the messenger?’” Wyllan whispered down to her. “Well, as I tried to tell

you, the lords of the Shining Horde have an older saying that’s very different.”

Something loud and large crashed into the thickets to Leogan’s left. Wyllan threw himself against her. The two escapees slammed against the tree, Wyllan’s grey-green cloak whirling over them both. Leogan gasped in the sudden warm darkness. The old ranger’s whiskers scratched her forehead. She heard the clinking of bit and bridle, a barking voice urging a horse onward, but the smell of earth and nettles — of Wyllan — crowded everything else out.

Eventually the ranger stepped away. He asked, “Have you thought enough now?”



Written by Adam Bank • Illustrated by Chris Seaman

"I," Leogan began. "Wait. Give me a damn minute." She pulled a long, gray hair out of her mouth — one of Wyllan's. She stared at it.

"Leogan?" Her eyes had lost their fire.

"We've been here before," she said.

"You mean, you and I, or ... "

"I mean we; the heralds."

Wyllan started. Then he closed his eyes, his frown deepening.

It's so much harder for him, Leogan realized.

"You're right," he said softly. "It's very far, but it's there, many generations in. This wood is there."

"One of the old roads ran by here," Leogan agreed. "If we can find it — even just an old wagon rut, I could ... "

"Wait," he said, pushing through the thicket's brambles, searching as somewhere in the greenery a familiar voice barked orders. "That horse hit something here; nearly tripped over it." Then his hand flew to his mouth to muffle laughter.

"What is it?" Leogan whispered, walking over. Then she saw, and gushed "I don't believe it! Thank heaven! How could we be so lucky?"

A squat, marble pedestal leaned into the scrub of creeping flowers and vines that had been trying, probably for centuries, to topple it. The top was rounded and worn, but the graven head was still visible.

Wyllan sighed, amazed. "The Shining Horde drove us straight to a herm!" He pulled off one green glove and brushed the pillar's smooth surface. "It still functions. Leogan, can it help you?"

She stood abreast to him and reached down, placing her delicate elfin hand next to his scarred leathery one. Something flowered in her mind and a host of foreign memories and images rushed behind her eyes.

As she stood concentrating, she asked, "Before you said, 'generations in.' What did you mean? What do you use as your memory palace?"

"My family tree," Wyllan answered. He wanted to say more, but a chorus of hunting dogs sounded close by. "Does it speak?" he asked urgently. "Can we go?"

"Yes," Leogan smiled. "Let's go."

In an instant and a rush of air, they were gone.

ORIGINS OF THE HERALDS

The Society of Heralds is an ancient bardic college dedicated to the preservation and perfection of the vanishing arts of magical memory and imagination. When mortal civilization was young, literacy was remarkably rare. Early wizards and priests guarded the knowledge of reading and writing — said to be a gift from the gods or the wisest of dragons — with their very lives. According to heraldic lore, the first mortal script was the language of magic, which could be read only with spells. Mundane scripts derive from these magic codes, and spellcasters would only teach literacy to those they deemed worthy — those who pledged loyalty and support. Orders of wizards and cults of priests were the true masters of the world in those days, because their domination of the arts and sciences was absolute.

When access to writing came at such a heavy price, a good memory was a cherished commodity. Mortal races relied on the oral tradition to pass stories, lessons, and laws from one generation to the next. Memory was also vital to politics and commerce. Those people who possessed an active imagination and a good mind for remembering details became bards, honored keepers of local lore, scholars of provincial law, and trusted emissaries of the nobility.

In these early days, the master bard and famous rhetorician Metrodorus invented the memory palace and founded the Society of Heralds.

THE POWER OF MEMORY PALACES

Metrodorus was an inventor of powerful techniques of memorization known today as **mnemonics**. A mnemonic is an imaginative memory trigger, like a quick rhyme, password, or visual image, that is easy to remember and reminds you of more complex information.

Metrodorus' great contribution was the memory palace. He taught his students to build an imaginary mansion in their minds, one room at a time. Each imaginary room was associated with a single memorization task: a passage from an epic poem. His students were to imagine each room's door marked with a memorable symbol, pattern, or image called a **locus**. Instead of trying to recall the entire passage, the student need only remember the locus associated with it, and stroll through the imaginary house in his or her mind to the proper door that unlocked the memory of the passage. Once "inside" a locus-room, a student could create sub-loci (such as imaginary furniture, people, or works of art). In this way, the daunting task of memorizing a poem with a thousand verses was broken down into discrete, easy tasks.



His students could use their palaces and loci to memorize anything with amazing detail. They went on to become famous chamberlains, able to recall a King's retinue, castle inventory, and accounts down to the last copper piece. The graduates from his school also became expert spies, absorbing every intrigue with lightning speed.

His greatest students, however, stayed with him to teach others and to further develop the memory palace to aid the bardic arts and collection of lore. To finance the school, apprentices were sent out to roam the lands and act as messengers for noble families and merchant houses. Thus, Metrodorus' college became known as the Society of Herald.

While out on their messenger rounds, however, apprentices were instructed to memorize all things they found interesting or useful along the way: bits of gossip, the best routes, strange stories, tricks of magic, the behavior of plants and animals, etc. The Society of Herald amassed a staggering amount of knowledge, both arcane and mundane. Over the centuries, the heralds moved from serving individual lords to helping build entire empires.

SIGNATURE PALACES

Although imaginary mansions are still a popular form of memory palace, every herald takes care to make his memory palace unique in some way. Different styles of imaginary buildings are the favorite form — such as libraries, towers, or even dungeons — because rooms are easily broken into loci. Other imaginary constructs also abound; a sculpture garden with statuary for loci, the zodiac with each sign acting as a locus, and the occasional the map of the cosmos with the planes of existence working as loci might all be used.

ORGANIZATION OF THE HERALDS

The spiritual heart of the heralds is the university/city of Ho Kepos. Ho Kepos grew up around the small villa where Metrodorus himself began teaching his bardic methods. He held lectures in the villa's garden, and Ho Kepos is reverently referred to as "the Garden" to this day. Ho Kepos not only enjoys international renown as a center of learning, but also straddles a river busy with trade. While political regimes rose and crumbled, Ho Kepos continued to prosper. The Garden now functions as an independent city-state, its Board of Masters acting as a sovereign body to a community of thousands. Although the Masters of Ho Kepos are a diverse bunch, with elfin wizards and even stranger sages in its

New Wondrous Item: HERM

*Herm*s are magical items used by heralds to store memories and spells. Only members of the heraldic wanderer prestige class know the secrets involved in creating them. Before beginning the process of creation, the herald must choose the caster level of the *herm*, up to a maximum of 6. Upon completion, the creator must spend an extra 100 XP per *herm* level to activate it. If a *herm* is physically damaged, it is rendered inactive. Herald's can only commune with active *herms*; see the heraldic wanderer prestige class for more on the powers of *herms*.

Using the Commune with Herm special ability, a heraldic wanderer touching the pedestal with her bare skin can spend a memory palace use and the associated Concentration check with a DC equal to 15 plus the level of the *herm* to Deposit Locus, Wander the Herm Palace, Deposit Spell, or Retrieve Spell; see the heraldic wanderer prestige class for more on these. Communion lasts as long a physical contact with the *herm* is maintained.

Because each herald's memory palace is unique, when communing with a *herm* or another object containing a memory palace, a heraldic wanderer can identify the creator of a particular locus by making a Bardic Knowledge or Heraldic Knowledge check with a DC of 15.

Caster Level: 1st – 6th; *Prerequisites:* Craft Wondrous Item, heraldic wanderer prestige class; *Market Price:* 1000 gp per caster level; *Weight:* immobile.

ranks, the position of Master Librarian is always reserved for a bard, and that bard is always the head of the Society of Herald.

Ho Kepos itself is home to only a handful of heralds, the group's inner-most members, who call themselves the College of Metrodorus. The College typically consists of the eldest heralds whose days of wandering are long behind them. While the Master Librarian is the titular leader of the heralds, the College directs the society's policies and performs the day-to-day necessities of running an international network of traveling lore-keepers. The Master Librarian's true duties to the heralds remain a mystery to all but the College itself. The rest of the heralds spend their lives on the road, either on specific missions for the College or adventuring.

HERMS

*Herm*s are carved marble columns rarely more than four feet high, emblematic statues of the Society of Herald. The top of the column is shaped to resemble a

head, the degree of artistry varying depending upon the *herm*'s creator. Heralds commune with them to submit memories to the Society of Heralds, access other memory palaces already submitted to it, store spells, and retrieve spells.

Herms dot towns, roads, and wildernesses where heralds remain active. In areas where the march of history has forced the heralds to retreat, locals have destroyed most *herms* out of superstition.

DUTIES OF INITIATES

Initiation into the Society of Heralds is straightforward: introduce yourself to a current herald and accompany him on his travels. Prove yourself a worthy companion, and the herald (or one with greater stature upon your friend's behest) will initiate you as a heraldic wanderer if you chose.

Heralds outside of Ho Kepos are duty-bound to travel. The bravest test their fortune through dangerous adventure. Others hire themselves out as neutral emissaries between warring communities or factions. Most, however, earn their keep as traveling messengers. They maintain a regular route over a dozen far-flung towns or cities, bringing news, humor, and mail.

Heralds are also sworn to memorize the noteworthy things they encounter while traveling or adventuring, reporting in once each year. The report can be made at Ho Kepos, to a fellow herald, or into a *herm*. Regardless, heralds must always commune with any *herm* they come across (unless there is an overriding emergency).

Finally, every five years from the day of their initiation, all heralds must make a pilgrimage to Ho Kepos itself and report directly to the College. Most often, the College will only seek to interview the herald, but it will occasionally send reporting heralds out on missions.

Heralds who are lax in their duties are denied initiation into the higher levels of the heralds.

NEW PRESTIGE CLASS: HERALDIC WANDERER

The ranks of heraldic wanderers are filled with bards who have chosen to focus on their roles as master storytellers and sages of folklore and legend. All heraldic wanderers maintain a memory palace within their minds — but they do not fully control or understand them. Heralds believe mortal minds spin memories from elemental shadow, and memory palaces are therefore quasi-real “places” or even extradimensional pockets within their minds. Whenever the character creates a new locus, that memory is added to her memory palace. Whenever the character undergoes initiation to a higher level, the character is given new tidbits of lore to memorize. Communing with *herms* also creates new additions to the imaginary structure. A heraldic wanderer's memory palace, then, contains information of which the character herself is not aware. This huge imaginary structure grants them the special abilities unique to heraldic wanderers, including the ability to bring ancient legends to a shadowy life.

Hit Die: d6

REQUIREMENTS

To qualify to become a heraldic wanderer, a character must fulfill all of the following criteria

Alignment: Any nonlawful

Skills: 8 ranks Concentration, 5 ranks Intuit Direction

Spellcasting: Must be able to cast arcane spells (usually as a bard).

Special: To increase in level (or earn a first level) in the heraldic wanderer class, the character must seek out a heraldic wanderer of higher class level to perform the proper initiation rites. Initiation rites of the heralds consist of intense sessions of interrogations, mental exercise, and memorization, lasting one week per the character's current class level. A character who has not fulfilled the duties of a herald will be denied initiation by members of the Society until he proves himself worthy.

CLASS SKILLS

The heraldic wanderer's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), Swim (Str), Tumble (Dex), and Use Magic Device (Cha, exclusive skill).

Skill Points at Each Level: 6 + Int modifier + 2 “dedicated”*

* In addition to the 6 + Intelligence modifier skill points a character earns when attaining a level in heraldic wanderer, the character also gains an additional 2 “dedicated” points that can be only spent in the Knowledge or Speak Language skills.



CLASS FEATURES

All of the following are class features of the heraldic wanderer prestige class.

Weapon and Armor Proficiency: A heraldic wanderer is proficient with all simple weapons and with one of the following weapons: longbow, composite longbow, longsword, rapier, sap, short composite bow, short sword, shortbow, or whip. Heraldic wanderers are proficient with light armor, medium armor, and shields.

Spells: A heraldic wanderer continues advancing in spellcasting ability based on her previous class, although more slowly. When a heraldic wanderer gains a new even-numbered level in the prestige class, the character gains new arcane spells known and spells per day as if she had also gained a new level in her previous, highest arcane spellcasting class. She does not acquire any special powers of her previous class, however. This essentially means that she adds half her level in heraldic wanderer to the level of the highest other arcane spellcasting class she already has, then determines spells per day, spells known, and caster level accordingly.

New Spells: The Society of Heraldry teaches the four bard spells invented by heraldic bards of old. When a heraldic wanderer gains a new even-number level, the character gains knowledge of one of these spells: at second level, the character learns *retracing the path*; at fourth level, the character learns *road tell*; and sixth level, the character learns *sail the road*; and at eighth level, the character learns *imago*. Similar to a cleric's domain spell slot, these heraldic bard spells are learned in addition to any "spells known" level limit. Casting these new spells requires the use of a spell slot for that day of appropriate level; if the character does not have a spell slot of sufficient level, the character cannot make use of her new spell knowledge until she does. The new spells are detailed in Appendix II; at the GM's option, these new bard spells may be unique to the Society of Heraldry or available to all bards.

Bardic Poetics: If they have the bard class, heraldic wanderers continue to gain new Bardic Music effects based on their score in the Perform skill. All new effects gained from skill points earned as a heraldic wanderer, however, can only be invoked through the recitation (or chanting) of poetics, not through the playing of a musical instrument. For example, as part of initiating into the next level of heraldic wanderer, Leogan raises her Perform skill to 9 and gains the Bardic Music effect of *suggestion*. She can only use the *suggestion* effect by reciting (or chanting) poetry. The magical or masterwork effects of musical instruments do not affect Perform checks of Bardic Music invoked with Bardic Poetics.

Use Memory Palace: Every herald automatically creates a memory palace as part of the initiation into the prestige class, and heralds rely on their memory palaces to perform the following class features: Heraldic Knowledge, Form Loci, Recall Locus, Commune with *Herm*, Heraldic Summoning, Conjure Shadow Locus, Teleport to Locus, and Ethereal Jaunt. Using a memory palace is a fatiguing activity that counts as a full-round action. A heraldic wan-

derer has a number of memory palace uses equal to his class level plus Constitution modifier per day (with a minimum of 1). To regain memory palace uses, the character needs a good night's rest. Spending a memory palace use requires a Concentration check unless stated otherwise. The DC of the check depends upon the class feature empowered by the use. At the GM's discretion, distractions can increase the DC of the Concentration check.

Heraldic Knowledge: At 1st level, a heraldic wanderer's memory palace contains the memories of her past travels and knowledge, those of other heralds, and mystical echoes of ancient heralds lost to time. The character can mentally wander her memory palace in search of clues to augment her own learning. By spending a memory palace use and making the associated Concentration check, the character can attempt the following spell effects:

DC	Effect	Description
15	<i>Tongues</i>	as per the spell; works only if another member of the Society of Heraldry knows or once knew the language.
20	Herald's intuition	unique effect; gain +2 circumstance bonus to one Knowledge check; bonus can be added to untrained Knowledge checks
25	<i>Commune</i>	as per the spell; the "deity" the character communes with is the sum knowledge of all heralds
25	<i>Commune with nature</i>	as per the spell; works only if a herald previously traveled the area
30	<i>Legend lore</i>	as per the spell
30	<i>Find the path</i>	as per the spell; works only if a herald previously traveled the area
35	<i>Vision</i>	as per the spell

Form Loci: At 1st level, by spending a memory palace use and making the associated Concentration check, the character can create a locus of an event, object, location, or person and place it in her memory palace. Creating a locus is a full-round action. For objects or creatures, the subject must be in full view (via actual sight or divination spells such as *scry*) while the locus is being created. For events, the character must witness the entire event, and then create the locus within a number of minutes after the end of the event equal to 10 + her Intelligence modifier. The DC of the Concentration check depends on the subject memorized (see table on opposite page).

The GM can increase or decrease the DC based on the complexity and familiarity (or lack thereof) of the subject at the GM's discretion. Different techniques are required to memorize writing, objects, creatures, events, and locations. For example, memorizing a heroic battle creates an "event" locus and does not create a "location" locus of the battlefield or "creature" loci of the combatants. The battlefield and each combatant would have to be memorized separately.

FORM LOCI TABLE

DC	Subject	Examples
15 + spellcaster level	Arcane spell*	<i>Fireball</i>
5 + number of minutes event lasts	Short event**	A single fight, a scene from a play
5 + (5 x number of hours event lasts)	Long event**	A long battle, all five acts of a play
10	Simple object	A stone, a plain dagger
15	Complex object	A tree, an ornate sword, a painting
15	Page of mundane writing	A letter, a short scroll
15	Person of same species	A paladin, a fishmonger
20	Creature of any species	An umber hulk, a horsefly
20	Simple location***	A house, a meadow, a single room
25	Complex location***	A small keep, a small dungeon
30	Entire non-magical text	An epic poem
35	Expansive location***	A city, sprawling dungeon, a forest

*To form a locus of an arcane spell, you must first identify a spell being cast or identify a spell that is already in place with a Spellcraft check. The locus must be made within a number of minutes after the spell's effect ends equal to 10 + your Intelligence modifier.

** Increase the DC by +5 if you partake in the event yourself. "Partaking in an event" requires taking an action or making a check during the event. For example, if you made a saving throw against a spell, increase the DC of the Concentration check to make a locus of the spell by +5.

*** You can only create a locus of areas you have fully explored (either physically or through divination spells) in a single day. For example, if you explore every room of a castle except its northwestern tower, the locus you create does not contain a northwestern tower or any indication that the tower existed. Once you have explored it, however, you can create a separate locus for the tower.

Recall Locus: At 1st level, recalling a locus from your memory palace is the first step of several greater powers of a heraldic wanderer. The character can only recall loci that she herself created. The "collective" memory palace of the heralds is only accessible through Heraldic Knowledge, above. Recalling one locus costs a memory palace use and requires that the associated Concentration check be made with a DC based on the length of time since the locus was formed or last recalled:

Time Since Formation/ Last Recollection	DC
Minutes (more than 10 min./ class level but less than 60)	5
Hours (less than 24)	10
Days (less than 7)	15
Weeks (less than 4)	20
Months (less than 12)	25
Years (less than 100)	30
Centuries or more	35

Locus recalling automatically lasts for 10 minutes/class level. The character can extend the duration of recall by spending one additional memory palace use for every extra hour of recalling. Extending the duration of a focus recalling is a special memory palace use that does not require a Concentration check.

While recalling, the character gains the following advantages concerning the subject:

Eidetic Memory: The character can envision the event, object, location, or creature in remarkable detail, to the point of revealing new information previously absorbed subconsciously. The character can make certain skill checks regarding the subject of the locus as if she were actually in the presence of the locus rather than just imagining it (see the chart on top of page 102 for a skill listing and loci types). These checks can reveal partially hidden details (such as a corpse hidden in some underbrush or the outline of a trap door), but not details totally isolated from the memory (such as the contents of closed chest). These "mental checks" take just as long as an actual skill attempt would.

For example, while attending a feast, Leogan makes a locus of the banquet hall. Later that evening, while relaxing in her guest quarters, Leogan wonders whether there were any hidden entrances to the hall. She recalls the banquet hall locus, spending a memory palace use and making a Concentration check with a DC of 10. Since she is a 6th-level heraldic wanderer, the locus of the hall will stay recalled for 60 minutes — just enough time for her to do a thorough search looking for secret doors. Taking 20 for a Search check, she mentally wanders through her memory of the banquet hall. Closely examining the southern wall in her mind, she finds two hinges and a trigger button painted to perfectly match the rest of the hall's wood paneling ... jackpot!



Eidetic Memory Table

Skill	Loci Type
Appraise	Object loci only
Decipher Script	Writing loci only
Search	Event or location loci only
Sense Motive	Creature loci only; only applies to motive at time creature was memorized
Spot	Event or location loci only
Spellcraft	Identify <i>glyph of warding</i> or <i>symbol</i> with <i>read magic</i> : any loci; Identify a spell being cast: event loci only; Determine school of magic in aura: object or creature loci; Identify materials created or shaped by magic: object, location, or creature loci; Understand a strange magical effect: object, location, or creature loci; Decipher a written spell without using <i>read magic</i> : writing loci

Mystic Memory: The character can cast certain spells and receive results as if she were actually present at the time the event/object/location/creature was memorized. The character must actually cast one of the following spells:

Spell	Loci Type
<i>Read magic</i>	any loci
<i>Detect secret doors</i>	Event and location loci only
<i>Detect thoughts</i>	Creature loci only; cannot be cast on creatures memorized as part of an event
<i>Locate object</i>	Location loci only; effective only if the object sought is within the memorized location
<i>See invisibility</i>	Event loci only

Other divination spells may be cast at the GM's discretion. Note that Mystic Memory cannot truly affect locations, objects, or creatures in the past. Only spells that improve the character's perception or understanding of the subject of the locus can be cast.

For example, while attending the feast, Leogan also takes the time to create a locus of the lord of the manor hosting the feast. The next day, she recalls the locus of the lord by spending a memory palace use and making a Concentration check of 15. While recalling the locus, she casts *detect thoughts* to learn what the lord was thinking during the feast. The GM rolls a saving throw for the lord, based on the NPC at the time the locus was made, and fails. The lord's surface thoughts at the time come across loud and clear: "I hope no one tastes the poison

... I hope no one tastes the poison ... I hope no one tastes the poison ...”

Maximum Familiarity: For spells that require familiarity with the spell's target, the character has the maximum familiarity possible with the subject of the locus.

Commune with Herm: *Herm*s are magic depositories of heraldic memories and magic, which can be communed with at 1st level. To commune with a *herm*, you must touch the pedestal with your bare skin and spend a memory palace use and the associated Concentration check with a DC equal to 15 + the level of the *herm*. Communion lasts as long as you maintain physical contact with the *herm*. While communing, you can:

Deposit Locus: Any locus recalled while communing with a *herm* is instantly deposited into the *herm*.

Wander the Herm Palace: You can wander the various loci deposited in the *herm*. This allows bards to make Bardic Knowledge checks boosted by the memories within the *herm*. “Ask” the *herm* a Bardic Knowledge question and make a Bardic Knowledge check with a bonus equal to the *herm*'s level. The *herm*'s “answers” are limited to the kinds of information a Bardic Knowledge check can reveal. At his discretion, the GM can rule that the *herm* does not contain helpful information.

Deposit Spell: You can “cast” a bard spell into a *herm* for later use by yourself or another heraldic wanderer. The number and level of spells a *herm* can store is determined by the *herm*'s level. A *herm* can hold a number of bard spells of a particular level equal to the *herm*'s level minus the spell level. For example, a 6th level *herm* can hold up to six 0-level spells, five 1st-level spells, four 2nd-level spells, three 3rd-level spells, two 4th-level spells, and one 5th-level spell. Depositing a spell costs a spell slot for that day of the appropriate level. For example, depositing *mirror image*, a 2nd-level bard spell, into a *herm* costs the character one 2nd-level spell slot for that day.

Retrieve Spell: The character automatically knows what spells (if any) are stored in the *herm*, whether or not she decides to retrieve them. To retrieve a spell, you must be of sufficient spell caster level to cast the spell. Unlike other bard spells, you do not need to know the spell in order to cast it. Retrieving a spell costs an additional memory palace use and a second Concentration check with a DC equal to 15 + the level of the desired spell. Retrieving a spell removes it from the *herm*. Once retrieved, you can cast the spell at any time on the same day by using an appropriate spell slot for that day. You can only cast the retrieved spell once. If you use up all your appropriate spell slots for that day before casting the retrieved spell, the spell is lost; it is also lost if you don't cast it before your spell slots renew for the next day.

Heraldic Summoning: This class feature requires that the character know at least one *summon monster* spell. Instead of reaching out to the other planes, the heraldic wanderer at 3rd level can choose to summon creatures from the heralds' collective memory palace. First, before making a heraldic summons, the character spends a memory palace use and makes the associated Concentration check with a DC equal to 18 + the *summon monster* spell's level. This counts as a free action. If successful, the herald performs the *summon*

monster spell as normal, but with two unique effects: choose a monster (or monsters) from the *summon monster* table with a level (or levels) three levels higher than the spell normally allows; the monster(s) summoned is a quasi-real creature woven from elemental shadow. For example, Leogan wants to cast *summon monster II* using Heraldic Summoning. She spends one free action, one memory palace use, and makes a Concentration check with a DC of 20. She can summon one shadowy creature from the 5th-level list, or 1d3 creatures of the same type from the 4th-level list.

The summoned creature gains the “Shadow” subtype. Shadow creatures have one-fifth the normal hit points (regardless of whether they're recognized as shadowy). They deal normal damage and have all normal abilities and weaknesses. Against an opponent that recognizes a such creatures as shadowy, however, such a creature's damage is one-fifth normal, and all special abilities that do not produce normal damage (in hit points) are only 20% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature's AC bonuses are one-fifth normal (so a +7 total bonus resulting in AC 17 would change to a +1 total bonus for a new AC of 11).

Those who succeed at their saves see the shadow conjurations as transparent images superimposed on vague, shadowy forms.

Conjure Shadow Locus: While heraldic summoning allows the character to *summon* a specific shadowy creature, at 5th level the character gains the ability to bring almost all of their loci to shadowy life, replicating creatures, objects, and spells. After a locus is recalled, you can bring the locus to life by spending a special memory palace use that does not require a Concentration check. Conjuring a shadow locus takes one action, and is a spell-like effect equivalent of a *shadow conjuration* spell, creating a quasi-real illusion of any creature or object currently recalled. Conjuring a shadow locus can also mimic recalled sorcerer/wizard conjuration spells up through 5th level. These conjurations are three-fifths (60%) as strong as the real things.

Teleport to Locus: At 7th level, you can *teleport* to a location you have memorized, as long as it has not changed too much since you memorized it. You must first recall the locus of your intended destination and then spend one special memory palace use that does not require a Concentration check. The spell effect transports the character to the designated destination. Distance is not a factor, but interplanar travel is not possible. The character can bring along objects and willing creatures totaling up to 50 pounds per heraldic wanderer level. As with all spells where the range is personal and the target is the character, the character need not make a saving throw, nor is Spell Resistance applicable to the character. Only other people brought along and magic objects held or in use (attended) receive a Will saving throw to negate and Spell Resistance.

Note: *Teleportation* is instantaneous travel through the Astral Plane. Anything that blocks astral travel also blocks teleportation.

To see how well the *teleportation* works, roll d% and consult the table on the following page.



	On Destination Target	Off Target	Similar Area	Mishap
Unchanged	01-97	98-99	100	—
Moderately changed	01-88	89-94	95-98	99-100
Significantly changed	01-76	77-88	89-96	97-100
No longer existent	—	—	0-60	61-100

Refer to the following information for definitions of the terms on the above table.

Destination: “Unchanged” is a location that has not changed since the locus was created. “Moderately changed” is a location where the interior has been modified. “Significantly changed” is a location where the surrounding structure has been altered, but not rendered unrecognizable. “No longer existent” is a location that has been destroyed or is no longer recognizable. For example, Leogan wants to *teleport* to the kitchen of a baron’s mansion. She formed a locus of the kitchen some sixth months ago. Since then, the baron has hired a new master chef. If the chef replaced the old staff and cookware, the destination would still count as unchanged. If the chef ripped out the old clay ovens and replaced them with brick, however, the kitchen would be “moderately changed.” If the new chef knocked down a wall to expand the kitchen, the destination would count as “significantly changed.” If the mansion had been destroyed as the result of a runaway grease fire, the destination would be considered “no longer existent.” Note that a Bardic Knowledge check might reveal if the location has been altered.

On Target: The character appears where the character wants to be.

Off Target: The character appears safely a random distance away from the destination in a random direction. Distance off target is 1d10 x 1d10 percent of the distance that was to be traveled. The GM determines the direction off target randomly, such as by rolling 1d8 and designating 1 as north, 2 as northeast, etc. If the character was teleporting to a coastal city and wound up 18 miles out at sea, the character could be in trouble.

Similar Area: The character winds up in an area that’s visually or thematically similar to the target area. Generally, the character appears in the closest similar place, but since the spell has no range limit, the character could conceivably wind up somewhere else across the globe.

Mishap: The character and anyone else teleporting with the character have gotten “scrambled.” The travellers each take 1d10 points of damage, and the GM rerolls on the chart to see where the travelers wind up. For each time “mishap” comes up, the characters take more damage and must reroll.

Ethereal Jaunt: At 9th level you can turn ethereal, but only in locations you have memorized. Before turning ethereal, you must first recall the locus of the location. Next, you must spend an additional special memory palace use, not requiring a Concentration check, to turn yourself and all the equipment on your person ethereal. This spell-like effect takes 1 action to perform, and lasts 1 round/level. Note that if you leave the area memorized in the locus for any reason, the effect automatically ends.

Master Librarian of Ho Kepos: There is only one 10th-level heraldic wanderer at one time, and he or she holds the chair of Librarian on the Board of Masters of Ho Kepos. No herald outside the College of Metrodorus knows the Master Librarian’s true abilities or duties — and rumors persist among lesser initiates that not even *they* know what the Librarian does. After all, whisperers point out, you can only be initiated into higher rites by a herald of greater station than your own — so who or what initiated the Librarian?

TABLE: HERALDIC WANDERER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Known/per Day
1	+0	+1	+2	+2	Bardic Poetics, Use Memory Palace: Heraldic Knowledge, Use Memory Palace: Form Loci, Use Memory Palace: Recall Locus, Use Memory Palace: Commune with <i>Herm</i>	—
2	+1	+1	+3	+3	New Spell: <i>retracing the path</i>	+1 level of existing class
3	+2	+2	+3	+3	Use Memory Palace: Heraldic Summoning	—
4	+2	+2	+4	+4	New Spell: <i>road tell</i>	+1 level of existing class
5	+3	+2	+4	+4	Use Memory Palace: Conjure Shadow Locus	—
6	+3	+3	+5	+5	New Spell: <i>sail road</i>	+1 level of existing class
7	+4	+3	+5	+5	Use Memory Palace: Teleport to Locus	—
8	+4	+3	+6	+6	New Spell: <i>imago</i>	+1 level of existing class
9	+5	+4	+6	+6	Use Memory Palace: Ethereal Jaunt	—
10					Master Librarian of Ho Kepos	

Adventure Seeds

TO CATCH A BARD

Rumors fill the rural inns and waysides of bards who have disappeared without a trace. Even the local tavern singer went missing just the other day, a tipsy patron says, on the road to Kelabais, the regional capitol — the same road that the PCs are traveling, of course.

Taking to the road the next day, the characters top the rise of a hill just in time to see a curious ambush. On the side of the road is the skull of a large animal mounted on top of a wooden pole; the skull abruptly begins to spin and emit a screeching racket. Suddenly, a woman appears out of thin air and collapses on the ground next to the contraption. Before the characters can react, two bruisers leap out of the underbrush and begin to tie her up. If left to their own devices, the burly men throw the stunned woman into the back of a wagon standing nearby, and one of them drives the horses off down the road while the other resumes his position in the undergrowth.

A spellcaster in the party might realize that the skull is a *clacker* — an arcane device designed to foil bards and heralds using the *sail the road* spell, which allows them to merge with roads and travel their lengths at amazing speeds. Usually *clackers* are used on tollways to enforce the collection of the king's due; when the road sailor pays the toll, he's generally allowed to continue on his way unmolested.

This *clacker*, however, is part of a network of traps set for traveling heralds by an evil loremaster whose pursuit of knowledge has gone beyond the bounds of sanity. By abducting heralds and forcing them to commune with an ancient *herm* he located from directions found in an eldritch tome, the sage hopes to learn the secret to accessing the device and so gain the stored knowledge of the ages kept within. The bards he's used in this way are now a liability, and are imprisoned in his manor until he can find a way to dispose of them.

The wagon driver will unknowingly lead the party directly to his employer if followed discreetly, and his companion left to guard the *clacker* can easily be intimidated into confessing the same information. The real question, though, is whether the corrupt loremaster is working alone, or if he's part of a larger cabal that might pose a real danger to the heralds.

ENVOYS FOR A NEW EMPIRE

Only the heralds remember the republic of Xemes. Over a thousand years ago, Xemes was a thriving city-state and wealthy patron of the early heralds. In its heyday, Xemes built many roads linking the diverse communities of the region. Some of the Old Roads are still used today, with local

New Wondrous Item: CLACKER

The *clacker* is a magic item that interferes with road sailing. A *clacker* consists of a three-foot-long wooden rod and the complete skull of a pack animal. The jawbone of the pack animal is buried beneath the road, and the rod is hammered into the road directly above the jawbone. The skull surmounts the rod. Whenever someone using the *sail the road* spell passes within ten feet of a *clacker*, the skull spins and emits a crackling claxon. The road sailor must make a Concentration check with a DC equal to 15 + the *clacker's* caster level. Failing this check ends the spell and stuns the sailor (and any creature accompanying her) for 2d6 minutes. If the rod is broken or ever uprooted from its initial spot, the *clacker* is ruined; many times protection spells are cast on *clackers* to keep road sailors from vandalizing them. If the creature is aware of the *clacker*, it can prevent the *clacker* from sounding the alarm by making a Reflex saving throw with a DC equal to 15 plus the caster level.

A variant on the *clacker* has a caster level of 13th and requires the *ethereal jaunt* spell as a prerequisite instead of *sail the road*; this kind of *clacker* sounds its alarm when an invisible or ethereal creature passes within ten feet of the *clacker*.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, *sail the road*; *Market Price:* 1,000 gp; *Weight:* 10 lbs, stationary.

warlords “taxing” travelers for the privilege of crossing their lands. Most are lost in the dense wilderness that covered Xemes territory when the republic collapsed. Insular villages carve out patches of dark-age civilization in these lands.

Recent years have seen the rise of the Shining Horde. Led by a brilliant king-priest and his barbarian/druid lords, the Horde swept in from distant lands to dominate the local political landscape. Provincial aristocrats and merchants see the Horde as merciless, uncouth, and a source of chaos and darkness. The heralds, however, believe the exact opposite. They see that these foreign lords are more interested in trade than plunder, and seek to rule, not to ruin. The Horde could be the beginnings of a new source of unity and empire — a new source of grand patronage, legends, and knowledge.

The heralds are sending envoys into the wilderness, trying to establish diplomatic relations with the Shining Horde. The College of Metrodorus wishes to partner with the Horde and reconstruct the lost Xemes routes of trade and communication. The Colleges' goals face two potentially serious obstacles, though: resistance from the local elite; and the cultural gap between Ho Kepos and the Horde.

The heralds need to guard and escort their envoys. The local rulers need to fight the incursions of the Horde and to stop the heralds from allying with them. And the lords of the Horde plan to spy on everybody else. Adventurers are sought by all sides, and there is much gold to be had no matter who the employer.



ONEIROMANCY

Krogar swore. “There was a door here a minute ago!”

The howls of the id-hounds came again, closer this time. “You’re probably right,” Sera said, “But it’s a dead end now. If we’re going to get out of here, we’re going to have to make another one.”

“We could fight,” Krogar growled.

“You know what happened last time — and we’ve already lost Dafyd. This could be our last chance to get the orb back to the waking world. Now work with me — I’ll draw the door, but I need you to concentrate!” Sera turned to the rough stone wall and began to sketch the outline of a portal, as the weird cries of the id-hounds drew ever closer ...

The Realm of Dreams

Think of the collective unconscious as a vast sea of thought, lurking just below the conscious mind. Scattered throughout that ocean, individual minds are like islands — fortresses of aspiration and inspiration, filled with fears and hopes.

What if you could find a way to sail that ocean? Find a way to wander through the dreams of dragons and demons — or just those of your next-door neighbor? What might you find? What strange beasts may have evolved in this virtual world? What treasures could be lurking in the dreams of ancient gods — and could you find a way to bring them back to reality?

This chapter provides you with a number of ways to incorporate dreams into your game world. The first part, Using Dreams, discusses different ways that dreams can be used to enhance a campaign. The second part, Dream Mechanics, provides information about new abilities that are available to characters who want to focus on dream exploration. The third part, Adventures in Dreamland, goes into the specifics of playing sessions in the realm of sleep. This section includes altered rules for combat, spellcasting, and death within dreams, as well as providing statistics for monsters and treasures that can be found in the world of dreams. Finally, we give you some adventure seeds as inspiration for your own campaign.

A NOTE TO PLAYERS

Unlike most of *Occult Lore*, this chapter is addressed primarily to the GM. We discuss dreams as a narrative device in the game; taking things further, if the GM chooses, dreams may have a much more significant role as an actual adventuring locale. There are various cosmological choices that the GM needs to make, to reflect his or her designs for the game world. While there is nothing in this chapter that players ought not to read (don’t feel pushed away just because “you” is referring to the GM), realize that it is a customizable package that your GM will alter, expand, or limit according to the needs of the game world.

Using Dreams

The bulk of this chapter concerns adventuring within dreams. But there are many ways to use normal dreams to make a campaign more interesting. If you plan to draw your party into the world of dreams, you may wish to start by introducing passive nocturnal visions into your game beforehand, so your players begin to think about the nature of dream and reality. Even if you decide not to let your players enter the dreams of others, you may still find it interesting to bring passive dreams into your campaign, as a way to break up otherwise eventless nights; one disturbing, lifelike dream can rattle a party much more than yet another random encounter.

One important thing to consider is whether to allow the entire party to “listen in” on the dream of a character. Since you will rarely want to take the time to give every player a dream, this is mainly a matter of whether you want to separate the group for a period of time. In the case of a prophetic dream, sometimes you may want to make the dreamer have to describe the vision to the party himself; but in general, it’s rarely a problem to let the other players listen in, and it allows the entire group to appreciate the fruit of your imagination.

Below are a few ways to work passive dreams into your campaign: prophecy, visions of the past, distraction, and “hey, dummy” dreams that recall important clues to the players’ attention. From there, the possibility of walking in dreams opens up entirely new realms of adventuring.



prophecy

Dafyd closed his eyes, trying to remember. “I saw two birds fighting, circling one another in the sky. One was a golden falcon with a red tail; the other, an enormous black owl with a silver chain about its throat. They darted and danced through the air, slashing with talons of steel. Then both were struck down by arrows fired from below. The archers were hidden by shadows, but I had a clear glimpse of one of the arrows; it had a silver shaft, and both the arrowhead and the fletchings were formed from ice.” He blinked, shaking his head. “That’s all I can recall. I can’t imagine it means anything important.”

“Don’t be so certain,” Sera replied. “The owl and the falcon are the sigils of House Delarza and House Kordai. Delarza is an old ally of the Church of the Stonefather, and I have heard that there have been tensions between his men and Kordai. Perhaps a battle between them would serve the agenda of a third party ... but who would that be? What is meant by this arrow of ice?”

Prophetic visions are a time-honored tradition. A dream might provide a warning of dangers on the horizon, a clue as to how to overcome a challenge that lies on the road ahead, or a vision of friends in peril. Regardless of the content, a portentous dream can be a good way to draw the party down a particular path, or to give them a clue if they are having difficulty with a particular situation. Of course, dreams are rarely *too* obvious; it’s good to cloak things in a bit of mystery, to challenge the characters to draw the meaning from the vision as opposed to leading the party around by the nose.

Generally, prophetic dreams are best kept completely passive; simply describe the dream to the sleeper, without giving her a chance to interact with the vision. If you are trying to get a specific message or image across, player actions are likely to confuse the issue and make it less likely that your message will be received.

A final thing to think about is where the vision is coming from. Is one of the characters particularly suited to receive prophetic dreams? A cleric or paladin might receive visions from her gods. A character whose friend is in danger might be warned in a dream, or an ancestral spirit might send a vision to her descendant. If a particular character is known to receive prophetic dreams on any sort of regular basis, the other members of the party will be more likely to take her dreams seriously when they occur.

Often characters have skills that can help them to decipher dreams. Consider the source of the vision and the nature of the message. If a deity is speaking to the character, a Knowledge (religion) roll (DC 15) might clarify the message. Sense Motive is also useful when dealing with dreams, both for trying to screen out “background noise” or to interpret the intention of a message. A Sense Motive check (DC 15) will focus the character’s attention on the true message, stripping away any red herrings that may be inventions of the dreamer’s own mind. A check against DC 20 will provide clarification of the message itself or the meaning of specific symbols. A character cannot take twenty on any of these rolls.

VISIONS OF THE PAST

Before his eyes, the temple was slowly restored to its full glory. The rotted tapestries burst into new color, and chunks of rubble flew from the ground to fill gaps in the walls and ceiling. Torches flared into life, and the smell of incense filled the air. Suddenly a procession of priests entered through the great gate. The proud high priest held the Orb of Dianynos! Now the high priest was kneeling behind the altar, while the lesser acolytes chanted a slow refrain. The high priest rose again — but the orb was nowhere to be seen!

Dafyd woke with a start. He sat in the ruins of the ancient temple, and the air was filled with dust instead of incense. He glanced at the ancient altar — did it hold secrets they'd yet to uncover?

This is simply a variation on the prophetic dream. Who said visions had to be of the future? If you have established one of the characters as being particularly sensitive, this is another way to provide hints or to guide the party down a particular path. Ancient ruins or dungeons may hold many memories; if a sensitive character can tap into these memories, he may acquire information that will help the party achieve their goals.

Assuming that such a dream has a hidden meaning, Knowledge (history) or Knowledge (geography) may make more sense than Knowledge (religion) for skill checks. The question may be whether a character recognizes clues from history that unlock the secrets of the dream. The DC for such a roll will generally be around 15; a character cannot take twenty on such a roll.

be the first giant Krogar had faced. He reached for his axe, and found ... nothing! It was at that moment that he looked down ... where were his pants?!

Of course, while prophecy is all well and good, most dreams are simply dreams. Giving your players colorful dreams can serve a number of purposes. First, it keeps them on their toes when it comes to omens and portents — does this dream mean that the street urchins will pose some sort of threat, or is this simply feelings of guilt rising to the surface? In addition, it can add color to an otherwise uneventful stretch; if the party has camped for the night in a safe spot where there are no dangers, a strange dream can be an entertaining way to break up a tedious journey.

Distracting dreams can often be presented in an interactive manner. While you can simply describe the events of the dream to the player, it can be fun to allow the character to interact with the dream — even if you don't bother to roll dice or use any of the rules presented in the following section for adventuring in dreams. If you want to be cruel, you can have a character fall asleep on watch and dream that something terrible happens — although this is a trick that will quickly lose its effectiveness if used too often; you don't want to become The GM Who Cried "Dream!"

If you choose to present the dream in an interactive manner, you should use the dreaming rules provided in the next two parts of this chapter. In either case, Sense Motive can often help a character to identify the hidden meanings behind dream imagery. A Sense Motive check (DC 20) can provide a character with a general sense of the meaning of a dream. Of course, sometimes a cigar is just a cigar!

DISTRACTION

Krogar settled next to the campfire and closed his eyes. It had been a long day, and they still had many leagues to go before they reached Fallhill. At least the journey had been uneventful so far. Slowly he drifted into the welcoming darkness.

A sudden sound brought him to his feet. He was no longer in the clearing where they had made camp. Somehow, he had been moved — transported — to a massive arena formed from gilded stone. Bleached bones and grinning skulls littered the ground around him, and from the high balconies he could hear hundreds of people shouting and cheering. A massive shadow fell over him, and he whirled to find himself facing ... the street urchin he'd kicked in the street the day before? But now the child was ten feet tall and clutching a spiked club, and a feral hatred burned in his eyes. Well, this wouldn't

hey, dummy!

Shaking off the disturbing experience of being beaten up by a ten-foot child, Krogar pulled his blanket about himself and struggled to return to sleep. This time, when he drifted off, he found himself walking the streets of Marksain once more. Again he saw the wretched urchin, but this time the scene played out just as it had in life, and he watched as he kicked the child out of his way. A few more children ran up and grabbed at his cloak; he remembered how they had fled when he drew his axe. But wait! There — the second child that had approached him was no child at all — that was a halfling in disguise, and no question about it! And as he watched, unable to interfere, the "child" slipped the duke's letter from Krogar's pouch and darted into the alley.

Krogar woke with a start. Could it be true? He hadn't given the children a second thought at the time, but what if there was more to the encounter? Cursing himself for

a superstitious fool, he leaned over and checked in his pouch. The letter was nowhere to be found.

Did the party miss an important clue? Have they overlooked an event that was critical to your plot, or simply missed a skill check you thought they'd easily make? One answer to this situation is to give one of the characters a dream that revisits the event in question; the character's subconscious was paying closer attention than the player was, and gives the party a second chance to pick up a valuable piece of information. This sort of dream is generally best kept as a passive story, since you don't want the character to change his actions; simply describe the encounter again, and highlight the piece that the characters overlooked.

WALKING IN DREAMS

"We need to know what Carynos is planning, and we need to know now. We've tried questioning the messenger, and it's clear that she doesn't know anything useful. There's only one option left to us." Sera sighed and set the ancient scroll on the table. "According to the seer, the magic of this scroll will allow us to enter the dreams of another. If we enter the mind of Carynos, we may be able to uncover his secrets. But the scroll speaks of many dangers to be found walking in dreams ... and if we fail, we will not get a second chance."

Of course, one of the most interesting things you can do with dreams is to allow your party to enter them, and run adventures within the world of dreams. This is covered in more detail in the following two sections.

DREAM MECHANICS

As the first beast leapt for her throat, Sera flew into action. Her hammer smashed through the head of the id-hound, which instantly dissolved into mist. Sera whirled through the pack in a blur of destruction and when she stopped only blood-tinged mist remained, slowly drifting away into the orange sky. Krogar gaped — he'd barely had time to lift his axe. Sera shook her head, gasping for breath.

"You've just got to believe in yourself," she said.

It is the nature of dreams that they allow you to do the impossible. While dreaming, you can fly. You can lift buildings. You can be the greatest swordsman in the world. The question is whether you can learn to control these shifts in reality, or whether you will be at their mercy.

In general, characters maintain their usual skills and abilities in their dreams — a wizard can still use spells, and a fighter is still a master of arms. But there are a few

changes to the standard D20 System rules, including opportunities for characters to exceed their normal limitations. This includes the use of **dream points** — the force a character uses to manipulate the reality of a dream — changes to combat, magic, death, and new paths for characters who wish to focus on dreams, including the oneiromancer prestige class that specializes in dream exploration and the clerical domain of Dreams.

DREAM POINTS

Normally, the reality of a particular dream scenario is set by the subconscious mind of the dreamer. The ways in which the dream environment changes and events occur are dictated by the whims of the dreaming mind. But if someone enters the dreams of another, becoming a **lucid dreamer**, he can attempt to impose his own will on the dream world created by the **host dreamer**, to temporarily perform impossible feats or to alter the dream reality itself. The discipline and force of character required to perform these feats are counted in **dream points**. All people possess a reservoir of dream points, but few are able to use them effectively. However, those who study dreams and spend time training can master the art of dream manipulation, performing seemingly impossible feats with ease. This section describes the many uses of dream points.

All characters possess a certain number of dream points, based on their class, level, and Wisdom:

- A barbarian, bard, cleric, druid, fighter, ranger, paladin, or rogue begins with a base number of dream points equal to two plus her Wisdom modifier. For every additional class level she gains, she receives a number of points equal to one plus her Wisdom modifier.
- A monk, sorcerer, or wizard begins with a base of four points plus twice her Wisdom modifier; for every additional level she gains, she receives two points plus her Wisdom modifier.
- An Oneiromancer receives four points plus her Wisdom modifier for each Oneiromancer level she possesses.
- For other classes or other prestige classes, select the base class that is most similar and use the bonus for that class.
- Characters with ranks in the skill Lucid Dreaming — described below — receive an additional number of dream points equal to twice the number of ranks they have in the skill.

So, a 6th-level cleric with an 18 Wisdom and 5 ranks in Lucid Dreaming would have 41 dream points, while a 6th-level sorcerer with 12 wisdom and no ranks in Lucid Dreaming would have 21 points.



The uses of dream points are described under the Lucid Dreaming skill, as any voluntary use of dream points requires a Lucid Dreaming skill check, even if the character is untrained in it. A character receives his full allocation of

dream points whenever he first begins to dream. The character will only regain dream points when he wakes up and then returns to sleep, at which point his dream points are restored to full value.

NEW SKILL: LUCID DREAMING (WIS)

This is a critical skill for anyone who plans to spend much time in dreams. It represents the character's understanding of the nature of dream reality, and his ability to assert his own desires over the form of the dream he is in. It affects the number of dream points that a character possesses (see Dream Points, above) and the number of dream points he can spend in a single turn while in a dream; in addition, it allows a character to use dream points to alter a dream reality in a variety of ways.

Lucid Dreaming is not a trained skill; everyone possesses the potential to take control of his dreams. However, each turn a character may spend a number of dream points equal to two plus the number of ranks she has in the Lucid Dreaming skill. Using the characters from the example given above, the cleric could spend seven dream points per turn, while the sorcerer could only spend two. Without any ranks in the skill, a character will only be able to spend two dream points per turn, which will prevent him from performing all but the most basic actions.

The following special actions can be performed by making a successful Lucid Dreaming skill check. With a few exceptions — Mimic Spell, Modify Reality, and Wake at Will — Lucid Dreaming actions can be performed instantaneously on a character's turn as a free action, and do not provoke an attack of opportunity. Note that each action has an associated dream point cost, and that the points spent on an action are lost even if the skill check, and thus the action, fails. A character may take multiple Lucid Dreaming actions in a single turn, provided that the total dream point cost of all of the actions does not exceed his limit; for example, a character who can spend seven points could spend four points on the Mimic Skill action to gain a skill for one round, and simultaneously spend three points on Modify Chance to increase his roll with the new skill.

As an optional rule, if characters do not have any ranks in the Lucid Dreaming skill the GM can rule that the characters can only spend their points subconsciously — which is to say that the GM chooses when to spend the points and what effect they will have. In this case, characters could be allowed to exceed the usual limitation on the number of points that can be spent in a turn; the effects can be unpredictable, but quite powerful!

Lucid Dreaming is a class skill for elves, the oneiromancer prestige class, and clerics who take the domain of Dreams; these are described later in this chapter.

LEND DREAM POINTS

DC: 10

Dream Point Cost: 2 per point transferred to target

Effect: It is a relatively simple matter for a lucid dreamer to lend his energy to another lucid dreamer, although the transfer is not especially efficient; using the Lucid Dreaming skill a character can spend two of his own dream points to give one point to another character. This transferred energy must be spent by the beneficiary immediately, and the lender must know the effect he is donating his energy towards; he is helping to visualize the effect, and the target is using that belief to make the effect happen.

MIMIC SKILL

DC: 15 for class skill; 20 for cross-class skill; 25 for prohibited skill

Dream Point Cost: 4

Effect: The user gains the benefits of possessing a particular skill for one round. If the Lucid Dreaming roll is successful, the user is considered to possess one rank in the skill for the duration of the round.

MIMIC FEAT

DC: 15 if prerequisites are met; 25 if prerequisites are not met

Dream Point Cost: 3

Effect: The user gains the benefits of possessing a particular feat for one round. It is far easier to mimic a feat if you possess the prerequisites for that feat, but a skilled lucid dreamer can choose to ignore this limitation. A less-skilled lucid dreamer seeking to emulate an advanced feat could always choose to mimic the prerequisites — for example, a character who wants to acquire Great Cleave could simply mimic Power Attack and Cleave first, provided he had the dream points to burn.

MIMIC SPELL EFFECT

DC: 15 + spell level for class spell; 20 + spell level for other spell

Dream Point Cost: 2 points per spell level; 1 point for 0-level effect

Effect: In dreams, reality is an extension of the will. Anyone can fly or turn invisible, if they have the belief necessary to make it happen. By using Lucid Dreaming in this manner, a lucid dreamer can replicate the effects of a spell, provided that he has enough dream points available. The effect is actually considered to be a spell-like ability as opposed to a spell; material components are not required and armor will not restrict the “casting” of the spell. Also, anything that would normally be drawn from the caster’s level should instead use the caster’s ranks in Lucid Dreaming as a base value. However, it is easier for the user to generate effects she is familiar with; as a result, the DC is reduced if the user is duplicating a spell that is normally available to her class. There is only one spell that cannot be duplicated in this manner: the spell *oneiric bolt*’s very nature involves disrupting dreams, so dream energy cannot be used to replicate its effect.

Mimicking a spell effect requires the same amount of time that it would take to cast the spell.

MODIFY ABILITY

DC: 15 + 1 per point added

Dream Point Cost: 1 per point added

Effect: The user can modify one of his ability scores by one point per dream point spent. This modification lasts for one round. A character wishing to protect himself against a single enemy might use Modify Chance to decrease his opponent’s attack roll, while a lucid dreamer trying to protect himself against a large group could use Modify Ability to increase his Dexterity for a round, temporarily increasing his Armor Class by so doing.

MODIFY CHANCE

DC: 10 + 1 per point added to use on self; 15 + 1 per point added to use on another.

Dream Point Cost: 1 per point added

Effect: The user can modify any standard roll by one point per dream point spent. This includes attack rolls, saving throws, skill checks, damage rolls, initiative rolls, or die rolls associated with a spell effect. This action must be declared before the roll is made.

This effect can also be used to affect the rolls of others, in either a positive or negative manner. A lucid dreamer can increase an ally’s chance of success, protect himself from an enemy’s attack, or reduce a foe’s saving throw at a critical moment. Again, however, this action must be used before the roll is made.

Modify Chance cannot be used to modify a Lucid Dreaming skill check.

MODIFY THREAT RANGE

DC: 15 + 1 per point added

Dream Point Cost: 1 per point added

Effect: Combat in dreams tends to be dramatic and colorful. A powerful lucid dreamer can dramatically increase the damage he does in combat, laying waste to a field of foes in moments. If successful, this action increases the threat range of the character’s weapon by one for each dream point invested in the action. For example, if a character is using a weapon with a threat range of 19 to 20 and uses four dream points, the threat range is temporarily modified to 15 to 20.

This effect lasts for an entire round, so if the character can make multiple attacks he gets the bonus for each attack. However, the Modify Threat Range action must be declared before the first attack roll is made.

MODIFY REALITY

DC: Special

Dream Point Cost: Special

Effect: A strong-willed lucid dreamer can use the power of her mind to alter the form of a dreamscape. She can turn fire into ice, or create a bridge or a door where none existed before. Within her own dream, a lucid dreamer can completely alter a dream scenario — but this degree of change is generally impossible within the dreams of another. Altering another’s dream reality takes an incredible toll on a lucid dreamer, and often requires the combined dream points of multiple lucid dreamers. The DC and dream point cost of making a change depend on the degree of the change.

Level of Change	Example	DC	Dream Point Cost
Minor, personal	Alter hair color, appearance of clothing	15	5
Major, personal	Cause a weapon or armor to vanish	20	10
Minor, environmental	Create a door in a wall, freeze water	25	20
Major, environmental	Create a wall to seal off a hallway	30	30

Because of the massive number of dream points required to affect a change, few lucid dreamers can perform a major change in a single turn. However, a lucid dreamer can continue to pour energy into a desired change for multiple rounds until the total number of dream points required for the change has been established. The skill check is made after all of the dream points have been amassed; if the check is failed, the dream points are still lost. During the time a

lucid dreamer is gathering dream points, his efforts can be disrupted if he takes damage or suffers other forms of distraction; any such disruption requires a Concentration skill check as if the user was casting a 5th-level spell.

STUDY DREAM HOST

DC: Special

Dream Point Cost: Special

Effect: Using his knowledge of dreams, a character can attempt to gain information about the host being whose dream he currently inhabits. This is a full action. The DC of the action and the cost in dream points are based on the type of knowledge that the lucid dreamer wishes to acquire, and the nature of his relationship to the dream host.

Desired Knowledge	DC	Dream Point Cost
Current emotional mood of host	15	2
Race, gender, and name of host	20	2
Current spiritual location of host	25	3
Current physical location of host	25	3
Analyze dream image	30	5
See recent events	30	5

User's Connection to Host	Lucid Dreaming Check Modifier
User is radically different species (ie. human vs. dragon)	-5
User is different race than host	-2
User is different gender than host	-1
User is the same gender as host	+1
User is the same race as host	+2
User has five or more ranks of Sense Motive	+2
User is in the presence of the host's self-image	+3
User has met the host in the waking world	+3
User is a close friend of the host	+6
User is an oneiromancer with the Dreamfinder ability	+ user's oneiromancer level

Current Emotional Mood of Host: provides a general sense of the target's mental state — a weaker way to guess what the host is concerned about in the waking world. Is he happy? Sad? Frustrated? The host dreamer's mood may color the nature of a dream, so this can be valuable information to have.

Race, Gender, and Name of Host: gives the user basic information about the host — which can be good to know if the lucid dreamer has been pulled into a random dream.



Current Spiritual Location of Host: provides the user with a general sense of direction and distance to the host's self-image within the dream. See page 129 for information about encountering the representation of a dream host.

Current Physical Location of Host: grants the user a vague vision of the location of the host's body, along with directions to the location in relation to the user's current position. However, these directions are drawn from the dreamer's mind, which may be a problem if the host and the skill user have different frames of references. For example, a human host might return a vision of an inn room, with the directions: "a room at the Gray Bull Inn in Gorland, twenty leagues down the Old Stone Road." However, a dragon's dream might show an image of a cave along with the information: "the heart of the Coldfang Mountains, eight furlaths by flight in the direction of the setting sun." The skill user may not know what a furlath is, and may know the mountains by another name.

Analyze Dream Image: allows the user to draw directly from the mind of the dreamer to get information about a specific creature or scene within a dream. This can reveal the relative power or weaknesses of a creature — for example, it could uncover the fact that the host is terrified of rabbits, and that the rabbit over there has the statistics of an ancient red dragon. This may also allow the user to gain hints on how to deal with puzzles or seemingly impassable obstacles.

See Recent Events: provides the user with a vision drawn from the waking life of the dreamer. For every point he makes the check by, the user can reach back two hours into the past of the dream host. If the user is looking for a specific piece of information — a conversation with a certain person, for example — the vision will focus on this event; otherwise it will be a random montage of recent events.

WAKE AT WILL

DC: 15

Dream Point Cost: 3

Effect: This allows the lucid dreamer to instantly wake, leaving the dream world and returning to full consciousness. This takes a full action. Note that a lucid dreamer will not be able to return to a particular dream if she leaves it; by the time she returns the dream will be over.

DREAM COMBAT

In general, the standard rules for combat still apply in dreams — except for the fact that combatants can use dream points to alter rolls and perform other amazing feats. Aside from the use of dream points, the changes to combat should be largely cosmetic.

Remember that this is a dream, and that the impossible is not only possible but commonplace. When someone uses dream points to alter a roll, come up with a description of the effect — or if you want to make things more challenging, require the player to describe the effect as part of the action.

If a character increases his chance to hit, what is he doing? Is he moving faster than the eye can follow? Did his axe momentarily increase to three times its normal size?

This sort of color description will add a tremendous amount to the atmosphere of a dream. If you do require the player to come up with a description, feel free to increase or reduce the effectiveness of the action (by modifying the total number of dream points in the effect) based on the creativity of the response.

A dangerous option is to say that in dreams, a hit is automatically a critical if the attack roll is within the threat range of the weapon; no second roll is required. When combined with the ability of Lucid Dreaming to modify chance, this can make dream combats extremely fast and furious; it will certainly give things a different flavor than fighting within reality.

MAGIC IN DREAMS

There are a number of issues surrounding the use of magic within dreams. In the waking world, magic represents the will of the gods or the power of mystical formulae to alter the laws of physics. But in the world of dreams, the gods aren't listening and there are no laws of physics — when it comes down to it, the character is simply dreaming that he is casting a spell. Despite this, magic generally works the same way in dreams as it does in reality; a character is used to a spell having a certain effect, and the dream responds to his beliefs. However, sometimes things don't work out as planned ...



RANDOM MAGIC

If you wish, you can throw a slight element of randomness into spellcasting in dreams. If you choose to use this rule, have a character make a Lucid Dreaming check (DC 15) any time he casts a spell. If he fails the roll, the spell has an unexpected result, as indicated by the following table:

1d20 Roll	Result
1 – 4	Spell fizzles and has no effect.
5 – 9	All numerical elements of the spell operate at 50% normal value.
10 – 13	All numerical elements of the spell operate at 200% normal value.
14 – 16	Spell effect is the opposite of what it is supposed to be (see Appendix Two of <i>The Ebon Mirror</i> , also published by Atlas Games, for more formal guidelines on this).
17 – 18	Spell has no effect; instead, a random effect strikes the caster. Perhaps a piano falls from the sky, the caster suddenly turns into a bear, his hair grows three feet in length, his skin turns to steel, or his teeth fall out. Depending on the nature of the effect, it could be useful, detrimental, or simply cosmetic; its severity should be based on the power of the spell attempted.
19 – 20	Spell has no effect; instead, a random effect strikes the entire party.

If you use this rule, it should not affect spell-like effects created using Lucid Dreaming. The Lucid Dreaming Modify Chance action cannot be used to affect the roll to determine the effect of a failed spell.

REGAINING SPELLS

Another thing to consider is whether spellcasters automatically receive their full compliment of spells when they enter a dream, or whether they enter the dream with the same set of spells they had when they fell asleep — in which case a wizard who has used all his magic during the daytime will find himself at a disadvantage when he finally goes to sleep. We suggest that spellcasters who receive new spells after a

full night's sleep, or through preparation, or at a certain time of day that hasn't yet arrived not be allowed a replenished number of spells, since upon falling asleep they haven't met these requirements.

NEW SPELLS FOR DREAMS

In addition to the use of magic within dreams, there are a few new spells that a character can cast in the waking world that have an affect on his dreams or lucid dreaming. The spells are available to arcane casters and to clerics who take the domain of Dreams. The complete details of these spells can be found in Appendix II at the end of this book.

- *Circle of dreams* allows the spellcaster to bring a group of friends into a dream with him.
- *Dream mastery* is a powerful spell that allows the user to alter dream reality with ease. The caster performs this ritual before sleeping, and receives the benefits of the spell for the duration of his next dream.
- *Dreamwalking* is a basic spell that allows a single character to enter the dreams of another being.
- *Nocturnal stability* allows the caster to stabilize a dream that he is in, preventing the typical shifting of reality that can occur within an imaginary landscape. Like *dream mastery*, this spell is cast before going to sleep.
- *Oneiric bolt* is a weapon that specifically targets dream creatures. If used on a lucid dreamer or the self-image of the host of a dream, it can even cause damage to the victim's physical body. This spell is only available to characters who have at least one level in the oneiromancer prestige class or as a domain spell for the clerical domain of Dreams.
- *Sleep of the just* allows the user to sleep for an extended period of time and to ignore all forms of distraction (such as loud noises) during this time that might otherwise interrupt his lucid dreaming.

Depending how you intend to use dreams within your game, you may or may not want to make all of these spells available to player characters. If you wish to restrict dream travel, then you may not want to allow PCs to acquire the *dreamwalk* or *circle of dream* spells. If you intend to use dreams as a central part of your game, you may not want to use *dream mastery* or *nocturnal stability*, both of which allow a player to have a significant effect on the landscape of dreams.

DEATH IN DREAMS

An interesting effect of running an adventure in dreams is that the consequences of death are not as severe as they are in the waking world of the campaign. Death will take a character out of the adventure and can have other negative effects, but it will not actually destroy a character or require the party to find a way to resurrect their fallen comrade. As a result, you don't have to pull your

punches! This is not to say that you should force your party to face overwhelming odds on a regular basis — the game is supposed to be fun, after all — but it does give you the opportunity to raise the level of tension. Don't forget that the party has dream points on their side as well — this gives the characters a powerful weapon to twist the odds in their favor.

Dying in your own dream has no serious effect — you simply wake up. The one exception to this is if the host dreamer's self-image is destroyed by an *oneiric bolt* spell; see Appendix II for details on *oneiric bolt*. This is the only way to actually hurt someone whose dream you inhabit.

Dying while in the dreams of another person is a more serious matter. The lucid dreamer suffers damage through general systemic shock, along with a temporary loss of Will ability score. When a character is killed inside of a dream, she must immediately make an opposed Will saving throw — her roll is made against that of the being whose dreams she is inhabiting. If the character fails the roll, she immediately takes 1d6 points of subdual damage for every two character levels that she possesses, and also suffers 1d4 points of temporary Wisdom score damage. If the host dreamer is an immortal entity or a being such as a god, you can either assign it a Will saving throw based on its perceived power, or simply rule that the character automatically loses the contest — it is not the place of mortals to challenge the gods!

Another effect of death is that the character is immediately removed from the dream. Given the time difference

between real time and dream time, it will not be possible for a slain character to rejoin the group; by the time she fell asleep again, the dream would be over. Spells like *raise dead* cast inside of a dream cannot return a slain lucid dreamer to life, since the lucid dreamer is not actually dead; however, at your discretion, characters could use *raise dead* to create a simulacrum of their fallen comrade. Effectively, they are dreaming that she has been returned to life. In this case, it would also be up to you whether you wished to control the character as an NPC, or to allow the player to retain control of her character and rejoin the group.

CHARACTER PATHS

If you wish to make dreams a focus in your game, there are a few directions characters can take to specialize in dream exploration. The spellcasters who become oneiromancers are a force to be reckoned with in the world of dreams, and holy men who pledge themselves to a god like Caeryn Donaeth or the Voice in the Night take a theological path in manipulating dreams.

NEW PRESTIGE CLASS: THE ONEIROMANCER

Lucid dreaming is similar to certain schools of magic; like spellcasting, it involves the ability to assert one's desires to alter the nature of reality. It is not surprising, therefore, that those who excel at magic can also become the most powerful lucid dreamers. A character who devotes her life to the study of dreams and to true mastery of the Lucid Dreaming skill is known as an *oneiromancer*.

Hit Die: d4

REQUIREMENTS

To become an oneiromancer, a character must fulfill all of the following criteria:

Skills: 4 ranks in Lucid Dreaming

Spellcasting: The character must be able to cast at least one of the following spells — *dreamwalking*, *circle of dreams*, or *sleep of the just*.

Will Saving Throw: The character must have a total Will saving throw of +7 or more, counting only base save, Wisdom modifier, and other permanent modifiers.

CLASS SKILLS

The class skills of the oneiromancer are Concentration (Con), Craft (Wis), Knowledge (all skills, taken individually)

(Int), Lucid Dreaming (Wis), Profession (Wis), and Sense Motive (Wis).

Skill points at Each Level: 2 + Int modifier

Dream Points at Each Level: 4 + Wis modifier

CLASS FEATURES

All of the following are class features of the oneiromancer prestige class:

Weapon and Armor Proficiency: Oneiromancers are devoted to the study of dreams. As a result, an oneiromancer does not gain proficiency with any sort of armor or weaponry while in the waking world.

Spells: An oneiromancer continues to study of magic in addition to working with dreams. Whenever a new oneiromancer level is gained, the character gains spells as if she had also gained a level in one of the spellcasting classes she possessed before becoming an oneiromancer. However, she does not gain any other benefits of that class upon advancing a level. Oneiromancers also gain access to one special spell, *oneiric bolt*. This uses a 3rd-level spell slot, and must be learned through the normal methodology of the oneiromancer's other spellcasting class. In other words, an oneiromancer/wizard will still have to find a copy of the spell to put in his spellbook — but a normal wizard who found the spell would be unable to use it effectively.





Stabilize Spellcasting: By combining her knowledge of dreams with her arcane talents, even a 1st-level oneiromancer can ensure that her magic, when used in dreams, always has the effect she intends it to have. This allows the oneiromancer to avoid the chance for random spell effects described on page 114. This is a voluntary action; if the oneiromancer wants to take her chances in the hopes of getting a more powerful result, she can always choose to have the GM roll on the random effect table.

Deep Sleep: One of the first things an oneiromancer learns at 1st level is how to enter a deep, trance-like state similar to the spell *sleep of the just*. While in this trance, the oneiromancer will wake only if she voluntarily chooses to do so (using the Wake at Will action described on page 113), if she dies in the world of dreams, or if she takes physical damage in the waking world. She will not be bothered by noises, and will not have to make Will saves to prolong the length of a dream.

Nocturnal Armsmaster: As noted above, oneiromancers do not study the use of weapons while in the waking world. However, through training and mental discipline, at 2nd level an oneiromancer learns to ignore his limitations while sleeping. In dreams, an oneiromancer with this ability is considered to have proficiency with all forms of weaponry and armor. Penalties for skill use and spellcasting due to use of armor still apply to the character, however.

Additional Dream Points: Through her studies, an oneiromancer learns improved techniques of meditation that increase her ability to manipulate dreams. At 3rd, 5th, 7th, and 9th level, an oneiromancer gains five additional dream points.

Dreamreader: As an oneiromancer continues in her studies, at 4th level she becomes adept at interpreting the meaning hidden within her dream surroundings. The character may add her oneiromancer class level to her roll whenever she is making a Lucid Dreaming check to effect the Study Dream Host action (page 112).

Reinforced Self-image: Due to her training and strong sense of self, at 6th level an oneiromancer's dream-persona possesses 25% more hit points than her real body.

Stream of Consciousness: Most adventurers cannot regain dream points while in the midst of a dream. A skilled oneiromancer learns to immerse herself in the currents of the unconscious; at 8th level this technique restores her energy and ability to manipulate dreams, but at the same time weakens her self-image while within the specific dream in which she uses this ability. As a full action, the oneiromancer may restore as many dream points as she wishes (up to her usual maximum), but her dream-persona loses one hit point for each dream point restored. This damage cannot be healed, although it will be completely restored if the character wakes up and then returns to sleep.

Unlimited Potential: For most people, the Lucid Dreaming skill is used to determine how many dream points the character can expend in a single turn (see page 110). A master oneiromancer of 10th level learns to break all such restrictions; she can twist the reality of dreams with but a thought. At this level, the oneiromancer may expend any or all of her dream points in a single turn, regardless of her Lucid Dreaming skill.

TABLE: THE ONEIROMANCER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1	+0	+0	+0	+2	Stabilize Spellcasting, Deep Sleep	+1 level of existing class
2	+1	+0	+0	+3	Nocturnal Armsmaster	+1 level of existing class
3	+1	+1	+1	+3	Additional Dream Points (5)	+1 level of existing class
4	+2	+1	+1	+4	Dreamreader	+1 level of existing class
5	+2	+1	+1	+4	Additional Dream Points (5)	+1 level of existing class
6	+3	+2	+2	+5	Reinforced Self-Image	+1 level of existing class
7	+3	+2	+2	+5	Additional Dream Points (5)	+1 level of existing class
8	+4	+2	+2	+6	Stream of Consciousness	+1 level of existing class
9	+4	+3	+3	+6	Additional Dream Points (5)	+1 level of existing class
10	+5	+3	+3	+7	Unlimited Potential	+1 level of existing class

NEW DOMAIN: DREAMS

Deities: Caeryn Donaeth, the Voice in the Night, or any deity who governs sleep or dreams.

Granted Power: Lucid Dreaming is a class skill. The character receives an additional 3 dream points per class level.

Dreams are mysterious and pervasive. Most people spend a third of their lives in the clutches of sleep, and dreams are a source of inspiration and terror. As a result, it is only natural to have gods and goddesses lay claim to the kingdom of the night.

DREAM DOMAIN SPELLS

- Sleep of the Just.** Sleep through noise and other disturbances.
- Sleep.** Put 2d4 HD of creatures into a comatose slumber.
- Dreamwalking.** Caster may travel into the dreams of another.
- Oneiric Bolt.** Inflicts damage on dream creatures, harms dream travelers.
- Circle of Dreams.** Cast may bring a group of allies into a dream.
- Dream.** Sends a message to anyone dreaming.
- Nocturnal Stability.** Allows the caster to stabilize the dream he is in.
- Nightmare.** Sends a vision dealing 1d10 damage, fatigue.
- Dream Mastery.** Increases the caster's power within dreams.

NEW DEITY: CAERYN DONALETH, BRINGER OF STRUCTURE

Alignment: Lawful Good

Domains: Dreams, Knowledge, and Magic

Typical Worshipers: Elven scholars and oneiromancers

Description: As noted elsewhere, elves do not dream; instead, they clear their minds through trance and structured meditation. Caeryn Donaeth embodies the elven belief in the power of the mind to reshape reality. Within dreams, he grants his followers even greater power to control their meditation and to shift the thoughts of others. In the waking world, these same goals are accomplished through the use of magic — the underlying force that allows a sage to shape the world as if it were a dream. Knowledge is the foundation on which both of these principles are based; followers of Caeryn Donaeth believe that any challenge can be overcome through careful study and disciplined action. Some of Caeryn Donaeth's adherents believe that if enough people could come together and share the same dream, the entire world could be changed for the better. But for the most part, Caeryn Donaeth's followers are solitary individuals — scholars, hermits, and oneiromancers — who spend more time exploring the world within than they do interacting with society.

Caeryn Donaeth's symbol is a book set against a circular, half black/half white field. His favored weapon is the quarterstaff.

New Deity: The Voice in the Night

Alignment: Chaotic Evil

Domains: Chaos, Dreams, Evil

Typical Worshippers: Lunatics and doomsday cultists

Description: The Voice in the Night is a dark goddess whose followers are almost exclusively insane. It is possible that she is known by other names in other cultures, but those who deal with her usually rave about “the Voice in the Night.” Her followers claim that the world was born from her dreams, and that for hundreds of years she has been content to let it be. But now, her prophets say, the Voice is preparing to reclaim the world, to break down the boundaries between dream and reality once and for all. There are said to be two ways to forestall this destruction. The first is to suffer through excruciatingly terrible nightmares, or to inflict such nightmares upon others. The second is to perform nightmarish acts of evil in the waking world. Both types of action please the Voice in the Night and make her feel less inclined to consume all of reality. As a result, while the followers of the Voice are constantly performing horrible, unpredictable acts of violence and terror, in their minds they are actually saving the world. Those who serve the Voice faithfully are rewarded with dreamless sleep; those who fail in their assigned tasks are tormented throughout the night — another factor that plays into the madness so prevalent amongst her followers.

The symbol of the Voice in the Night is an eye with a crescent moon in place of an iris. Her favored weapon is the sickle. Followers of the Voice often refer to her sickle as “the moon,” leading to phrases like “Time to bloody the moon!”

Adventures in Dreamland

There are many things that could draw characters to venture into the dreams of another; don't limit yourself to the obvious choices. While sneaking into human dreams to obtain information is an easy idea for a story, it is but one of many possibilities. What about making a trip into the mind of a hibernating dragon in an attempt to learn the location of its hidden hoard? Or seeking to recover an artifact of tremendous power that now only exists only as a dream in the mind of a long-forgotten god? Perhaps ancient locations have dreams of their own — and to uncover the mysteries of a ruined temple you will have to explore its dreams of its days of glory!

Walking in dreams also allows you to raise the level of tension and challenge for your party. Within a dream, reality itself is unpredictable; PCs will have to learn how to use the strange physics of the dream world to their advantage. Further, since death in dreams rarely equates to death in reality, you can raise the stakes a little higher than you might in a normal game. If the party makes a stupid mistake and two people die, you haven't destroyed the characters they've spent hundreds of hours developing; but they are going to be taken out of the action for a while, and the rest of the party will have to find a way to succeed without them.

Also consider the following issues involved with running adventures in dreams: getting into and out of dreams, handling treasure in dreams, and common dream monsters.

opening the gates

When planning an adventure that will take place in dreams, one of the questions that you need to consider is how the party will get into the intended dream. There are a few ways this can occur:

MAGICAL ENTRANCE

The simplest way to get the party into dreams is to allow a PC to learn the *circle of dreams* spell (see page 218). However, if you wish to keep dream exploration to a minimum, you may want to limit this option by making it an NPC oneiromancer who joins the party to help them make the transition.

A MAGIC ITEM IS THE KEY

If the party has possession of a magic item that allows access to dreams, such as a *tonic of wondrous dreams* or *boots of nocturnal wandering* (see pages 123-124), these can be used as a way to start the adventure. A potion is a good choice if you want to make dream exploration a rare event; perhaps the party is hired to explore a dream and their patron provides them with the potion.

Travel through spell or magic item requires a conscious effort on the part of the party, and as a result, it should rarely come as a surprise to the travelers. Of course, it's always possible that the group will end up in the wrong dream ...

THE THINNEST OF VEILS

Perhaps there are areas in the world where the boundaries between reality and dreams are particularly thin. Resting in the temple of Caeryn Donaeth or the Voice in the Night may allow pilgrims to visit the dreams of

other people; this could be a requirement for trying to reach the dreams of stranger entities, like forgotten gods.

Dream travel as a result of sleeping in a special location may or may not be obvious to the dreamers involved. For example, if anyone who sleeps in the tomb of King Garyd IV finds themselves in the dreams of the king's ghost, the transition may take the party by surprise. On the other hand, if the party needs to go to the dream temple of Caeryn Donaeth or the Voice in the Night, they may need the assistance of a priest who will help them find their intended dream destination through guided meditation.

RANDOM CHANCE

If you're just looking for a one-shot story, perhaps a fluke conjunction of stars or a particularly unpleasant meal happens to force the PCs out of their own minds on the night of the adventure; there is no clear explanation, and no circumstance that can be easily duplicated. The world is full of magic, and strange things can happen!

Dream travel based on random chance may come as a complete surprise to the party. If the initial scenario is not particularly bizarre, it may take the PCs some time to realize either that they are asleep or that there is something unusual about the nature of the dream.

It should be noted that elvish characters pose a unique problem for dream adventures, since they neither sleep nor dream. An elf can join other characters who are using dream magic by entering a state of unusually deep trance — but you'll have a little more trouble if you plan to use random chance as a basis for your story, unless the force behind the dream is powerful enough to pull the spirit of the elf into dreams against the will of biology. For more information on dealing with creatures that don't sleep, see page 121.

CHECKING OUT

Getting into someone's dream can be a challenge — but getting out can take some effort, too. Just as there are a few ways to enter a dream, there are a number of ways to leave:

WAKING UP NATURALLY

The traditional way to leave a dream is to wake up. This can occur if someone or something disturbs the character's sleep in the middle of the dream. Characters who are extremely alert may find that they keep waking up in the middle of things.

If people are having a conversation nearby a sleeping character, the GM can require a Listen check against a DC of 20. A loud sound next to the character might only take a DC of 10 — and in this case, the character probably wouldn't want to make the roll, as her keen hearing will rouse her from her sleep to possible danger.

Also, unless a character is using mystical means (such as the spell *sleep of the just*) to maintain a deep sleep, she may simply wake up naturally. Time in dreams progresses at a much faster rate than real time, so a night's sleep could incorporate an entire day or two of subjective dreamtime.

When the party enters a dream, set a timer with a duration of your choosing. If the adventure extends beyond that time, the characters must make Will saving throws (DC 18) every 30 minutes of dream time; failing this roll will return a character to the waking world, having had a full night's rest. Elves are exempt from this time limit, as they enter a state of meditation rather than sleeping.

Of course, if the party is adventuring in the dreams of another mortal being, the host dreamer may wake up. If this occurs, it will immediately force all of the characters in the dream back to the waking world. Again, since time in dreams passes at a vastly accelerated rate, it is unlikely that this will affect the party; the odds of a person waking up while people are in his dreams is quite low. But if you want to make things challenging for the party, you could set another time limit on the adventure that is later than the time designated for the characters to awake naturally — if the characters have not achieved their goal within that time, the dreamer will wake and force them out. The only way to avoid this fate would be to locate and drug the dreamer.

SKILLS

Characters can use the Lucid Dreaming skill to escape an unpleasant dream, using the Wake at Will action (see page 113).

DEFEATING THE DREAMER

If a party "kills" the self-image of the being whose dream they are in, there is a 50% chance that the host dreamer will wake up; this will return all of the characters in the



dream to the waking world, with no negative effects. See page 129 for more information about battling a self-image.

DEATH

Dying in your own dreams is bad enough, but dying in someone else's dreams can actually hurt. Either way, death will cause a character to wake up immediately. Other consequences of death are discussed on page 114.

SETTING THE NIGHT'S STAGE

So, the characters are getting a good night's sleep. They've managed to find their way into the dreams of another being. Now what? How does a dream vary from reality? The rules and physics of dream reality are different than those of the waking world, but let's take a moment to consider the environment itself.

Some of the sages and mystics who study dream lore claim that dreams are a plane of reality that is as real as the astral or ethereal realm. These scholars say that all living creatures have an innate link to this plane; that each night, you grab a piece of the dream world and give it shape and substance with your desires and your memories. As a result, dreams can take almost any form. Sometimes they are almost indistinguishable from reality; perhaps you are simply replaying an especially humiliating defeat or glorious triumph in your mind, or imagining that you need to go to the bathroom yet cannot find a privy. But dreams also have the ability to take forms we could never find in reality. And, of course, reality in dreams is never fixed; surroundings and events can shift and change in the blink of an eye.

First, consider is the species of the dreamer. If he is human, you can move on; hopefully, you have some familiarity with human dreams. But if he is a member of any other race, pause to consider the basic nature of that race and how it differs from humanity. What drives an orc? Or a halfling? What about a dragon — a magical, nonhumanoid creature with a lifespan measured in centuries? Before looking at the dreamer as an individual, think about him in general terms — what is the nature of the world that the creature lives in, and how might this color his internal world?

Next, think about the alignment of the character. This is his basic psychological outlook, and should certainly play a role in his dreams. The dreams of lawful beings are more likely to be structured and linear, while those of chaotic individuals will probably reflect their passionate love of freedom. Leanings towards good and evil should also show up in the backdrop of the dream world. This is by no means a set of strict restrictions. A

lawful good character might have a dream in which a group of bandits is slaughtering a village of innocent people. For her, this would be a horrible nightmare — whereas for a chaotic evil being, it might be part of a pleasant night's rest.

Finally, consider the personality and experiences of the dreamer himself. What do you know about him? What has he done? What things frustrate him or frighten him? What does he consider to be his greatest achievement? Who are the most important people in his life, whether friends or enemies? Where does he live now? Where did he spend his childhood? All of these elements are things that could be worked into a dream.

For example, the party decides to make a trip into the mind of an orcish chieftain in order to learn if he plans to attack a village (which he does). Like most orcs, the chief is chaotic evil. His life has been a constant struggle, first working to rise to power and now fighting to hold onto it. He assassinated the previous chieftain, and in the back of his mind he has a superstitious fear that the old chief will return to slay him. His dream is a chaotic, shifting thing, filled with battles and traitorous allies. A giant, grizzled orc — the shade of the old chief — roams the dreamscape in search of vengeance. The chieftain himself appears as an orcish child — a manifestation of his own fears and insecurities. He sits in a tent smashing little model villages, trying to make himself feel powerful. One of these tiny villages is the one the player characters are seeking to protect. But can they find this evidence of the chieftain's plans without being killed by ghost of the former chief?

There are a few other things to consider when setting the stage for an adventure in dreams; these are described below.

WHO ARE WE THIS TIME?

Most of the time, your party will enter a dream in exactly the same condition that they are in the waking world. This will give them access to their usual equipment and abilities, which will make them happy. However, sometimes dreams are frustrating. Perhaps the characters will appear in the dream completely naked, or with equipment other than what they are used to. Perhaps they will have their identities confused with one another — pass your character to the left! Perhaps races or genders will be scrambled. Since adventures in dreams do not carry the same threat of permanency as adventures in the real world, they provide an excellent opportunity to get your party to try new things, or to place them in interesting situations.

REALITY AIN'T WHAT IT USED TO BE

Another issue to consider when running adventures in dreams is the fluid nature of the environment. Mortal minds are full of conflicting thoughts and memories, and their dreams represent their thoughts. Within a moment, a door can vanish, a cave can become a castle, or a man can become a monster. This shouldn't be taken too far; a little chaos can go a long way, and too much will simply lead to angry and frustrated players. But the occasional reality shift will help remind the party where they are, and that things in dreams are not always what they seem.

Note that the *nocturnal stability* spell will keep the nature of a dream from shifting for the duration of the spell; see Appendix II for its description.

The dreams of gods, places, and other immortal beings are generally more stable. As a rule, a god is the embodiment of a particular idea; its dreams will generally reflect this focus. The dreams of locations are usually based on the location itself; they are a collage of memories of days of glory or visions of a bright future that may never come.

BALANCING THE BIZARRE

One of the main advantages of running an adventure in dreams is that anything can happen. Dreams give you a chance to experiment with impossible and surreal landscapes, and you should take advantage of this.

Take the example of the orcish chieftain's dream. The chieftain could simply be hiding in a plain old orcish village, with his enemies skulking about and the ghost of the old chieftain stomping around the perimeter — but the party could encounter such a place in the waking world. So instead, add things that are both symbolic and impossible. Instead of soil, have the players find that they are walking on a surface made of orcish corpses — the bodies of the orcs the chieftain killed in his rise to power and the enemies he and his tribe have overcome during his time as leader. The village itself is surrounded by a wall of intertwined, venomous serpents — a seemingly deadly barrier, but if a character tries to walk through it, the serpents will part to let her pass; this represents the chieftain's belief that those who protect him will all betray him if the opportunity presents itself. Behind the wall lies the chieftain's hut. The heads of his enemies have been placed on pikes in a circle around his hut, but the heads are all alive and they are jeering and mocking the chieftain for his cowardice. Meanwhile, the most powerful warriors of the tribe are sitting outside arguing about who will get the right to kill the chieftain and take

his place. The child-chieftain lurks within the hut, smashing his toy villages and trying to ignore the jeers of the mocking heads. There are a lot of valuable things the party could take from this experience. In addition to finding out about the chieftain's plans to attack the village, they could learn of his paranoia, the treacherous murder of the former chief, and possibly which of the other warriors would be willing to betray him.

However, you should make sure that you don't go too far with the bizarre. If players find themselves drowning in a marshmallow swamp in front of Mount Rushmore, they are more likely to say "Screw this!" than to appreciate the subtle irony of it all.

A MATTER OF TIME

Like all things in dreams, time is not what it seems. A dream that seems to last for hours may only take a few seconds of real time. The most important effect of this is that if a character leaves the dream — either voluntarily or involuntarily — he will not be able to rejoin his party, as the dream will be over long before he can return to sleep and enter it again. A second effect is that a dream adventure can take as long as you wish; if necessary, weeks of dream time can pass over the course of a single night.

MEN WITHOUT DREAMS

One troublesome issue that can come up when planning an adventure is dealing with beings who do not dream. As a general rule, mindless beings — gelatinous cubes, zombies, automatons — don't dream, and characters can't adventure in their minds; they have no minds to dream with. Considerably more troublesome are elves and similar creatures — intelligent beings who don't sleep.

Elves do not sleep, but they enter a period of deep trance for about four hours each day. This meditation serves the same purpose for an elf as dreaming does for a human. This has a number of effects:

- An elf can enter dreams using the same mystical methods used by other beings — *dreamwalking*, *boots of nocturnal wandering*, or similar effects. During this period the elf enters a deep trance.
- An elf can be stirred from her meditation by noise or other distractions, but she will never simply wake up in the middle of an adventure as a sleeping human may. As a result, an elf does not have to make Will saving throws to remain in a dream for an extended period of time.
- An elf is used to structured meditation in place of dreaming. This discipline can be used to shape reality within dreams. As a result, an elvish char-





acter can purchase Lucid Dreaming as if it were a class skill, regardless of her class.

- It is possible for other beings to enter the meditations of an elf using the same methods used to enter dreams. However, elven “dreams” are very focused. Reality will not shift as frequently as it does in human dreams, and characters will not have to deal with as many surreal obstacles. The drawback to this is that it is very hard to alter reality within such an environment; all Lucid Dreaming checks made in elvish meditations suffer a –4 penalty. This penalty does not apply to the elf who is hosting the “dream.”

She awoke with a start. Krogar and Dafyd were looking down at her. “Good morning,” Dafyd said. “I guess we failed, then, hmm?”

Sera smiled. “What makes you say that?” As she spoke, she opened her clenched fist. There in her palm was a tiny crystal sphere that sparkled with a beautiful pattern of prismatic lights ...

Now you know how to get into dreams. You know how to prepare for an adventure in the world of dreams. And you know how the rules are changed within that world. Only one question remains: why would anyone want to go into someone’s dreams in the first place? Maybe you can’t die in a dream — but by the same token, can you actually gain anything of value?

These rules can be used as general guidelines for any other intelligent creature that does not sleep.

In a game world, there are three things that you can take with you when you leave a dream: knowledge, experience, and *transient* objects.

THE REWARDS OF DREAMING

Alone, her armor streaked with gore, Sera entered the crystal chamber. Brilliant light glittered off of the walls and floor; the prismatic patterns were so beautiful that it was almost difficult to focus on her goal. But there before her lay the object of her quest. The Orb of Dianyos stood on a crystal pedestal in the center of the chamber. With a sigh of longing, Sera reached out to touch the orb.

KNOWLEDGE

One of the main reasons to venture into the dreams of another being is to acquire information. The dreams of a dragon may reveal its secret weakness, or the location of a hidden hoard. A general may dream of his plans for battle — information that could provide a critical edge in the battle that will come with the dawn. An ancient city dreaming of its days of glory may also dream of gri-

moires containing mystical secrets long lost, or provide clues as to where to find hidden treasures.

Knowledge can be a good basis for drawing people into a voluntary adventure in dreams — the party is sent to acquire a particular piece of information from the mind of a target. Alternatively, dreams can be used as a minor part of an adventure which largely takes place in the waking world — but the dream provides the party with clues that can help it to overcome the puzzles or challenges that they will face in the real world.

EXPERIENCE

One question about adventuring in dreams is how to handle experience points. If the characters aren't in danger of death, is it fair to provide them with an experience reward for their actions? Well, why not? Even though death is not permanent in dreams, it still carries dangers; and besides which, the players are still committing their time and energy to playing the game and to overcoming the challenges you have come up with. However, given that the characters are not in danger of death, and since they have dream points to assist them in battle, it makes sense to reduce experience point rewards slightly. This is discussed in greater detail on page 128.

TRANSIENT OBJECTS

Transient objects are mystical items that move between dream and reality. In some cases, this is the result of a simple spell cast in the waking world, designed to allow a frequent dream traveler to have a reliable set of equipment for his nocturnal travels. Other times, it is a naturally occurring quality of objects found within the dreams of especially powerful beings. Generally this happens with objects that are the center of the being's dreams — the last memory of a cherished relic or an ancient sword that only existed in legends.

DREAM ITEMS:

INDISPENSABLE RELICS FOR A GOOD NIGHT'S SLEEP

A variety of magic items can be useful to those who wish to adventure in dreams. These objects will be particularly helpful if you don't want to let your party learn the various spells related to dream travel. Restricting these powers to objects will give you a greater ability to control the opportunities the party will have to enter the world of dreams.

NEW MAGIC ITEM ABILITY: TRANSIENT

A *transient* object will follow the mind of the owner into the world of dreams. A *transient* object has two shapes — its real form and its dream form. Often the two forms are the same, but sometimes they are drastically different; for example, an item that takes the form of a sword with a snake on the pommel in the real world could be an identical sword in the sleeping world, or it might take the form of a giant constrictor snake.

When someone carrying a *transient* object falls asleep, the object disappears from the real world and reappears in the dreams of the owner, in its dream form. When the owner wakes, it comes back to its real form. Of course, if the object is lost or passed to another character while in dreams, it will not reappear when the former owner wakes up; instead, it will remain in the hands of its new owner, or stay lost in the dream-scape if it was simply dropped in the mind of another being.

The value of a *transient* object depends on the nature of the object. For armor or weapons, the ability should be treated as a +1 modifier to the price of the object. For any other type of object, add 15% to the cost of the object. Creating a *transient* object requires at least 8 ranks of Lucid Dreaming, in addition to the appropriate Craft feat and any needed spells.

NEW WONDROUS ITEM: BOOTS OF NOCTURNAL WANDERING

These worn leather boots are *transient* objects that travel with their wearer into the world of dreams. As the wearer is drifting off into sleep, he should think of a destination; he may then use the power of the boots to cast the *dreamwalking* spell, as if he were a 8th-level wizard with 10 ranks of Lucid Dreaming. The boots can be used once per night, and glow dimly in the dream world.

Caster Level: 8th; *Prerequisites:* Craft Wondrous Item, 10+ ranks of Lucid Dreaming, *dreamwalking*; *Market Price:* 13,000 gp; *Weight:* 1 lb.

NEW MAGIC RING: FETTERS OF THE IMAGINATION

This band of silver and ivory has a number of useful enchantments that can help a frequent dream traveler. The wearer of the ring receives the following benefits:

- The wearer is immune to the effects of the spell *nightmare*.
- While asleep, the user cannot be woken by any outside force. If he wishes to wake up, he may return to consciousness at any time without having to make a Wake at Will Lucid Dreaming check.
- Other lucid dreamers cannot use the Modify Chance Lucid Dreaming action to adversely affect the rolls of the wearer.



- The wearer receives a +5 to Will saves made to resist the effects of death in dreams.
- If you use the optional rule for spell failure in dreams, the user receives a +5 to the Lucid Dreaming check to see if a spell has its intended effect whenever he casts a spell.

The ring is a *transient* item and will travel between worlds with its owner.

Caster Level: 10th; *Prerequisites:* Forge Ring, *nocturnal stability*; *Market Price:* 9,200 gp

NEW MAGIC POTION: Tonic of Wondrous Dreams

This shimmering brew is attuned to the dreams of a specific individual. A sip of the potion will cause the imbiber to fall into a deep slumber and enter the dreams of the creature that the potion is attuned to — this is similar to *dreamwalking*, but with no chance of error. A bottle of the tonic usually contains six doses of the potion — this allows a single individual to return to the same dream world several times, or multiple people to travel to a single dream.

Caster Level: 8th; *Prerequisites:* Brew Potion, *dreamwalking*; *Market Price:* 1,200 gp

NEW MINOR ARTIFACT: Twilight's Edge

This ancient weapon was made by a long-forgotten civilization, where dreams and reality were as close as day and night. In the waking world, this artifact appears to be a small medallion of tarnished silver. It bears the image of a setting sun, with the horizon defined by a battleworn sword. Its true powers are revealed only if its bearer falls asleep while wearing or carrying the medallion. It is a *transient* object, and in dreams its form is quite different. It appears as a dagger, slightly lighter than would be expected, with a blade made out of a shimmering, translucent metal — almost like smoke or mist made solid. It functions as a +4 *keen longsword*. On top of this basic enhancement, it has the following additional powers:

- When an enemy takes damage from the weapon, if he fails a Will saving throw (DC 18) he suffers an additional 1d6 points of damage for every 3 ranks of Lucid Dreaming skill possessed by the wielder, rounded up (with a minimum value of +1d6). This secondary damage is treated as an ego-based *oneiric bolt* spell. This makes it a highly effective weapon against subconscious manifestations and dream liches.
- Other lucid dreamers cannot use the Modify Chance Lucid Dreaming action to adversely affect the rolls of the wielder.
- The wielder receives a +5 to any saving throw made against an effect generated by the Mimic Spell Effect Lucid Dreaming action.

Caster Level: 18th; *Weight:* negligible in reality/3 lbs. in dreams



A NOCTURNAL BESTIARY

An interesting element of dreams is that truly anything can appear in a dream — you aren't bound by logic or common sense. If the party is investigating the mind of a man who is terrified of bunnies, his dreams may be filled with razor-toothed rabbits with the power of dragons. This section discusses four different types of creatures — figments of the imagination, manifestations of the dreamer's subconscious mind, the self-image of a dream host, and the dream lich — an undead oneiromancer who haunts the dreams of the living.

FIGMENTS

The vast majority of creatures that are encountered in a dream are simply figments — creations of the dreamer's sleeping mind. These creatures do not have a direct tie to the dreamer's subconscious in the way that greater manifestations do. Instead, they are phantoms of the psyche — fears, memories, and desires given form. As random thoughts, figments can vary tremendously in power, and this has little to do with the strength of the dreaming mind; even a young child can dream of a dragon.

Figments can possess the form and statistics of any standard creature that characters can encounter in your game world. Of course, the trick is that the creature's form and statistics may not match up. (*Cont. p. 128*)

NEW CREATURE TEMPLATE: Id Manifestation

The id is the seat of the primal instincts and appetites — hunger, sexual desire, and the need for immediate gratification. It is the most primitive aspect of the subconscious. As a result, manifestations of the id tend to be bestial creatures with little resemblance to the dreamer. A sample id manifestation would be a hairless hound the size of a pony, with a mouth that makes up a full quarter of its body; this beast would run around eating everything in sight, seeking to fill its endless appetite. Even a manifestation representing sexual desire would be savage and aggressive; romance is a tool of the ego or an ideal of the superego. This unreasoning power makes the id one of the most dangerous forces within dreams; its boundless energy is difficult to overcome.

“Id manifestation” is a template that can be added to any entity with an intelligence score of 2 or more. It uses all of the base creature’s statistics and special abilities except as noted here. An id manifestation can only be encountered in the dreams of the base creature.

Hit Dice: Increase to d12

Speed: Increase by 10 ft.

AC: An id manifestation has +6 natural armor, in addition to any natural armor possessed by the base creature. An id manifestation will not use equipment, as it is in most respects bestial.

Attacks: An id manifestation has one primary melee attack. Typically this is a bite, but depending on the form of the manifestation it could be another natural weapon, a fist, or something else entirely. This attack uses the base character’s melee attack bonus with an additional +3 to hit.

Damage: The damage inflicted by an id manifestation is determined by the level or total hit dice of the base creature, as follows. The creature’s Strength modifier is added to this damage.

Character Level/HD	Attack Damage
0 – 1	1d4
2 – 4	1d6
5 – 7	1d8
8 – 10	1d10
11 – 14	2d6
15 – 18	3d6
19 – 20	4d6

Special Attacks: An id manifestation is a raw physical force. It does not possess any of the special attacks of the base creature. An id manifestation cannot cast spells, regardless of the abilities of the base creature.

Special Qualities: An id manifestation possesses all of the special qualities of the base creature, plus those listed below:

Blindsight (Ex): As part of the dream, a subconscious manifestation is intuitively aware of the nature of its surroundings. The manifestation can sense its enemies and surroundings up to 60 feet away, and is not affected by darkness or invisibility.

Damage Reduction (Su): An id manifestation is unnaturally tough and difficult to injure. If the base creature has a total hit die or character level of ten or less, it possesses 5/+1 Damage Reduction. If the creature’s hit die/level is greater than ten, this is increased to 8/+3.

Fast Healing (Ex): A manifestation is part of the mind, and it receives energy and support from the subconscious. As a result, a manifestation recovers 4 hit points each round. This will not allow the creature to regenerate lost limbs, nor prevent it from being killed. This will also not restore damage caused by an *oneiric bolt* spell.

Scent (Ex): An id manifestation can track targets by following thought currents — which has the same effect as tracking by scent. The manifestation must make a Wisdom check to find a trail. The typical DC is 10.

Spell Resistance (Ex): Manifestations are naturally resistant to magic; the force of the subconscious works to counteract a character’s attempts to harm the creature. A manifestation has a Spell Resistance value equal to 5 + the base creature’s hit dice or character level.

Saves: Same as the base creature.

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Con +4, Int –6, Wis –4, Cha –6

Skills: Same as the base creature, but an id manifestation cannot use any skill that uses Intelligence, Wisdom, or Charisma as its key ability.

Feats: Replace the feats of the base creature with: Cleave, Endurance, and Power Attack.

Climate/Terrain: Dreams of base creature

Organization: Solitary or pack (2 – 4)

Challenge Rating: Same as base creature +2

Alignment: Always neutral; seeks only to fulfill personal desires

Treasure: None

NEW CREATURE TEMPLATE: EGO MANIFESTATION

The ego is responsible for looking out for the interests of the individual — balancing the rampant desires of the id and the concerns of the superego with its own long-term goals. Of the three, the ego is the most concerned with the future. But most of all, it is concerned with the well-being of the individual. The superego whines about issues like ethics and morality. The ego is simply interested in doing what's best for itself; it is just capable of more subtlety and foresight than the brutal id.

An ego manifestation generally takes the form of the dream host. On the rare occasions when this is not the case, it will generally assume the shape of someone important to the dreamer — generally someone who looks after the dreamer; in these cases it still uses the statistics of the dreamer as a base template — it only looks like someone else. An ego manifestation is always an idealized appearance — perfectly groomed, well-clothed, presenting the dreamer as he would like to see himself. It can use all of the skills and abilities of the dreamer, and it is possessed of a high level of cunning; it will quickly evaluate the party and see if they can somehow serve a useful purpose (say, eliminating a rampaging id manifestation or getting the superego to shut up). If not, it will attempt to dispose of the party through trickery, sending them into a dangerous area or striking from surprise. A party should never be able to trust the ego. It will say whatever it thinks they want to hear, and do whatever it has to do to accomplish its goals. Unless, of course, it has to deal with a superego chaperone keeping it in line ...

“Ego manifestation” is a template that can be added to any entity with an intelligence score of 4 or more. It uses all of the base creature's statistics and special abilities except as noted here. An ego manifestation can only be encountered in the dreams of the base creature.

Hit Dice: Same as base creature.

Speed: Same as the base creature.

AC: Same as the base creature with a +2 natural armor bonus. An ego manifestation will use armor or any sort of protective equipment that is generally used by the base character.

Attacks: Same as the base creature. An ego manifestation will use weapons.

Damage: Same as the base creature.

Special Attacks: An ego manifestation possesses all of the special attacks of the base creature, plus those listed below:

Sneak Attack (Ex): Any time the ego manifestation's target would be denied his Dexterity bonus to AC, the manifestation gets a bonus to damage. This bonus is equal to +1d6 for every three levels or hit dice possessed by the base creature. This is identical to the Sneak Attack ability of the rogue class, and if the base creature possesses rogue levels, this bonus is added to any existing Sneak Attack damage.

Special Qualities: An ego manifestation possesses all of the special qualities of the base creature, plus those listed below:

Blindsight (Ex): A subconscious manifestation is intuitively aware of the nature of its surroundings; it is part of the dream, after all. The manifestation can sense its enemies and surroundings up to 60 feet away, and is not affected by darkness or invisibility.

Fast Healing (Ex): A manifestation receives constant succor from the subconscious. As a result, a manifestation recovers 4 hit points each round. This will not allow the creature to regenerate lost limbs, nor prevent it from being killed. This will also not restore damage caused by an *oneiric bolt* spell.

Single-Minded (Ex): The subconscious manifestation is only interested in itself. If it is affected by mind-altering magic, it may make a new saving throw every round to attempt to overcome the effect.

Spell Resistance (Ex): Subconscious manifestations are naturally resistant to magic; the force of the subconscious works to counteract a character's attempts to harm the creature. A manifestation has a Spell Resistance value equal to 5 + the base creature's hit dice or character levels.

Uncanny Dodge (Ex): The ego is always looking out for itself. An ego manifestation retains its Dexterity bonus to AC even if it is caught flat-footed. It can only be flanked by



Ego Manifestation (Continued)

a rogue whose level is at least four greater than the total hit dice or levels of the manifestation.

Saves: Add +2 to all of the saving throws of the base creature.

Abilities: Increase from the base creature as follows: Str +0, Dex +4, Con +4, Int +0, Wis +0, Cha +4

Skills: The manifestation possesses all of the skills of the base creature. In addition, it gains the following skills: Bluff +6, Innuendo +6, Listen +6, Sense Motive +6, Spot +6. If the base creature already possesses these skills, these bonuses are added to the creature's existing skill values.

Feats: Same as the base creature.

Climate/Terrain: Dreams of the base creature

Organization: Solitary

Challenge Rating: Same as the base creature +2

Alignment: Generally neutral, with a slight bias towards the alignment of the base creature. An ego manifestation is most concerned with doing whatever will help it (and the base creature) get ahead in the world. The base creature's bias towards good or evil will reflect the amount of influence the superego has over the ego — but left on its own, the ego is only interested only in itself.

Treasure: None

NEW CREATURE TEMPLATE: SUPEREGO MANIFESTATION

The superego is the last element of the subconscious to evolve. It governs notions of conscience, ethics, and morality. Where the ego looks after the individual, it is the superego that encourages the character to think about what he can do for others, or to feel guilt for actions that bring harm to innocents. As a result, the superego can often be an ally to adventurers; it may attempt to help the party out of dangerous situations, or provide hints to help them get around obstacles. An important thing to consider when dealing with the superego is the alignment of the dreamer. A good soul will probably have a powerful superego, which may step in to try to solve conflicts. An evil being either has a weak superego or has managed to suppress it; in this case, the superego manifestation may be physically restrained within the dream (chained or imprisoned) and unable to help the party. Freeing the superego and helping it gain dominance over the ego may be the first step in shifting the alignment of the dreamer.

Note that while a superego manifestation may help the party, if the party is in a dream for purely selfish or evil reasons the superego will oppose them — even if it simply tries to slow them down or sway them from their path instead of actually engaging them in combat.

A superego manifestation often takes on the appearance of the dreamer, which means that it is easy to confuse it with the ego manifestation. When it does not take the dreamer's shape, it generally assumes the form of someone important to the dreamer, someone who has been a voice of moderation or attempted to provide moral guidance to the dreamer. Like the ego manifestation, the superego will always have statistics derived from the dreamer, regardless of its appearance.

"Superego manifestation" is a template that can be added to any entity with an intelligence score of 4 or more. It uses all of the base creature's statistics and special abilities except as noted here. A superego manifestation can only be encountered in the dreams of the base creature.

Hit Dice: Set to d4.

Speed: Same as the base creature.

AC: Same as the base creature.

Attacks: A superego manifestation will never initiate combat; even if it is itself attacked, it will rarely respond with violence; instead, it will attempt to reason with enemies, if necessary using *charm* or *enthrall* to defuse hostilities. If it is somehow driven to fight, it will possess the same attacks as the base creature.

Damage: Same as the base creature.

Special Attacks: A superego manifestation possesses all of the special attacks of the base creature, although it will only use force in the direst of circumstances, and even self-preservation may not qualify.

Special Qualities: A superego manifestation possesses all of the special qualities of the base creature, plus those listed below:

Aura of Compassion (Su): Anyone attempting to attack a superego manifestation is struck by a wave of guilt and an overpowering sense of shame. This effect is similar to the spell *sanctuary*. In order to initiate hostilities against the superego, a character must make take a full action and make a Will saving throw against a DC of 12 + the base creature's Wisdom modifier. Once a character has successfully made the save, he does not have to make it again; he has overcome his guilt. If he fails the roll he may try again, but each attempt requires a full action.

Blindsight (Ex): A subconscious manifestation is intuitively aware of the nature of its surroundings; it is part of the dream, after all. The manifestation can sense its enemies and surroundings up to 60 feet away, and is not affected by darkness or invisibility.

SUPEREGO MANIFESTATION (Continued)

Fast Healing (Ex): A manifestation receives constant support from the subconscious. As a result, a manifestation recovers 6 hit points each round. This will not allow the creature to regenerate lost limbs, nor prevent it from being killed. This will also not restore damage caused by an *oneiric bolt* spell.



Spell-Like Abilities: A superego manifestation can use any of these abilities at will: *charm monster*, *cure light wounds*, *enthrall*, *hypnotism*, or *suggestion*. These abilities work as if cast by a cleric of a level or hit dice equal to the base creature, and have a base save DC of 10 + Wisdom modifier + spell level. If the base creature is evil, victims receive a +4 to their saving throws against these effects. If the base creature is good, victims receive a -2 to their saves.

Spell Resistance (Ex): Subconscious manifestations are naturally resistant to magic; the force of the subconscious works to counteract a character's attempts to harm the creature. A manifestation has a Spell Resistance value equal to 5 + the base creature's hit dice or character levels.

Saves: Same as the base creature.

Abilities: Increase from the base creature as follows: Str +0, Dex +0, Con +0, Int +2, Wis +6, Cha +2

Skills: The manifestation possesses all of the skills of the base creature. In addition, it gains the following skills: Diplomacy +6, Healing +6, Sense Motive +6. If the base creature already possesses these skills, these bonuses are added to the creature's existing skill values.

Feats: Same as the base creature.

Climate/Terrain: Dreams of the base creature.

Organization: Solitary

Challenge Rating: Same as the base creature +2

Alignment: Always neutral good.

Treasure: None

Generally clowns are harmless, but if the dreamer has a paralyzing fear of evil clowns, a figment-clown may have the powers of a spectre. On the other hand, if the dreamer loves dragons, a dream may be filled with friendly red and green dragons with the temperament (and statistics) of puppies. This serves two purposes. The first is to add a touch of whimsy to an adventure that you couldn't get away with the real world. The second is to keep your players on their toes. In a world where even the most harmless creatures can be deadly, it's important to look for any possible clue about the nature of the dream, to get a sense of what challenges may lie ahead.

The Lucid Dreaming Study Dream Host action can allow a character to gain a sense of the true nature and power of figments in his vicinity, along with the fears or ideas that they represent.

Experience point rewards for a figment should be based on its statistics as opposed to its shape. Since players are not in danger of dying, and since they have dream points to help them overcome dangerous foes, you can choose

to reduce the Challenge Rating of each foe that the party faces by one level in order to balance things. Thus a creature that is CR 8 in reality would only be CR 7 in dreams, and a monster with a normal CR of 1 would be reduced to a CR of 1/2.

SUBCONSCIOUS MANIFESTATIONS

Subconscious manifestations are another class of creature that can be found within dreams. These beings are directly linked to the mind of the dreamer, and draw on the dreamer's subconscious for strength and energy. This gives them a variety of powerful abilities. The personality and powers of a subconscious manifestation are based on which aspect of the subconscious it represents — the id, ego, or superego. The process for creating each of these manifestations is described in the boxed text.

Characters can encounter multiple manifestations of the subconscious. A group being chased by a pack of id-hounds could be saved by a superego manifestation, or betrayed by a selfish ego.

DREAM HOST SELF-IMAGE

One of the stranger foes a party can face when exploring a dream is the self-image of the dreamer. This is challenging for a number of reasons. If the host is skilled at lucid dreaming, his self-image will possess considerable influence over the reality of the dream; and even if he has no knowledge that he is dreaming, his self-image still draws upon energy from his dream surroundings much like a subconscious manifestation. But the most difficult thing about dealing with the self-image of a dream host is the fact that if you “kill” him, he may wake up — ending the dream and booting you back into the real world. Even if he remains asleep, the dream will shift to a new configuration — which may be even worse. Luckily, a party can only encounter a single self-image within a particular dream.

If you defeat the self-image of a dream host, there is a 50% chance that the dreamer will wake; this immediately ends the dream and forces all lucid dreamers back to the waking world. Characters ejected in this manner do not suffer the penalties for dying in dreams. If the dream host's self-image is killed by an *oneiric bolt* spell, his chance of waking is increased to 100%.

If the dreamer does not wake up, the dream will still end and a new dream will begin if the self-image is defeated. In most cases, the characters will find themselves in a completely different location. If the dream was based on a particular theme — the dreamer's fear of bunnies, for example — it will probably have a completely different tone. On the other hand, creatures with unnaturally static dreams — gods, for example — may simply reset the dream. The party will be returned to the point at which they originally entered the dream, and all evidence of their actions will be completely erased.

NEW CREATURE TEMPLATE: DREAM HOST SELF-IMAGE

A self-image is the incarnation of the dreamer within his dream. Most of the time, it will take on the physical form of the dreamer, but this is not always the case; a man might dream about being a woman, a dwarf might fantasize about being an elf, and a goblin could imagine he was a bicycle. Still, these are the rare exceptions as opposed to the rule. In all cases, the Lucid Dreaming Study Dream Host action will allow a character to sense the true nature of a self-image even if it does not have the appearance of the host dreamer.

An important issue when facing a self-image is whether the host dreamer is aware of his dream or not. If he is a trained lucid dreamer, the dream host may recognize threats and can use his Lucid Dreaming skill to defend himself. If he is simply a passive dreamer, he will respond to danger much as he would in the real world. Reality may still shift around him, but these changes will not be as directed as they would be in the hands of a trained oneiromancer.

A “dream host self-image” is a template that can be added to any entity with an intelligence score of 2 or more. It uses all of the base creature's statistics and special abilities except as noted here. A dream self-image can only be encountered in the dreams of the base creature.

Hit Dice: Increase to d12

Speed: Same as base creature.

AC: Same as base creature.

Attacks: Same as base creature.

Damage: Same as base creature.

Special Attacks: Same as base creature.

Special Qualities: A dream host self-image possesses all of the special qualities of the base creature, plus those listed below:

Dream Points (Ex): A dream host self-image has access to an infinite supply of dream points. The dream is his personal playground, and he will never run out of energy. If the dreamer is aware inside of the dream and possesses ranks in Lucid Dreaming, he can direct these energies himself. He may expend a number of dream points equal to six + his ranks in Lucid Dreaming each turn, and all of his Lucid Dreaming actions are automatically successful. If the dreamer has no ranks of Lucid Dreaming, his self-image may still expend six dream points per turn to gain the benefit of any of the Lucid Dreaming actions, and these actions will always succeed — again, no skill check is required. However, the untrained dreamer does not consciously direct these points; they just happen, generally in ways that will benefit the dreamer. An attacker might find that she is surprisingly clumsy (due to Modify Chance affecting her chance to hit), or the dreamer self-image might find that he is fighting unusually well, or that spell-like effects just occur around him.

The net result is that while the self-image generally has the same statistics as the base creature, at any given time one or more of those statistics will be elevated. It will be harder to hit, or faster, or more dangerous that opponents will be expecting. A fighter's self-image may suddenly start flying or shoot *fireballs* at his foes.

Fast Healing (Ex): If a dreamer's self-image is not killed quickly, it will tend to “forget” that it was injured; wounds will simply fade away when no one is looking at them. Even the dreamer himself won't really notice the healing; it just happens in the background. A self-image recovers 5 hit points each round. This will not allow the creature to regen-



Self-Image (Continued)

erate lost limbs, nor prevent it from being killed. This will also not restore damage caused by an *oneiric bolt* spell.

Spell Resistance (Ex): When a character attempts to perform magic within a dream, she is using her mind to try to alter the dream scenario. The dream host will unconsciously resist any such change, asserting its own vision of reality. As a result, self-image has a Spell Resistance value equal to 5 + the base creature's hit dice or character levels.

Saves: Add +2 to all of the saving throws of the base creature

Abilities: Same as base creature.

Skills: Same as base creature.

Feats: Same as base creature.

Climate/Terrain: The dreams of the base creature.

Organization: Solitary

Challenge Rating: Same as base creature +2

Alignment: Same as base creature.

Treasure: None.

Adventure Seeds

There are many different ways to draw player characters into dreams, depending on their level, the nature of your game, and the rewards you want them to gain from the experience. Here are a few ideas to help you get started.

WELCOME TO OUR NIGHTMARE

"I've never gotten this far before," hissed Thriss. Sera shivered — something about the serpentine warrior set her on edge. Still, it was just a dream — it's not like she'd ever meet him in real life, right?

In ages past, an order of mages found a way to physically transport living beings into the world of dreams. The order used this knowledge to imprison the most terrible villains of the age in a prison beyond thought. Civilizations have come and gone, and the knowledge of the order is long lost. But the prison still stands on the shoals of dream, waiting for someone to discover it.

This story idea is one way to introduce your party to the idea of dream adventuring. Pick one character out of the party of to be the focal dreamer. Create new characters for your other players — strange and disturbing people, the denizens of the dream prison. The concept is simple:

DREAM LICH

While a powerful necromancer may seek eternal life within a skeletal shell, a master oneiromancer can take a different approach. Through dark rituals culminating in the taking of his own life, an oneiromancer can abandon physical existence entirely, becoming an immortal spirit haunting the dreams of others — a dream lich.

Dream liches are powerful and sinister creatures who drift between the dreams of mortals feeding on fear and nightmares. Some simply enjoy spreading terror, preying on the minds of children or those who have no ability to defend themselves. Others continue their arcane studies, haunting the dreams of living warlocks or taking possession of the minds of brilliant sorcerers. Mercifully, few oneiromancers have the level of skill or the depravity of spirit required to become one of these creatures. But while there are only a handful of these spirits, they are not tied to physical locations. You are not safe simply because you stay away from ancient tombs or ruined towers. If you dream, you are vulnerable — and one of these nights, a dream lich may come for your mind.



NEW CREATURE TEMPLATE: DREAM LICH

In its natural form a dream lich appears as a spectral caricature of its former self, its body twisted by the evil desires of its spirit. However, the appearance of the creature is governed by its imagination and it will typically shift its appearance to cause maximum fear or confusion.

“Dream lich” is a template that can be added to any creature that possesses at least eight oneiromancer levels. The creature’s type changes to “incorporeal undead.” It uses all of the base creature’s statistics and special abilities except as noted here.

Hit Dice: Increase to d12.

Speed: Same as base creature.

AC: A dream lich receives a +5 deflection bonus to its armor class.

Attacks: Same as base creature. Even though the dream lich is incorporeal, in a dream its blows cause pain as if they were solid.

Damage: Same as base creature.

Special Attacks: A dream lich possesses all of the special attacks of the base creature, plus those listed below:

Dream Point Drain (Su): Any creature struck by the physical attack of a dream lich must make a Will save (DC 20) or lose 2d6 dream points. The dream lich gains the points that are lost. If a lucid dreamer loses all of his dream points in this manner, his dream self is slain, and he suffers twice the usual death penalties when he wakes up.

Nocturnal Possession (Su): If a dream lich can locate and kill the self-image of the individual whose dream it currently inhabits, the victim and the dream lich must make an opposed Will saving throw. If the victim wins this contest, he wakes as normal. But if the lich wins the roll, it suppresses the mind of the victim and assumes control of its body. A *wish* or *miracle* can put an end to this possession; the only other way to break this control is to enter the dreams of the victim — who is effectively sleepwalking for as long as the lich remains in control — and hunt down and defeat the lich.

If a dream lich remains in possession of an individual for more than one day for every two points of Wisdom possessed by its victim, the victim’s soul is driven out of the body. At this point, if the dream lich is defeated the victim’s body falls into a coma. The only way to restore the spirit to the body at this point is to use *wish*, *limited wish*, *miracle*, *raise dead*, or *resurrection*.

Special Qualities: A dream lich possesses all of the special qualities of the base creature, plus those listed below:

Alter Self (Su): The appearance of a dream lich is simply a manifestation of the spirit’s imagination. It can shift its form at will as per the spell *alter self*, and this effect has an unlimited duration. While the spirit is incorporeal by nature, it can conceal this fact within a dream; it can assume a solid appearance, although this illusion will be broken when someone attempts to touch the creature.

Dream Points: For every hit die or level possessed by the base creature, a dream lich possesses a number of dream points equal to eight plus its Wisdom modifier. So a dream lich with a total of 14 character levels and a Wisdom score of 18 would possess 168 dream points. It can expend these points at the usual rate (two per turn, plus one for every rank of Lucid Dreaming possessed by the creature). Of course, if it has ten oneiromancer levels, it may expend any or all of its dream points in a single turn.

Incorporeal: A dream lich can only be harmed by other incorporeal creatures, +1 or better magical weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. It can pass through solid objects at will, and its attacks pass through armor. It always moves silently.

Regeneration: A dream lich is only partially real. Its belief in itself is so strong that it can recover from any sort of injury, given time. It recovers two points of damage each round, and can regenerate lost limbs. This can even restore damage inflicted through use of the Stream of Consciousness oneiromancer ability; Stream of Consciousness is the only way the dream lich can regain dream points, other than through its Dream Point Drain ability, since it never wakes up). The only type of damage that can actually kill a dream lich is the effect of an *oneiric bolt* spell, and this damage can still be regenerated unless it actually kills the creature. While it can only be killed by *oneiric bolt* damage, reducing a dream lich to zero hit points will cause the creature to be ejected from the dream it is currently inhabiting, and into that of the creature nearest its previous host in the real world.

Spells: A dream lich can cast any spells that it could while alive. It recovers its full complement of spells every 24 hours of subjective dream time.

Turn Resistance (Ex): A dream lich has +4 Turn Resistance.

Undead: As an undead creature, a dream lich is immune to mind-influencing effects, poison, *sleep* magical effects, paralysis, stunning, and disease. It is not subject to critical hits, subdual damage, energy drain, or death from massive damage.

Saves: Same as base creature.

Abilities: A dream lich gains a +2 bonus to its Intelligence, Wisdom, and Charisma. Being undead, it has no Constitution score.

Skills: A dream lich receives a +4 natural bonus to Disguise, Hide, Listen, Lucid Dreaming, Search, Sense Motive, and Spot checks.

Feats: Same as base creature.

Climate/Terrain: Any dream

Organization: Solitary

Challenge Rating: Same as base creature +2

Alignment: Any evil

Treasure: A dream lich does not collect wealth or material goods, but it may carry *transient* magical objects.



due to a conjunction of stars, the heritage of the focal character, and a variety of other factors, the focal character is drawn to the prison of dreams. After going to sleep, he finds himself a prisoner in a strange fortress. His only allies are the other prisoners of the fortress. Having arrived from the outside by chance instead of being imprisoned by the spells of the ancient order, he possesses equipment and spells, and he may be able to help the other prisoners overcome the guards. Working together, can they overcome the traps and dangers of the fortress?

One of the main challenges of this story is to keep things surreal enough that the player doesn't take things too seriously. It's a dream, after all, and it probably has some hidden symbolic meaning. But if the character does manage to engineer an escape, he should be able to acquire a *transient* object along the way — proof that there was something unusual about the dream. One possibility would be a pair of *gauntlets of transition*, as could be a piece of equipment used by the prison guards. And if the character helped any of the prisoners to escape from the fortress, they should appear at some point in the future. These prisoners should be bizarre and dangerous beings — criminals so dangerous that dimensional banishment was deemed to be the safest punishment for them. When the party realizes that they are now loose in the world as a result of the actions of the focal character, it should be a chilling moment ... even more so when they come face to face with the characters they played in the dream!

Another way to approach this episode would be to have the party sent to the prison to secure the release of a pris-

oner; a powerful wizard has discovered the existence of the fortress of dreams, and is seeking to acquire ancient knowledge that is only possessed by one of the prisoners. In this case the entire party would enter the dream, most likely with magical assistance. If your party doesn't like surprises, this may be a better approach for you to take.

Yet another approach would be for one of the characters to be trapped in the prison of dreams by an old enemy; his body falls into a coma, and the rest of the party must find a way into dreams to rescue him. The comatose player could temporarily control an oneiromancer NPC — the party's guide to the world of dreams.

THE DREAMS OF THE EMPTY CITY

Raindrop heard the sound of running water and slowly opened her eyes. The ancient fountain — which had been barely more than a pile of rubble and weeds when she went to sleep — was restored to its full glory, and water flowed like liquid crystal down the gilded stones. As she studied the fountain with a speculative eye, wondering if she could scrape off the layer of gold, she heard the sound of a dozen blades being drawn from their sheaths. Looking around she quickly realized that it wasn't only the fountain that had been restored ...

As the party is traveling, they come upon an ancient ruin — the foundations of a city that has been destroyed for centuries. Should they choose to camp in the boundaries of the city, they will all fall fast asleep — even sentries and elves. When they come to their senses, they find that the city has been restored, or so it seems; in truth, of course, they are all still asleep. In the dream, the city sees the PCs as the descendants of those who pillaged and destroyed its people, and the members of the party are hunted down by trackers, priests, and guardsmen. If any of the characters are killed before they realize they are dreaming, feel free to keep them in the dark — this can really build up the tension.

Eventually, either all the players will be killed or they will have a showdown with the priest-king of the city, the embodiment of the city itself — if he is defeated, the dream will fade and the city will collapse into its ruined state as the PCs wake up. As for rewards, in dealing with the priests and the priest-king, the party may learn the location of a secret vault that was never found by the people who destroyed the city — using the knowledge from the dream, they should be able to find the vault within the rubble of the great temple, conveniently leading to a session of dungeon-crawling.

NEW WONDROUS ITEM: GAUNTLETS OF TRANSITION

A character who possesses one of these heavy leather gloves can use the enchantment of the gauntlet to transport an object with her into her dreams. The gauntlet itself is a *transient* item, and it temporarily transfers this enchantment to any object the owner is holding with it; thus, if a character falls asleep while holding an object with the gauntlet, that object vanishes along with the gauntlet and will appear in her dreams. This power even extends to living creatures, and can allow the wearer to bring friends with her into her dreams. However, the effect only lasts while the object remains in contact with the gauntlet; if the wearer lets go of the item in the dream, it will vanish and reappear in the waking world, next to the sleeping character.

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item, 8+ ranks of Lucid Dreaming, spellcaster level 6+; *Market Price:* 1,800 gp; *Weight:* —

SHADOWS OF THE PAST

“The Sword of Victory?” Dafyd said. “Don’t make me laugh. That’s a story for children!”

“You’re right,” Sera “It is. But the story of Gwylin and the Sword of Victory was once the creed of the Church of Gwylin. The Church has been dead for centuries, but gods don’t fade so easily. Somewhere, Gwylin still exists — and the sword exists as well, if only as a dream within his mind. It’s up to us to make it real.”

“Great. There’s no way this can go wrong.”

Ideas have power. When enough people believe in something, they make it real — and it doesn’t always go away when they stop believing in it. Gods are one example of this. Whether deified mortals or ancient spirits, gods draw power from the adoration of their followers. When the followers go away, the power of the god begins to fade. But its memories can linger on — along with its dreams.

The dreams of a god are far more directed and stable than mortal dreams. Where mortal dreams shift and change, the dreams of a god embody the nature of that deity. The dreams of a goddess of war may be an endless battlefield, where the soldiers die only to rise up and continue fighting. A god of strength might live in a temple formed of his own body — a giant personification of physical prowess that the PCs must somehow gain entry to. The guardians within the realm may be far more powerful than they should be, with increased resistance to magic or mundane weaponry. To make matters worse, it should be extremely difficult for the PCs to alter reality within the dreams of the god — the willpower of the deity is far greater than any mortal could muster.

Players could be sent into the dreams of a god for any number of reasons. The simplest would be a quest for an artifact — a *transient* relic that no longer exists in the real world, or that never existed in the real world, but that can still be found in the dreams of the fading god. Someone might seek such an artifact for selfish personal gain or to fulfill an ancient prophecy. Or perhaps a powerful individual is seeking to seize the power of the god for her own ends, and needs to obtain the symbol of his power in order to absorb his soul. If so, the party could face two serious challenges — first overcoming the power of the sleeping deity, and then overcoming the sorceress who has usurped that power for her own ends!

NEW MAJOR ARTIFACT: THE SWORD OF VICTORY

This mighty blade was the weapon of a god of war and justice, the protector of a civilization that has been long forgotten. But it still exists within the dreams of the ancient god, and it still yearns to protect the innocent from harm. It takes the form of a massive greatsword, with a golden hilt and a blade of polished silver that shines with the light of the sun.

The sword of victory is a +6 holy defending transient greatsword of flaming burst. It has the following additional powers:

- The light of the blade has the effect of a *daylight* spell whenever the sword is unsheathed. This effect is as cast by a 20th-level cleric for purposes of dispelling *darkness*.
- When in the hands of a good- or neutral-aligned character fighting for a noble cause, the sword spreads an aura of courage to all who fight alongside the wielder. The wielder and all allies within 60 feet receive a +2 morale bonus to attack and damage rolls, skill checks, and saving throws.
- It provides its bearer with a +8 Strength score enhancement bonus.
- It can cast any of the following spells, each once per day: *flame strike* (15d6 damage, DC 19), *hallow*, *holy word*.

The sword is intelligent (Int 12, Wis 17, Cha 17, Ego 22) and lawful good. It seeks to preserve justice and protect the innocent from tyranny, and will constantly urge its bearer to seek out those in need of aid. If the blade is ever used to slay a good-aligned creature it will vanish, returning to the dreams of the forgotten god.



RATIONAL MAGIC

Gizzeldorpus lifted his bespectacled face to contemplate the hulking monster before him. His gnomish frame — barely topping three feet even on a good day — was dwarfed by the bulk of the very large red dragon looming over him. The gnome carefully removed his eyeglasses, and slowly polished them on the plain linen kerchief that he kept in his pocket for just such occasions.

Setting the spectacles on the bridge of his nose again, Grizzeldorpus shook his head as an expression of supreme disbelief crossed his face. “Mine eyes play tricks upon me,” he said in a voice that carried strangely across the hills around him.

“They tell me that a fierce dragon stands before me ... yet all right-thinking people know that such creatures are beasts of fantasy and legend,” Grizzeldorpus continued, his voice ringing out over the landscape. “For one to exist in truth violates the natural order ... there exists not enough foodstuffs in any land to sustain such a mass, and the knights of the realm would surely put down a monster of such dangerous demeanor. Dragons, indeed, are the product only of rank superstition, and not of reality.”

As his logical discourse reached a crescendo, Grizzeldorpus lifted his hand, stopping the creature in its tracks. The enormous beast backed up in horror as it felt its powers being inexorably drained from it, and had only enough time for a surprised snarl before being transformed into a largish — but very mundane — crocodile.

THE MAGIC OF LOGIC

Some individuals are so steeped in rational thought that they cannot admit to the existence of magic. Many of these are scholars: researchers of the “hard” sciences, natural philosophers, and mathematicians. Some are more ordinary folk. To them, magic is nothing more than a superstition — clever tricks played upon the feeble-minded.

In a few of these hardened skeptics, their disbelief in magic takes on a power of its own — they are able to affect the world around them, draining magic from their surroundings and replacing it with the mundane. With discipline and knowledge, their arguments against the supernatural take on a power of their own. Their faith in

the natural world protects them from the supernatural, and their words alone can break mighty spells and vanquish creatures of great magical power.

LOGIC

One of the primary tools of skeptics, logic is the ability to craft formal arguments following a strict and complicated set of guidelines. Although it is usually the domain of mathematicians and philosophers, many academics are familiar with its applications. Some scholars actually argue for entertainment.

Characters naturally use logic when they wish to prove something, rather than merely sway someone to their side. In most cases, the argument will begin with a set of premises, which are generally accepted to be true. Then, through a series of conclusions based on the premises, the argument will reach its desired end.

An extremely simple logical argument may look like this:

Premise 1: Only members of the Dramok clan bear the mark of Gorash.

Premise 2: Ortug the Insatiable bears the mark of Gorash.

Conclusion 1: Therefore, Ortug the Insatiable is a member of the Dramok clan.

Of course, most logical arguments are more complicated than this. A single argument can contain thousands of conclusions and span the pages of several volumes.

In addition to reaching true conclusions, skilled logicians can craft complex and nearly undetectable lies. Given enough time they can literally “prove” anything, no matter how outrageous.

Just because a logician successfully proves something doesn’t mean that people will gracefully accept his conclusions, though. Only the purely rational will be swayed by logic alone; other characters will be swayed by extraneous factors like their own prejudices and emotions, or the logician’s reputation. A diplomatic effort may still be necessary to get them to act on the logician’s argument.

New Skill: Logic (Int)

Use this skill to construct a logical argument, from premise to conclusion. This can be used to convince a guard that you are, indeed, “authorized personnel,” make the claim before the king that you are the heir to a dead lord’s estate, or argue that it’s not your turn to clean out the stable. Logic includes the manipulation of facts, scientific thought, and sound reasoning. A skilled character knows various logical methods for reaching apparently valid conclusions from factual premises. This skill represents the ability to convince others of a “truth” regardless of its veracity. It may be used in place of Diplomacy or Bluff checks, in most cases.

Logic is a class skill of the skeptic prestige class, and important tool in combating the supernatural.

Check: You can change others’ beliefs with a successful check. Logic checks are made as an opposed roll against Sense Motive. For most Logic checks, the difficulty and time required depends on the task; the modifiers in the table below are stackable and are applied to Logic skill check.

Task	Time	DC
Make a simple argument (2 premises, 1 conclusion)	3 rounds	Opponent’s Sense Motive roll
Each additional premise	+1 round	–2
Each additional conclusion	+1 round	–3
If the desired result is untrue	+0 rounds	–5

Simple arguments are straightforward and easy to follow, like the example of Ortug the Insatiable on page 134. They contain two premises and a single conclusion.

As arguments become more complicated, they may require several premises and more than one conclusion. Conclusions from one step may even become premises in the next. In a sense, they are actually a series of simple arguments strung together to reach their desired result.

Imagine that Ortug wishes to prove that he is not only a member of the Dramok clan, but also a descendant of the clan’s long-lost chieftain, called a “Scion of Brusius” in the clan’s legends. He would start by proving that he is a member of the clan, just like in the example above.

Then he would need to remind his audience of the “Saga of Brusius” — a lengthy poem that describes the great chieftain’s descendants. The key line reads:

“They alone, of all the Dramok, can roll aside the weighty Stone of Reason.”

To a logician, this line yields two premises:

Premise 3: The Scions of Brusius must be members of the Dramok clan. (So far so good! Ortug has already proven that he is a member of the Dramok Clan.)

Premise 4: The Scions of Brusius are the only members of the Dramok clan who can roll aside the Stone of Reason.

After a bit of heavy lifting, Ortug rolls away the Stone of Reason, adding the following premise to his argument:

Premise 5: Ortug the Insatiable can roll away the Stone of Reason.

Now he can make this conclusion:

Conclusion 2: Ortug the Insatiable is a Scion of Brusius.

The argument requires 7 rounds and an opposed Logic check with a –9 penalty. Ortug’s player rolls his Logic skill against his opponent’s Sense Motive, for a success! Ortug has successfully and indisputably made his claim. Once convinced of an argument with the Logic skill, a person will believe the claim and act upon it as fact until he’s shown indisputable evidence to the contrary.

In the case that this skill is being used to convince a large crowd of NPCs of a claim’s truth, the GM can allow a single Logic check against a base DC of 10 rather than requiring an opposed check for every person in the group. PCs in the crowd may still deserve a separate roll, however.

Retries: Characters may make multiple attempts to prove a single argument. Failed attempts earn a –1 penalty to subsequent Logic checks to prove the same argument.

Special: Since Logic relies on reason instead of charm, special Charisma-based bonuses to skill rolls do not apply to Logic checks.

If you have 5 or more ranks of Bluff or Diplomacy, you receive a +2 synergy bonus to your Logic checks. Likewise, if you have 5 or more ranks of Logic, you receive a +2 bonus to your Bluff and Diplomacy checks.

Logic may be used by untrained characters.



NEW PRESTIGE CLASS: The Skeptic

Most skeptics are men of science who possess considerable knowledge of the natural world. They are usually human, and keen observers who are confident in their grasp of the world around them. They are quick to decry the unexplained and the supernatural, claiming that anything can be explained using the principles of common sense or science. They would rather deny the evidence of their own eyes than admit to something beyond their understanding. Yet in a world filled with magic — where even gods are created or destroyed by the belief of the faithful — this force of conviction becomes a power to be contended with.

Hit Die: d6

REQUIREMENTS

To qualify to become a skeptic, a character must meet all of the following requirements.

Alignment: Any Lawful

Will Saving Throw: +5

Skills: 10 ranks in any Knowledge skill; 5 ranks in Logic

Restrictions for Spellcasters: Although it requires considerable sacrifice, those with the ability to cast spells may become skeptics. For each level he attains as a skeptic, a character loses one level of spellcasting ability from the spellcasting class of his choice. Thus when a 4th-level wizard becomes a 4th-level wizard/1st-level skeptic, he will cast spells as if he was only a 3rd-level wizard. Other statistics, such as hit dice, attack bonus, saving throws, and exceptional abilities are unaffected.

Spell-like abilities, like a gnome's ability to cast *dancing lights*, *ghost sound*, and *prestidigitation* are unaffected by this rule. They are ingrained in the character's being and are considered by him to be perfectly normal.

Once a character becomes a skeptic, he may not take additional levels of any class that grants spells.

CLASS SKILLS

The skeptic's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Knowledge (all

TABLE: THE SKEPTIC

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Spell Resistance	Special	Spells
1	+0	+0	+0	+2	11	Refute: Dispel Effects; Skepticism: SR 11	–1 existing level
2	+1	+0	+0	+3	12	Refute: 1d6 damage + stun; Magic Arms and Armor Resistance –1	–1 existing level
3	+1	+1	+1	+3	13	Resolute Mind	–1 existing level
4	+2	+1	+1	+4	14	Refute: 2d6 damage + enfeeble; Skepticism: Resist Psionics; Magic Arms and Armor Resistance –2	–1 existing level
5	+2	+1	+1	+4	15	Discerning Eye	–1 existing level
6	+3	+2	+2	+5	16	Magic Arms and Armor Resistance –3/ Psionics	–1 existing level
7	+3	+2	+2	+5	17	Refute: 3d6 + drain; Aura of Rationality –1	–1 existing level
8	+4	+2	+2	+6	18	Skepticism: Resist Supernatural Abilities; Magic Arms and Armor Resistance –4	–1 existing level
9	+4	+3	+3	+6	19	Refute: 4d6 + disenchant; Aura of Rationality –2	–1 existing level
10	+5	+3	+3	+7	20	Impervious Mind; Magic Arms and Armor Resistance –5/Incorporeal	–1 existing level

skills taken individually) (Int), Logic (Int), Profession (Wis), Sense Motive (Wis), Speak Language, Spellcraft* (Int)

Skill Points at Each Level: 4 + Int Modifier

* Of course skeptics would not call it “Spellcraft,” “Charlatanism,” “Modes of Superstition,” and “Damn Tomfoolery” would all be more appropriate.

CLASS FEATURES

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

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

Refute: This is the skeptic’s ability to block the supernatural with the power of his own disbelief. This power increases with the character’s levels in the skeptic prestige class. Each application of the Refute special ability takes one full round and only affects creatures or objects within hearing range of the skeptic’s voice, but the number of uses is unlimited.

Dispel Effects: Beginning at 1st level, skeptics can dispel magic and other supernatural effects by presenting convincing arguments against their existence. The force of their rational minds is enough to dispel these “rank superstitions.” This ability functions like the targeted application of *dispel magic*. The skeptic chooses a specific spell, magic item, or supernatural or spell-like ability possessed by another character and attempts to make a rational argument

against its existence. He makes a Logic check versus a DC of 11 + the effect’s caster level. If successful, the spell or effect is dispelled. A skeptic automatically succeeds at his dispel check against any spell that he casts himself. If a skeptic fails to dispel an effect, he may not try to Refute the effect again until 24 hours have passed.

Damage the Irrational: At 2nd level and beyond, the skeptic can use Refute to damage irrational creatures. These are creatures that violate the natural order of the skeptic’s universe, including aberrations, constructs, dragons, elementals, feys, magical beasts, outsiders, shapechangers, and undead.

In order to harm creatures with his Refute, the skeptic makes a Logic check, rolling versus a DC of 11 + the target’s hit dice or class level. If successful, the attack deals the damage listed below and the target must make a Will saving throw to avoid a secondary effect. Creatures that are immune to magic, like golems or beholders, take damage from the attack but do not suffer the secondary effect. Refute attacks the very existence of its victim, ignoring Damage Reduction.

Level	Damage	Secondary Effect
2	1d6	Stunned for 1 round
4	2d6	Enfeebled for 1 minute per skeptic level
7	3d6	Drain
9	4d6	Disenchant

Once he reaches 4th level, the skeptic can split his Refute attacks amongst multiple targets, assigning one or more die of damage to each target. He must make a separate Refute check for each target. The secondary effects of these split

attacks correspond to the number of damage dice inflicted; a creature that suffers 2d6 damage will be enfeebled, while a creature that suffers 1d6 will be stunned.

Also at 4th level and beyond, before he makes a Refute attack the skeptic must choose the damage and corresponding secondary effect he wishes to inflict. For example, a 7th-level skeptic may inflict 2d6 damage and drain, 2d6 damage and enfeeble, or 1d6 damage and stun an opponent with a single attack, not all three at once.

Stunned characters can take no actions and lose their Dexterity bonus to AC. Foes get a +2 bonus to attack stunned opponents. Mindless creatures, like oozes and some undead, cannot be stunned by Refute attacks.

Enfeebled targets suffer a temporary -1d6 Strength score drain, with an additional -1 for every two caster levels they possess, to a maximum of -5 additional points. The victim's strength cannot drop below 0, and these points return at a rate of 1 per day.

A creature who suffers a drain attack suffers one negative level. The character's new XP is midway between the minimum needed for his or her new level and the minimum needed for the next one. If the character was 1st level, he permanently loses 1 point of Constitution instead of losing a level. If a creature that doesn't have character levels is hit, it loses one hit die instead. To observers, it looks as if the victim actually grows a little less substantial.

The exact effect of disenchantment depends upon the target creature. Generally, for each special ability that it loses its CR should be reduced by 1.

Creature Type	Disenchantment Effect
Aberration	Extra damage: 1d6 + 1 per skeptic level
Construct	Disenchanted**
Dragon	Extra damage: 1d6 + 1 per skeptic level
Elemental	Banished to native plane††
Fey	Transformed into ordinary creature***
Incorporeal	Loses incorporeal type modifier†
Magical Beast	Transformed into ordinary creature***
Outsider	Banished to native plane††
Shapechanger	Trapped in current form‡
Undead	Extra damage: 1d6 + 1 per skeptic level

** A disenchanted construct loses the magic that gives it life. It reverts back to an inanimate object. Given enough time and money, its creator may reenchant it as normal.

*** When a fey or magical beast becomes disenchanted, it is transformed into a closely-related mundane creature. A

sprite, for example, would become a very small, but otherwise ordinary humanoid, while a unicorn would become a normal horse. Until it is restored, either by a *restoration* or *polymorph* spell, the creature may not employ its spells, or supernatural or spell-like powers, though it retains its original creature type. Hit dice and other statistics remain the same, unless directly impacted by the loss of a special ability. For instance, a pegasus would obviously lose its flight speed if turned into a horse.

† Incorporeal creatures are drawn into the Material Plane; they become solid and lose the benefits of their incorporeal type modifier. They may no longer pass through solid objects and may be harmed by ordinary weapons. Once an incorporeal creature becomes disenchanted, it loses its 50% resistance to corporeal magical attacks and its missile deflection bonus. Its attacks no longer ignore armor, and it can no longer move silently without a normal skill check. It can be restored by a *restoration*, *miracle*, or *wish* spell.

†† Disenchanted elementals and outsiders are immediately forced back to their home plane and may not return to the Material Plane for 1 year.

‡ Disenchanted shapechangers are trapped in their current form until restored by a *restoration*, *miracle*, or *wish* spell.

If a creature falls into more than one category, the GM determines randomly which aspect of the creature is affected. Once all of a creature's "unnatural" types have been disenchanted, it may not be affected again by Refute until restored.

Skepticism: The skeptic's skepticism is so strong that it protects him from "unnatural" effects. At 1st level, he gains Spell Resistance 11. After 1st level, his Spell Resistance goes up by one point per skeptic level.

At 4th level, the skeptic's Spell Resistance broadens to protect him from psionics. At 8th level, his Spell Resistance also protects him from supernatural abilities.

Magic Arms and Armor Resistance: At 2nd level, the skeptic can ignore the bonuses conveyed by magic weapons, shields, and armor. For each level of this special ability, which the skeptic gains every even level, he reduces the pluses of any magic weapon, armor, or shield used against him by one. Thus, a +2 *longsword* wielded against a 2nd-level skeptic will perform as if it is only a +1 weapon. Similarly +4 *studded leather armor* worn will only provide a +5 armor bonus against a 4th-level skeptic. If the bonus of a magic weapon, shield, or piece of armor is reduced to zero by this special ability, then it functions as a masterwork item. Additionally, any special abilities the weapon or armor possesses may not be used against the skeptic, and at 6th level the skeptic's Resistance to Magic Armor and Weapons extends to psionic items as well.

For example, dour-faced Thrum the Sensible, a 4th-level monk/3rd-level skeptic, faces mighty Boggert the Mad and his +1 *flaming greataxe*. Thrum's Magic Arms and Armor Resistance reduces Boggert's greataxe to a masterwork weapon, eliminating its magical bonus and the *flaming* special ability.

Magic Arms and Armor Resistance cuts both ways, though. Any magic weapon, shield, or armor used by a skeptic suffers the same penalties that it would if it was wielded against him. The loss of magic due to the skeptic's Magic Arms and Armor Resistance is applied only to attacks made by the skeptic, or attacks made directly against him. When used against other opponents, the items function normally.

Finally, at 10th level the skeptic also gains the ability to strike creatures that are normally immune to ordinary weapons, such as incorporeal monsters, as if wielding a +1 magic weapon.

Resolute Mind: At 3rd level, the skeptic gains a +2 bonus to saves against spells from the Enchantment school. This functions in the same way as the monk special ability Still Mind.

Discerning Eye: At 5th level, the skeptic becomes so skilled at spotting deception that he may attempt a Will save to disbelieve any illusion. The GM should make this roll in secret, to avoid tipping off the players.

Aura of Rationality: At 7th level, the skeptic radiates an Aura of Rationality. This is a *-1 magic zone* (see page 70), which encompasses everything within 10 feet of the skeptic. It affects spells, spell-like abilities, and magic items, amplifying them several times over or weakening them to insignificance. When the skeptic reaches 9th level, his aura's strength drops to -2.

Impervious Mind: At 10th level, a skeptic is in absolute control of his mind and senses. He gains complete immunity to spells and supernatural effects of the Enchantment and Illusion schools.

AURAS OF RATIONALITY

Just as the skeptic's logic can actually create a zone of antimagic around him, some places are so infused with the power of rational thought that they dampen the effects of magic. These places may be homes of devoted skeptics, libraries filled with tomes on the sciences, or the halls of mundane universities.

Auras of rationality function as negative magic zones; see the Geomancy chapter for more on them.

Adventure Seed

The adventure seed below is suggested to help your GM integrate the tradition of rational magic into your game.

THE LION AND THE LADY

For years, the thorp of Grunwalt has been troubled by a large and terrifying predator. A great lion stalks the countryside, feeding on local game and frightening travellers. The local residents are desperate for a solution.

Despite the apparent danger, a prominent local leader has forbidden the residents to hunt or harm this creature. Thora Bergunsdottir, Grunwalt's revered healer, has stridently argued that the creature has caused very little harm. The few animals it does eat are always wild; it has never attacked a domestic animal or person. Besides, it probably drives off most of the smaller predators, like wolves and such, she argues.

Despite their reverence for Thora, the locals are not entirely convinced. Only their respect for the healer has kept them from taking direct action this long, but now they've gotten together enough money to put a bounty on the creature.

THE THORP OF GRUNWALT

Power Center Type: Conventional; **Alignment:** Lawful Good; **GP Limit:** 40 gp; **Assets:** 1240 gp

Population: 75; 51 humans, 18 dwarfs, 6 halflings

Authority Figures: Knut Gudson, male human Rgr7 (mayor/herdsman)

Important Characters: Thora Bergunsdottir, female dwarf Adp3/Rat9 (healer); Hrefna Borsdottir, female human Exp4 (smith); Ottar Leifsson, male dwarf War4 (herdsman and would-be-suitor of Thora Bergunsdottir); Hjari Quick-Heels, male human Ari3 (innkeeper); Goss Larsson, male human Com3 (drover); Vala Leifsdottir, female dwarf Rgr3 (herdsman); Torva Leifsdottir, female dwarf Rgr3 (herdsman); Jok Karlsson, male human Exp2 (carpenter); Jak Karlsdottir, female human Exp2 (woodsman); Gund Borsson, male halfling War2 (ratcatcher); Gunhild the Lean, female human War2 (herdsman)

Other Residents: Rgr1 (2), Ari1 (2), Com1 (52), Exp1 (2), War1 (3)

Special: The population of Grunwalt is skewed slightly to accomodate Thora and the followers she gains through the Leadership feat.

THORA BERGUNSDOTTIR

Once, Thora Bergunsdottir was the brightest novice of the Temple of Divine Light. Although elders decried her questioning mind, her compassion and wisdom were undeniable. There was hope that one day she would lead the



THORA BERGUNSDOTTIR, FAITHLESS HEALER

3rd-Level Dwarven Adept/9th-Level Skeptic

CR11; SZ M (humanoid); HD 12d6 + 24; hp72; Init +0; Spd 20 ft.; AC 10; Atk +8/+3 melee (1d6/crit x2, quarterstaff); Face 5 ft. X 5 ft.; Reach 5 ft.; SA Refute 4d6 + disenchant; SQ Aura of Rationality -2, Discerning Eye, Dwarven Traits Magic Arms and Armor Resistance -4, Resolute Mind, Skepticism: Resist Supernatural Abilities; AL LN; SV Fort +6, Ref +4, Will +13; Str 14, Dex 10, Con 14, Int 15, Wis 19, Cha 11

Languages: Common, Dwarven, Gnome, Undercommon

Skills: Alchemy +9, Heal +18, Knowledge (religion) +10, Knowledge (Local) +20, Logic* +15, Listen +4, Sense Motive +12, Spot +5, Wilderness Lore +8

Feats: Alertness, Great Fortitude, Iron Will, Leadership,** Skill Focus (Heal), Skill Focus (Logic)

Aura of Rationality: At 7th level, the skeptic radiates an Aura of Rationality. For Thora, this is a -2 *magic zone* (see page 70), which encompasses everything within 10 feet of her. It affects spells, spell-like abilities, and magic items, amplifying them several times over or weakening them to insignificance.

Discerning Eye: At 5th level, the skeptic becomes so skilled at spotting deception that she may attempt a Will save to disbelieve any illusion. The GM should make this roll in secret, to avoid tipping off the players.

Dwarven Traits (Ex): Dwarves have +1 racial bonus to attack rolls against orcs and goblinoids, +2 racial bonus to Will saves against spells and spell-like abilities, +2 racial bonus to Fortitude saves against all poisons, +4 dodge bonus against giants, and Darkvision that lets them see with no light source at all, to a range of 60 feet. Darkvision is black and white only. Dwarves also receive a +2 racial bonus to checks to notice unusual stonework. A dwarf who merely

comes within ten feet of unusual stonework can make a check as though actively searching and can use the Search skill to find stonework traps as a rogue can.

Familiar: Though she's an adept, Thora has no familiar as she feels it's unrealistic to be responsible for an animal given her travelling.

Magic Arms and Armor Resistance: Thora can ignore up to a +4 bonus conveyed by magic weapons, shields, and armor, as well as their special abilities and psionics, and can strike incorporeal creatures as if with a +1 weapon. Any magic weapon, shield, or armor used by the skeptic suffers the same penalties that it would if it was wielded against her.

Refute: Beginning at 1st level, skeptics can dispel magic and other supernatural effects as the spell by making a Logic check versus a DC of 11 + the effect's caster level, or can do up to 4d6 damage and disenchant irrational creatures.

Resolute Mind: At 3rd level, the skeptic gains a +2 bonus to saves against spells from the Enchantment school. This functions in the same way as the monk special ability Still Mind.

Skepticism: Thora has an effective Spell Resistance 19 that also protects her from psionics and supernatural abilities.

Spells: None; Thora no longer has the ability to cast spells

* Thora calls this "horse sense."

** Unlike most characters with this feat, Thora does not maintain a steady body of followers. Instead, she can call upon the assistance any resident of her community. Those who are readily available (within earshot) are: Knut Gudson (7th-level human ranger), Jarl Knutson (1st-level human ranger), Eina Knutsdottir (1st-level human ranger), Einar Knutson (1st-level human expert), the Brothers Ottarson (three 1st-level dwarven warriors)

temple. Thora valued the tenets of the temple, but found her fellows' unreasoning faith increasingly distasteful. Unable to reconcile her conflicted spirit, Thora walked away from the temple, disappointing those who remained.

After leaving the Temple of Divine light, Thora quickly wearied of travelling. For her home, she chose a thorp in a rugged, mountainous county and settled in to ply her trade as a healer. Now, nearly 200 years later, she still walks daily through the countryside, tending to the needs of each thorp and homestead. She has literally seen generations pass from birth to old age, and knows every resident of the county.

Thora is a quick-witted woman, whose tongue is as sharp as her features. Locals warn visitors not to be fooled by her testy demeanor, saying "Beneath her prickly shell is a heart of pure cold iron." She watches everyone with a clear eye and is quick to strike down foolishness and superstition. Her voice is harsh and her laughter and

shouts can be heard from nearly a mile away. On her daily treks, Thora walks with a firm and steady gait, which can cover a surprising amount of ground. Her neighbors regard her with a combination of affection and reverence.

Thora will never turn away those who ask for her help, no matter how offensive they may be. Credulous rubes and charlatans may receive sharp tongue-lashings as she tends their ills, but it is difficult to find a more compassionate or capable healer.

Thora recalls a troubling incident several years ago, when a lion apparently dropped out of the sky and attempted to speak to her. Although she dismissed the vision with logic and strong discipline, she is ashamed of her own weakness. It was a hot day and she really should have eaten a bit more to build up strength before her daily trek. Keeping the lion around now reminds her to be more careful in the future.

ONE BRIGHT STAR

In his heyday, One Bright Star served as guardian for the Temple of Divine Light. He played an important part in its rituals and was accorded a great deal of respect and admiration. Being at heart a vain and lazy creature, One Bright Star reveled in his position and hoped that it would last forever.

When the temple fell into disuse and decay, One Bright Star was forced into a role of greater responsibility and danger. Real hazards threatened his charges and the responsibilities of worship fell mostly on his shoulders. The rewards and praise he once received dwindled as fewer supplicants came to the temple. At the death of the last high priest, One Bright Star fled the temple hoping to find a new place where he would be pampered and admired.

The intervening years were not kind to One Bright Star. Lions and other predators are not welcome in most communities, flying lions doubly so. Frightened herdsmen pelted him with rocks and city guards drove him away with cruel spears and arrows. His despair was nearly overpowering when he encountered Thora Bergunsdottir.

The encounter was a disaster. One Bright Star intended to swoop down upon the apostate cleric, wooing her back to the temple with a grand display of righteous power and authority. Instead he was met with skepticism and denial. So strong was Thora's rejection that it transformed One Bright Star into an ordinary lion, stripping him of his divine power and shattering his psyche.

One Bright Star no longer seeks a life of comfort and borrowed glory. He lurks in the shadows around Thora's home, hoping that she will recognize him and restore him to his former state. If restored, he will likely fly away, eager to hide his shame and get as far from Thora as possible.

ONE BRIGHT STAR, LOWLY BEAST

Large Disenchanted Androsphinx

CR 6; SZ L (magical beast); HD 12d10+48; 114 hp; Init +0; Speed 50 ft.; AC 22 (-1 size, +13 natural); Atk melee +18 (2d4+7, 2 claws); Face 5 ft. x 10 ft.; Reach 5 ft.; SA Pounce, Rake 2d4+3; SQ Disenchanted, Mad; AL CG; SV Fort +12, Ref +8, Will +7; Str 25, Dex 10, Con 19, Int Variable, Wis 17, Cha 17

Skills: Intimidate +13, Knowledge (religion) +5, Listen +15, Spot +15, Wilderness Lore +13

Feats: Alertness, Cleave, Great Cleave, Power Attack, Track

Languages: None. When he was disenchanted, One Bright Star lost the ability to speak in coherent language. Characters must use *Speak with Animals* or another magical means of communication to speak with One Bright Star

Pounce (Ex): If One Bright Star leaps onto a foe during the first round of combat he may still make a full attack, even if he has already taken a full move action.

Rake (Ex): If One Bright Star grabs hold of an opponent he may make two +18 Rake attacks with his hind



legs for 2d4+3 points of damage each. He may also Rake his opponent following a Pounce attack.

Disenchanted: One Bright Star no longer possesses the supernatural abilities of an androsphinx. Although he appears to be a large but otherwise ordinary lion, his stat line reflects his true origins. Once he is restored, use the stats found in the column on the right.

Mad (Ex): The shock of his transformation has fragmented One Bright Star's mind. His intelligence and attitude vary from day to day. Each morning, roll on the following table to determine his intelligence and disposition.

1d6 Roll	Intelligence	Personality
1 – 2	3	Wild
3 – 5	10	Addled
6	16	Deluded

Wild: In this state, One Bright Star is only marginally more intelligent than an ordinary lion. He will tag along after Thora or the PCs, avoiding towns and other civilized areas. If attacked, he will try to flee.

Addled: When addled, One Bright Star has the reasoning ability of an average human. He retains many of his original memories, but they are cloudy and fragmented. Although he realizes something is wrong, he does not remember his disenchantment.

In this state, One Bright Star's actions are dictated by his anxiety. He cannot identify the source of his trouble, but he knows the solution lies with Thora and the Temple of Divine Light. In combat he will attempt to use the special abilities he lost to Thora's disenchantment. After a few failed attempts to fly or use his terrifying Roar, he will panic and try to run away.

Deluded: This is One Bright Star's most dangerous state of mind. He retains all of the intelligence he possessed as an androsphinx but has a twisted grip upon reality. When deluded, one Bright Star believes that he himself is a deity. Recalling his special abilities and the role he played in temple worship, he assigns himself all manner of godlike powers.

In this state, One Bright Star enters every situation with extreme confidence. If the PCs can communicate freely with him, he will claim credit for every turn of luck and coincidence. Misfortune and loss are punishments for lack of faith and obedience, good luck and fortune are rewards for obedience.

In combat, the deluded One Bright Star behaves very much like he is addled. Once again, he attempts to use his imaginary powers, but in this state he believes they actually work. He will stand confidently at the front lines of battle, calling down "bolts of righteous thunder" and opening "great fissures of despair" beneath the feet of his enemies. When the smited foes continue to attack he will redouble his efforts, calling on ever more colorful powers in an even louder, more authoritative voice. Of course to most observers, this just sounds like a lot of empty roaring. In his deluded state, the divine lion will never stoop to physical violence, even to save his own life.

ONE BRIGHT STAR, LION OF MORNING

Large Androsphinx

CR 9; SZ L (magical beast); HD 12d10+48; 114 hp; Init +0; Speed 50 ft., fly 80 ft. (poor); AC 22 (–1 size, +13 natural); Atk melee +18 (2d4+7, 2 claws); Face 5 ft. x 10 ft.; Reach 5 ft.; SA Pounce, Rake, Roar, Spells; AL CG; SV Fort +12, Ref +8, Will +7; Str 25, Dex 10, Con 19, Int 16, Wis 17, Cha 17

Skills: Intimidate +13, Knowledge (religion) +5, Listen +15, Spot +15, Wilderness Lore +13

Languages: Sphinx, Common, and Draconic

Feats: Alertness, Cleave, Great Cleave, Flyby Attack, Power Attack, Track

Pounce (Ex): If One Bright Star leaps onto a foe during the first round of combat he may still make a full attack, even if he has already taken a full move action.

Rake (Ex): If One Bright Star grabs hold of an opponent he may make two +19 Rake attacks with his hind legs for 2d4+3 points of damage each. He may also Rake his opponent following a Pounce attack.

Roar (Su): Three times per day, One Bright Star can let loose a mighty supernatural roar. Roaring more than once in a single encounter has an escalating effect. Other androsphinxes are immune to these effects.

First Roar: All creatures within 500 feet must make a will save (DC 19) or be affected as though they were suffering from a *fear* spell for 12 rounds.

Second Roar: All creatures within 90 feet are deafened for 2d6 rounds (no save), and those within 250 feet must make a Fortitude (DC 19) save or be paralyzed for 1d4 rounds.

Third Roar: All creatures within 250 feet must make a Fortitude save (DC 19) or suffer 2d4 points of temporary Strength score loss for 2d4 rounds. Medium-sized or smaller creatures within 90 feet must make a second Fortitude save (DC 19) or be hurled to the ground, taking 2d8 points of damage. All stone or crystalline objects within 90 feet suffer 50 points of damage. Magic, held, or carried items may make a Reflex save (DC 19) to avoid damage.

Spells: (3+1/3+1/2+1) One Bright Star can cast spells as if he was a 6th-level cleric. His domains are Good, Healing, and Protection. He usually has the following spells prepared; spells marked with an asterisk are domain spells.

1st Level — *cure light wounds*, *detect evil*, *protection from evil**, *remove fear*

2nd Level — *aid**, *bull's strength*, *consecrate*, *shield other*

3rd Level — *cure serious wounds*, *dispel magic*, *magic circle against evil**

Spirit Cultivation

Sera frowned. For a moment she had seemed to see a swirl of movement in the stranger's shadow — as if a mass of small shapes were hiding within the darkness. Impulsively, she called upon the power of the Stonefather to reveal the presence of restless spirits, and gasped as her suspicions were confirmed; there was a host of spirits clustered around the strange man, individually almost too weak to be detected. And there was something else — a stronger, more powerful resonance coming from an object in his backpack.

But as Sera began to focus her mystic senses on it, the man turned suddenly and looked directly in her eyes. “Do not pry too deeply into the secrets of the dead, my lady,” he said in a quiet voice, his tone filled more with calm assurance than with any sort of threat. As he spoke, something again moved within his shadow, and Sera felt a chill run down her spine.

Followers of the Harvest

One of the oldest paths of necromancy is an elven tradition now all but forgotten. Occasionally ancient texts will make a reference to the *Juvias Dre*, an archaic term that roughly translates to “those who follow the harvest,” or more commonly, “the gleaners.” These wizards have little interest in the physical world. Not for them the crude spells that raise bones or corpses to a semblance of life. And while they have power over the spirits of the dead that refuse to pass on, even these tormented creatures are not the true focus of those who follow the path of the *Juvias Dre*. The gleaners are interested in what remains after death — after the soul has passed on to its eternal reward. When most beings die, their spirits travel on to whatever afterlife awaits them. But they leave marks behind — imprints of emotion and memory. The ability of necromancers to speak with the dead is a notable example of this, as these magics draw on the traces that remain with a corpse as opposed to the spirit that once inhabited it. The yellowed texts of the *Juvias Dre* speak of the *visirael*, “soul remains” or “spirit embers,” but modern gleaners generally use the term **revenants** to describe these remains. Revenants do not have any real power to affect the world, and they are not ghosts in the commonly accepted sense. However, if they are properly cared for, they can become something greater.

The unique talent of the gleaner is the cultivation of the dead — the art of slowly increasing the power of a weak spirit and teaching it how to affect the physical world. This includes the creation of *reliquaries* — physical vessels for the feeble revenants — and the crafting of charms to

New Skill: Spiritcraft (Wis; Trained Only)

This spell represents a deep knowledge of the nature of undead and other spirits. It is normally only available to gleaners, but may optionally be available to wizards with the necromancy specialty, or other individuals who have trained with gleaners. Spiritcraft can be used to gain additional information about undead auras sensed through the use of *detect undead*, and to attune to *reliquaries* or *focal charms* the gleaner has acquired as opposed to created.

Check: You can identify undead or perform the following special effects.

DC	Task
10	After using <i>detect undead</i> , identify the number of levels in an opposing gleaner's <i>spiritstone</i> .
10 + target's HD	After using <i>detect undead</i> , identify an undead aura belonging to a type of creature the character has previously encountered. The provides the user with the identity of the creature, and gives a sense of the unusual abilities of the creature, such as Level Drain or incorporeality.
15 + target's HD	After using <i>detect undead</i> , identify an undead aura belonging to a type of creature the character has never encountered. The user will not receive a name, but will receive the type and subtype of the creature, along with a general sense of the special attacks and qualities that it possesses.
15 + target's rank	Attune to a newly acquired <i>reliquary</i> (gleaner only). One try per week.
30	Attune to a newly acquired <i>focal charm</i> (gleaner only). One try per week.

Retry: A failed Spiritcraft check based on *detect undead* can be retried if *detect undead* is used again. Attuning attempts can be retried once per week.



draw the favor of those that have grown too powerful to be contained. Where priests and clerics petition ancient gods for their powers, the gleaners create new powers with their occult science. Part medium, part mystic, the glean-

er can be a mysterious ally or a deadly opponent. How many of the gods of your world are actually ancient creations of the Juvias Dre? Only the gleaners know for certain, and they rarely share the secrets of the dead ...

NEW PC CLASS: THE GLEANER

Gleaners have the following game statistics.

Abilities: For the most part the magic of the gleaner is derived from her relationship with her attendant spirits. As a result, Charisma plays an important role for the gleaner. To cast a spell, a gleaner must have a Charisma score of 10 + the spell's level. Bonus spells are based on Charisma. The DC of a save against a gleaner's spell is 10 + the spell's level + the gleaner's Charisma modifier. Wisdom is also important for a gleaner, as many of her rituals result in conflicts of will with the spirits she seeks to control.

Alignment: Any

Hit Die: d4

CLASS SKILLS

The gleaner's class skills are Concentration (Con), Craft (Wis), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spiritcraft (Wis, exclusive skill). As the gleaner does not use traditional forms of magic, she does not learn Spellcraft, although some acquire Knowledge (arcana) to gain an academic understanding of the subject. Knowledge (spirits) and Knowledge (the planes) are commonly taken by gleaners, and many possess some level of skill as professional undertakers.

Skill Points at 1st Level: (2 + Int modifier) x 4

Skill Points at Each Additional Level: 2 + Int modifier

CLASS FEATURES

All of the following are class features of the gleaner.

Weapon and Armor Proficiency: Gleaners are skilled with the club, dagger, light crossbow, and quarterstaff. Gleaners are not proficient with any sort of armor or shield. Gleaners suffer arcane spell penalties due to wearing armor when casting first level spells or *soul bind*, but do not have to overcome armor penalties when using the Invoke Spirit ability and its associated spell-like effects.

Spells: The greatest power of the gleaner lies in her ability to call upon her bound spirits. However, a gleaner does learn a limited number of arcane spells, tied to her role as a medium and her knowledge of the dead. A gleaner casts these spells as a sorcerer or bard does; she does not need to memorize spells in advance.

A gleaner may learn the following spells. New spells are marked with an asterisk and can be found in Appendix II.

TABLE: THE GLEANER

	Base						1 st -Level
Level	Attack Bonus	Fort Save	Ref Save	Will Save	Activation Points	Special Abilities	Spells per Day
1	+0	+0	+0	+2	2	<i>detect undead</i> ; Create Spiritstone; Activate Spirit; Turn/Rebuke Undead	1
2	+1	+0	+0	+3	4	—	1
3	+1	+1	+1	+3	5	Extra Turning	2
4	+2	+1	+1	+4	7	—	2
5	+2	+1	+1	+4	8	Create Reliquary	3
6	+3	+2	+2	+5	10	Spiritual Education	3
7	+3	+2	+2	+5	14	Spiritual Education	4
8	+4	+2	+2	+6	16	Spiritual Education	4
9	+4	+3	+3	+6	20	Spiritual Education	5
10	+5	+3	+3	+7	24	Create Enhanced Reliquary	5
11	+5	+3	+3	+7	32	Spiritual Education	6
12	+6/+1	+4	+4	+8	36	Extra Turning	6
13	+6/+1	+4	+4	+8	44	Spiritual Education	7
14	+7/+2	+4	+4	+9	48	Spiritual Education	7
15	+7/+2	+5	+5	+9	56	Create Focal Charm	8
16	+8/+3	+5	+5	+10	72	Spiritual Education	8
17	+8/+3	+5	+5	+10	80	<i>soul bind</i>	9
18	+9/+4	+6	+6	+11	96	Spiritual Education	9
19	+9/+4	+6	+6	+11	104	Spiritual Education	9
20	+10/+5	+6	+6	+12	122	Spiritual Education	9



1st Level — *absorb revenant*,* *release revenant*,* *speak with dead*

Additional Levels — *death knell*, *disrupt undead*, *enforced return*,* *gentle repose*

After learning the three indicated spells at 1st level, a gleaner learns an additional spell from the “Additional Levels” list at each subsequent level until she knows them all. These are all cast as 1st-level spells by the gleaner.

Activate Spirit: Throughout her career, a gleaner will create magic items associated with her class — *spiritstones*, *reliquaries*, and *focal charms*. These relics are designed to sustain revenants; while the spirit draws on the relic for sustenance, the gleaner teaches it ways to affect the physical world. By expending **activation points** — spiritual energy that the gleaner feeds to the revenant to coax it to action — in conjunction with these items, the character can produce a variety of mystical effects. At 1st level, *Activate Spirit* gives the gleaner 2 activation points; each additional level of the gleaner class gives the character additional points as given in the gleaner class progression table. Activation points and the process of using and enhancing gleaner magic items are described in greater detail in the following section on gleaner relics; creation information for gleaner magic items is given below.

The revenants that the gleaners deal with are the same traces of personality that a spellcaster accesses when he uses the *speak with dead* spell. A revenant is not the soul of a person who has died; it is the traces of that personality left behind in the body after death. The art of the gleaner allows her to give this residue a semblance of life, and to nurture it while it evolves into a sentient being in its own right. High-level gleaners do gain an ability similar to the *soul bind* spell, but that spell is not the same thing as removal of a revenant.

Detect Undead (Sp): At 1st level a gleaner can *detect undead* at will as a spell-like ability. This ability duplicates the effects of the spell, but the gleaner may be able to gather additional information about the targets of the ability; see the description of the *Spiritcraft* skill (page 143) for more details.

Turn or Rebuke Undead: A gleaner is most interested in the revenants left behind when a soul leaves this world. But through her studies, a gleaner gains a keen understanding of all forms of undead. As a result, at 1st level a gleaner may attempt to bend a restless spirit to her will or banish it from this realm. A gleaner may affect undead as a cleric of equal level to her gleaner level. Initially a gleaner Turns or Rebukes based on her alignment, just like a cleric. However, if the gleaner has a revenant within her *spiritstone* (see page 147) of the opposite alignment, she may draw on the energy of that spirit and Rebuke or

Turn as if her alignment matched that of the revenant. For example, a good-aligned gleaner normally Turns undead, but if she has access to evil revenants, she can choose to Rebuke undead instead.

A gleaner may attempt to Turn or Rebuke undead a number of times per day equal to three plus her Charisma modifier.

Extra Turning: Extensive knowledge of the nature of revenants and the undead make the gleaner a force to be reckoned with in the spiritual realm. As a result, a gleaner automatically receives the Extra Turning feat at 3rd level, and again at 12th level.

Spiritual Education: A gleaner's relics are her most important tools. A gleaner can enhance the power of her *reliquaries* or *focal charms* by expending experience. However, as she gains knowledge she can also pass this along to her relics with no loss. Each time a gleaner receives this ability, she may raise two of her *reliquaries* or *focal charms* by one rank apiece, provided that this does not raise the relic to a rank higher than her own level in the gleaner class. A gleaner cannot store these bonuses for later use; if she does not have two relics when her level increases, the bonus is lost. See the section on gleaner relics for additional information about the powers of relics.

Soul Bind: Most of the gleaner's skills deal with the manipulation of revenants — echoes of souls that have passed. At 17th level, the gleaner's power increases to the point where she can trap souls themselves, preventing any form of resurrection for as long as the gleaner keeps the soul imprisoned. This functions in a manner identical to the *soul bind* spell. To use this effect, the gleaner must expend 20 of her activation points; she must also have the usual material component associated with the spell.

Create Spiritstone: A *spiritstone* is the first relic that a gleaner learns to create. It is a repository for revenants — a power source that sustains these fledgling spirits until they grow in power and can be transferred to a *reliquary*.

To create a *spiritstone*, a gleaner must have the Create Spiritstone special ability, and spend 100 gp and one day to perform the associated ritual. The cost covers the stone — a sapphire that turns jet black at the completion of the ritual — and additional materials. It does not cover the cost of any sort of setting for the stone.

A gleaner can only have a single *spiritstone* at any one time. She feeds the revenants inside it with her own spiritual energy, and part of the ritual involves forging a link between the stone and her own soul. Creating a new stone destroys this link, incidentally dispersing the revenants stored within. This also means that unlike *reliquaries* and *focal charms*, there is no mystical market for stolen *spiritstones*; there is no

way to transfer the link with a stone from one gleaner to another. The stone itself can be sold for 90 gp.

The section on gleaner relics provides details on the powers of *spiritstones*.

Create Reliquary: At 5th level a gleaner gains the ability to create a *reliquary* — a vessel for a revenant that nurtures the spirit and enhances its ability to affect the physical world. *Reliquaries* generally take the form of small, gilded bottles or boxes, tightly sealed and covered with mystical sigils.

Creating a basic *reliquary* costs 250 gp and requires the creator to have the Create Reliquary special ability and expend 250 XP. The gleaner must then select one of the revenants from her *spiritstone* to place within the *reliquary*.

Reliquaries are extremely valuable to gleaners, and as a result they can fetch a significant price if there are buyers who recognize the value of the object. A *reliquary* can bring up to 200 gp purely for the value of the materials that go into its creation. Among gleaners, a *reliquary* is worth 1,000 gp per rank of the relic.

The powers of *reliquaries* are described in more detail in the section on gleaner relics.

Create Enhanced Reliquaries: While a basic *reliquary* allows a revenant to survive without support from a gleaner, there are limits on the power of the spirit one can contain. At 10th level a gleaner learns to enhance her *reliquaries*, which allows the spirit within to advance to greater levels.

To perform this ritual, a gleaner must possess a rank 5 *reliquary*. She must then spend an additional 2,000 gp worth of mystical supplies and precious stones, and expend an additional 1,000 XP; this boosts the *reliquary* to rank 6. Enhanced *reliquaries* can be sold on the open market for 1,200 gp, although a gleaner aware of its power may pay up to 2,000 gp per rank of the *reliquary*.

Create Focal Charm: The section on gleaner relics describes the process through which a powerful spirit can be released from a *reliquary*, transcending to a new level of existence. The resulting spirit is more powerful than any trapped revenant. To maintain a connection to the spirit and draw upon its powers, at 15th level a gleaner creates a *focal charm* — effectively, a holy symbol for a pantheon of one.

Creating a *focal charm* requires the user to have the Create Focal Charm special ability, and to destroy a rank 10 enhanced *reliquary*. In addition, the gleaner must spend 5,000 gp and 5,000 XP. A *focal charm* has a market value equal to 4,000 gp, but can fetch up to 50,000 gp from another gleaner. There is no set form for a *focal charm*; the shapes a charm can take are as varied as the holy symbols of the gods of the world.

CLEANER RELICS: A POCKET FULL OF MEMORIES

While gleaners study all forms of shades and spirits, they specialize in dealing with revenants — the echoes of the soul that remain with the body after the true soul has

departed. A gleaner can draw these traces from a corpse and store them in an object, slowly building the power of the fledgling spirit and teaching it ways to affect the physical world.

When a gleaner first draws a revenant from its body she places it within a *spiritstone*, where it joins with a host of

other revenants that draw sustenance directly from the gleaner's soul. When she is ready, the gleaner can transfer a revenant into a *reliquary*. At this stage the revenant can survive without direct support from the gleaner and gains a greater power to affect the physical world. Once

it has grown in strength, a skilled gleaner can unleash a revenant, using a *focal charm* to call upon its powers. Each of these stages is described below, along with the assistance that the spirits provide to a gleaner at each stage.

NEW MAGIC ITEM: SPIRITSTONES

The first magic item a gleaner learns to create is the *spiritstone*. This mystical gem is linked to the gleaner's own soul, and it allows the gleaner to support a number of revenants. Over time most gleaners will build up a host of revenants — an invisible, intangible swarm of spirits that flow around the gleaner, drawing sustenance from the mystic. In a sense the *spiritstone* is to a gleaner what a familiar is to a sorcerer or wizard; the swarm of spirits will aid their mistress as best as they are able. However, there are a few notable differences. First, the revenants are tied to the stone; unlike a familiar, they cannot voluntarily move more than a few feet from the stone that sustains them. Secondly, the revenants within the *spiritstone* are treated as a gestalt entity. Individually, the revenants are powerless; think of them as a cloud of insects that can be dangerous as a unit, but that poses no threat when separated. When the gleaner communicates with the revenants, she is speaking to the gestalt of all of the revenants, a blending of their thoughts, feelings, and memories; to focus on any one revenant (in order to get access to its specific knowledge) she must use *speak with dead* or the new *invoke revenant* spell.

Finally, unlike a familiar the *spiritstone* does not automatically grow in power as the gleaner increases in level. To activate a *spiritstone* and to increase its power, a gleaner must actively seek out revenants, using the new spell *absorb revenant* to draw the spiritual embers from the corpses of her foes. Every time a revenant is absorbed, the gleaner should make a note of the following things: the name of the victim, the total number of class levels it possessed while alive, and a few notes on the skills possessed by the victim in life, as described under *absorb revenant*. The gleaner should also keep track of the total number of class levels contained within the stone. A worksheet to help organize this information is provided at the end of this chapter.

The process for creating a *spiritstone* is described on page 146. A gleaner can maintain a *spiritstone* with a number of revenant levels equal to 20 x her gleaner level. Once her *spiritstone* has reached its maximum capacity, the gleaner will have to dismiss current revenants by using the new *release revenant* spell or transfer them to *reliquaries* before she can add new spirits to it.

PASSIVE ABILITIES OF THE SPIRITSTONE

The *spiritstone* provides a gleaner with a variety of passive benefits, based on the total number of levels it contains. While the revenants cannot interact with the physical world and cannot move more than a few feet away from the *spiritstone*, they strengthen the will of their owner and look out for her, warning the gleaner of mystical threats or mundane

dangers. The spell-like abilities that the *spiritstone* grants to the gleaner are described below. They can be maintained indefinitely without any effort on the part of the gleaner, although the gleaner can order the revenants to cease their protection if she desires.

Spiritstone Levels	Will Save	Alertness	Ability
0 – 49	+0	+1	—
50 – 89	+0	+2	<i>Alarm</i>
90 – 129	+0	+2	—
130 – 169	+1	+3	<i>Detect Magic</i>
170 – 229	+1	+3	—
230 – 269	+1	+4	<i>Detect Scrying</i>
270 – 309	+2	+4	—
310 – 349	+2	+5	<i>Nondetection</i>
350 – 389	+2	+5	—
390 – 400	+3	+6	<i>Mind Blank</i>

Will Save: This number is a bonus to the gleaner's Will saving throw.

Alertness: This is applied as a bonus any time the gleaner makes a Listen or Spot check.

Alarm: The gleaner can tell her spirits to warn her if other creatures approach. This functions as the spell *alarm*, except that the effect must be centered on the gleaner, and the alarm must be mental.

Detect Magic: The revenants are sensitive to fluctuations in the ether, and they can sense the use of magic in an area. This acts as a continuous *detect magic* spell. The revenants will alert their mistress to the use of magic in the vicinity, and can be asked to identify the specific source. However, as this information is received through the *spiritstone*, the gleaner cannot use Spellcraft to gain any specific information about the auras.

Detect Scrying: As they grow in power, the revenants become more sensitive to magical emanations. At this point, they provide the benefit of a continuous *detect scrying* spell.

Nondetection: Eventually, the revenants gain the power to shield their mistress from scrying eyes; the mass of spirits conceals the aura of the gleaner from mystical detection, providing the effect of a continuous *nondetection* spell.

Mind Blank: At the highest level, the revenants are so powerful that they can shield their owner from any sort of mental tampering, providing the benefit of a continuous *mind blank* spell.

ACTIVATING THE SPIRITSTONE

Individually, revenants do not have the power required to affect the physical world in any way. However, if the gleaner lends energy and direction to the revenants — in the form of activation points — they can gain the power to perform minor spell-like abilities that can be felt by others. The abilities of the *spiritstone* and the cost to activate them are based on the number of levels possessed by the stone. These abilities are identical to the spells of the same name, and are treated as if they were cast by the gleaner for purposes of determining duration, range, and saving throw; otherwise treat them as 0-level spells. The new spell marked by an asterisk can be found in Appendix II.

Spiritstone Levels	Activation Cost	Ability
0 – 19	1	<i>ghost sound</i>
	2	<i>invoke revenant*</i>
20 – 39	1	<i>dancing lights</i>
	1	<i>mage hand</i>
40 – 59	2	<i>message</i>
60+	2	<i>doom</i>

INTERACTING WITH SPIRITSTONE REVENANTS

The cloud of revenants supported by a *spiritstone* cannot directly affect the physical world. These demispirits are completely invisible and intangible, and they will retreat into the shelter of the *spiritstone* at the first sign of danger. However, there are a few ways that revenants can be affected or even destroyed.

A character can sense the presence of revenants in one of two ways. *See invisibility* or *invisibility purge* will reveal the presence of the revenants, which appear as wisps of shadow drifting around the gleaner; in the case of *invisibility purge*, the revenants will become visible to everyone in the area, although they will disappear as soon as the gleaner leaves

the area of effect, or if the revenants retreat within the stone. *Detect undead* will also reveal the presence of the revenants. However, revenants are only tenuously charged with negative energy; as a result, the strength of the reading will always be dim. A host of revenants is quite distinctive, however, and a cleric who has encountered one before will certainly recognize it if he encounters another one.

Fighting revenants with physical weapons is virtually impossible. The revenants are the size of gnats and incorporeal to boot, and as soon as they recognize that they are in danger they will retreat to within the *spiritstone* to hide and regenerate their energy. There are two ways to affect revenants. The first is to destroy the *spiritstone* itself; a *spiritstone* has a Hardness value of 10 and 5 hit points. For this reason, a gleaner will usually conceal her *spiritstone* so it is not an inviting target. If the stone is destroyed, all the evenants within it are lost forever.

In addition, revenants can be affected by a cleric or paladin — or another gleaner — who chooses to Turn or Rebuke undead. The inhabitants of a *spiritstone* are considered to be one undead creature for this purpose; they receive one twentieth of the stone's level value as Hit Dice to see if they can be affected by a Turn attempt, and one tenth of its level value for purposes of Turning damage. If the revenants are successfully Turned or Rebuked, they abandon their mistress for the duration of the effect, retreating into the stone and providing no benefits for the duration of the effect. If the revenants are destroyed, they are completely lost and the gleaner must begin rebuilding from scratch — although the stone itself remains intact. "Controlling" the revenants has the same effect as destroying them. Blindly attempting to serve their new master, the revenants sever their connection to their mistress' *spiritstone*, destroying themselves in the process.

A gleaner can use *speak with dead* to question any of the individual revenants within her *spiritstone*, just as if she had a corpse at hand. She can also use *invoke revenant* to temporarily gain one of the skills of the revenants in her stone. No one else can access the revenants using these spells; even if another gleaner acquires an enemy's *spiritstone*, without the spiritual connection it is impossible to access the revenants within.

While the gleaner must use *speak with dead* to get information from a specific spirit within her stone, the gestalt of the stone itself is always talking to the gleaner. The bonus to alertness is a representation of this; the revenants silently whisper to their mistress, telling her the things they see and hear. GMs should try to play this up when player characters are interacting with a gleaner NPC; a gleaner is always listening to voices the PCs cannot hear, and murmuring comments to the host of spirits hiding in her shadow.

New Magic Item: Reliquaries

When a revenant is drawn from a corpse, it is a faint collection of emotions and memories — bare traces of a personality. By placing it in the *spiritstone* and linking it to her own soul, a gleaner slowly coalesces a revenant into a spiritual entity with its own sentience and power. When it reaches

this level of maturity, a gleaner can then transfer it into a *reliquary* — a specially prepared vessel that acts as an incubator, allowing the revenant to develop without direct support from the gleaner and to exert its influence on the material world.

A gleaner who wishes to maintain a large collection of *reliquaries* may find that training them all is a difficult burden; as a result, he may try to steal or buy the *reliquaries* of other gleaners. Whenever a gleaner acquires a new *reliquary*, he must first attune to it; this can be a lengthy process, as the gleaner needs to get to know the spirit within the relic and bend it to his will. This requires a successful Spiritcraft roll, with the DC being determined by the rank of the *reliquary*. This roll may be attempted once per week, and the gleaner may not take twenty on the roll. Complete details on Spiritcraft are provided on page 143.

The process for creating a *reliquary* is described on page 146. As part of the ritual, a gleaner must select a revenant from her *spiritstone* that will be placed within the *reliquary*. The revenant that is chosen will determine the rank of the *reliquary*, a measurement of its power and spiritual evolution. The *reliquary's* starting rank is equal to one-fourth of the level that the revenant's source character possessed in life, rounded up. So, the revenant of a 20th-level wizard will produce a rank 5 *reliquary*, while a 1st-level aristocrat will produce a rank 1 *reliquary*.

There are a number of ways to increase the rank of a *reliquary*. The simplest way is the Spiritual Education ability that a gleaner receives at many of the higher levels; this allows him to advance up to two of his *reliquaries* by one rank apiece, at no additional cost. The other way for a gleaner to increase the rank of a *reliquary* is for the gleaner to donate some of his own knowledge and energy — in the form of experience points — to the *reliquary*. When a *reliquary* is created, the gleaner should keep track of all of the original information about the revenant, such as its former class and level, but also note its rank, spells, and the experience it possesses; again, we've provided a worksheet at the end of this chapter to help organize this information.

As a *reliquary* rises in rank, it gains new powers. It also learns to use these powers more effectively. The following table provides this information.

Rank	XP Value	Spell Modifier	Spells Known			
			1 st	2 nd	3 rd	4 th
1	0	+0	1	0	0	0
2	500	+1	1	1	0	0
3	1,000	+1	2	1	0	0
4	1,500	+2	2	1	0	0
5	2,500	+2	2	1	0	0
6	3,500 (special)	+2	2	2	1	0
7	5,000	+3	2	2	1	0
8	6,500	+3	2	2	1	1
9	8,500	+3	2	2	1	1
10	11,000	+4	2	2	1	1

Rank: This is the measure of a *reliquary's* power.

XP Value: This indicates the experience that the *reliquary* must possess in order to attain the listed rank. If a *reliquary* begins at a rank higher than 1, it starts with the minimum experience required to hold that rank. To advance from rank 5 to rank 6, a *reliquary* must be upgraded to an enhanced *reliquary*, as described on page 146. The 1,000 XP that the gleaner expends in this ritual is added to the value of the *reliquary*, raising it to rank six in the process.

Spell Modifier: This value affects the power of spells cast by the *reliquary* (see the section below on activating *reliquaries*). This value is added to the gleaner's level to determine the DC of saving throws against the spells, and is also added to the gleaner's level to determine the range and duration of the spell.

Spells Known: This indicates the spells that the *reliquary* can cast when it is activated by the gleaner (see below). Spells must be selected immediately whenever the opportunity arises and cannot be changed after the fact. The following spells are available to *reliquaries*; new spells are marked with an asterisk and can be found in Appendix II.

1st Level — *augury*, *deathwatch*, *minor revenant manifestation** (any one domain), *undetectable alignment*

2nd Level — *bestow curse*, *comprehend languages*, *helping hand*, *locate object*, *negative energy protection*, *scare*, *whispering wind*

3rd Level — *discern lies*, *divination*, *fear*, *major image*, *sending*, *tongues*

4th Level — *dream*, *false vision*, *avatar*, **nightmare*, *revenant manifestation** (any one domain)

ACTIVATING RELIQUARIES

The primary value of a *reliquary* is the additional mystical powers that it provides to a gleaner. By expending mental energy to coax the spirit into action, a gleaner can prompt a *reliquary* to cast one of the spells its spirit has been taught. Depending on the level of the spell, the gleaner must spend a certain number of activation points, as shown below:

1st Level — 2 activation points

2nd Level — 4 activation points

3rd Level — 7 activation points

4th Level — 10 activation points

A *reliquary* can be used a total number of times per day equal to its rank — so a rank 2 *reliquary* can only be used twice per day before the spirit needs to rest. This is another reason why gleaners try to acquire an assortment of relics.

The DC of saving throws against a spell is based on the level of the gleaner, adjusted by the spell modifier value of the *reliquary*; the spell modifier value is also added to the gleaner's level to determine the range and duration of the spell.

INTERACTING WITH RELIQUARY REVENANTS

Aside from magical effects, *reliquary* revenants are completely tied to their vessels. They cannot leave their vessel for any reason, and as a result will never be seen by the naked eye. *Reliquaries* can be sensed by the spell *detect undead*, showing up as a strong undead aura, but they are not affected by *Turning* or any other spell that affects undead; the *reliquary* shields the spirit and anchors it to the Material

Plane. As a result, the way to destroy the spirit is to destroy its *reliquary*. *Reliquaries* are designed and magically reinforced in order to absorb damage as efficiently as possible. Normal *reliquaries* possess a Hardness value of 6 and 12 hit points. Enhanced *reliquaries* have a Hardness value of 8 and 15 hit points.

The bond between a *reliquary* and a gleaner is not as strong as the tie that binds the gleaner to her *spiritstone*. The gleaner gains a basic empathetic link to any attuned *reliquary* that she can touch, but if she wishes to actually converse with the spirit within the *reliquary* she must use *speak with dead*. She can also still use the new *invoke revenant* spell to draw on the skills and memories of the spirit.

NEW MAGIC ITEM: FOCAL CHARMS

A *reliquary* allows the gleaner to shape a revenant into a powerful spirit. But eventually the spirit reaches a point where it has outgrown the incubator and the *reliquary* has nothing more to offer. At this point, it is no longer simply the revenant of a human soul — it can become a unique and powerful spiritual being with its own personality and goals.

To elevate a spirit to this level, a gleaner must destroy a rank 10 *reliquary*, in accordance with the ritual described on page 146. In this process, the gleaner creates a magic item that will remain tied to the spirit. In a sense, this is a holy symbol with a direct line to the god; instead of having to pray for assistance, a gleaner can simply invoke the spirit directly through the charm.

In many ways, a *focal charm* is just like a *reliquary*. Through the charm, the gleaner still has access to all of the spells the spirit learned while in the *reliquary*. However, the following things differentiate the *focal charm* from the *reliquary*:

- *Focal charms* are extremely difficult to destroy, and possess a Hardness value of 15 and 25 hit points. Destroying a *focal charm* will not adversely affect the associated spirit, though it will sever the gleaner's control over it.
- A gleaner cannot use *speak with dead* to speak to a spirit through a *focal charm*. The spirit has advanced to a new stage of existence, and this spell is no longer effective.
- Spells cast through the *focal charm* have a +5 spell modifier.
- A *focal charm* can be used twice per day without a problem. If a gleaner wishes to use it additional times, she must make a Spiritcraft roll versus a DC of 25, and the DC increases by one with every subsequent use. At

this stage of development, the spirit is no longer dependent on the gleaner and is not quite as helpful.

- *Detect undead* will not reveal any information about a *focal charm*. The spirit is not contained within the charm.

In addition to the powers the spirit developed while in the *reliquary*, a spirit gains one new spell from the following list; using this spell requires a gleaner to expend 15 activation points. New spells are marked with an asterisk and can be found in Appendix II.

5th Level — *foresight*, *greater avatar*,* *major revenant manifestation** (any one domain)

Like *reliquaries*, *focal charms* are much sought after by gleaners who would rather buy or steal one than go through the process from start to finish. If a gleaner does acquire a *focal charm*, he must go through the same process of attunement that is required for a new *reliquary*. As with *reliquaries*, he may make one check per week.

INTERACTING WITH UNBOUND SPIRITS

A gleaner is unlikely to have much direct contact with a spirit after it has been released from a *reliquary*. The spirit does not have to be present to assist the gleaner, as it uses the charm to direct its energies, and it is extremely unlikely that it would risk its existence by physically manifesting anywhere near the character. Interactions between gleaner and spirit are far more similar to those of a cleric and his god; the spirit will respond to "prayers," but won't show up for a chat, aside from providing answers through *augury*. But it is possible that a party will corner an unbound spirit; in this case, use the template provided on page 151 to determine its abilities.

NEW CREATURE TEMPLATE: SOVIRAE (UNBOUND SPIRIT)

Sovirael — “Unbound Spirit” — is the name the Juvias Dre gave to those revenants that evolved to full consciousness and transcended their original mortal origins. These incorporeal beings possess considerable magical strength, in addition to the skills that the original source character possessed in life.

These spirits are invisible and incorporeal by nature. If one chooses to, it can manifest any sort of image that it chooses in the vicinity of its “body;” this is identical to the *major image* spell, and the spirit can alter the image as a free action.

“Sovirael” is a template that can be added to any entity that has gone through the process of spiritual evolution associated with the gleaners. The creature’s type changes to “Undead.” It possesses all of the statistics and special abilities that the base creature possessed at the time that the revenant was first removed and placed in a *spiritstone*.

Hit Dice: Set to d12.

Speed: Sovirael have a fly speed of 60 feet with perfect maneuverability.

AC: Same as the base creature, with a deflection bonus equal to the creature’s Charisma modifier or +1, whichever is higher.

Attacks: Sovirael are incorporeal creatures and cannot directly affect the physical world except through use of magic. They generally prefer to avoid combat.

Damage: None

Special Attacks: A sovirael retains all of the special attacks of the base character, but cannot use any ability that requires physical contact.

Special Qualities: A sovirael possesses all of the special qualities of the base creature, plus those listed below:

Incorporeal (Ex): An unbound spirit can only be harmed by other incorporeal creatures, by +1 or better weapons, or by spells, spell-like abilities, or supernatural attack forms. They are immune to all non-magical attack forms. Even when struck by magic or magical weapons, the spirit has a 50% chance to ignore any damage from a corporeal source. It may move in any direction at will and can pass through solid objects at will.

Fast Healing (Ex): Sovirael are extremely difficult to disperse. A spirit recovers 6 hit points each round.

Spell-like Abilities: In addition to any spells the spirit may possess due to the knowledge of its base character, it may also use any of the spells it has learned while in the care of its gleaner when released from the *reliquary*. It may use these spells at will as spell-like abilities. In addition, if the spirit knows the *greater avatar* spell and has a willing host, it may extend the duration of the spell indefinitely. However, after ten rounds have passed, both the spirit and the host must make opposed Will saving throws; if the spirit beats the host, the spirit may take over the body of the host. The host may make another opposed Will saving throw every hour to attempt to regain control of his body.

Spell Resistance (Ex): An unbound spirit is largely comprised of mystical energy, and can often absorb spell effects without any negative effect. As a result, a sovirael has a Spell Resistance equal to 5 + the base creature’s hit dice or character levels.

Turn Resistance (Ex): Sovirael are almost impossible to Turn; they are not typical undead creatures and are not as vulnerable to positive or negative energy manipulation as other undead are. A sovirael receives +10 Turn Resistance.

Undead Resistances (Ex): As undead creatures, sovirael are immune to poison, sleep, paralysis, stunning, disease, mind-influencing effects, death effects, and necromantic effects. They are not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or any effects that require a Fortitude save.

Saves: Same as the base creature.

Abilities: Increase from the base creature as follows: Str +0, Dex +0, Int +4, Wis +10, Cha +4. As undead creatures, soviraels have no Constitution score.

Skills: Same as the base creature

Feats: Same as the base creature

Climate/Terrain: Anywhere

Organization: Solitary

Challenge Rating: Same as the base creature +2

Alignment: Same as the base creature

Treasure: None

Adventure Seeds

Gleaners can fill a number of roles within a campaign. If you allow player characters to follow the path of the gleaner, characters could follow a number of archetypes. With the abilities of a gleaner, a rogue might become a

specialist in investigation, while a paladin or ranger could become a hunter of undead.

If you intend to use gleaners in your campaign, you will have to decide how they fit within your world. Here are a few possibilities to consider:

- There are only a few gleaners scattered across the world, and they are not at all organized. These are isolated sages who have managed to duplicate the techniques of the ancient gleaners, and are known throughout the area as mediums and valuable sources of information.
- The Children of the Juvias Dre have been hiding in the shadows for eons. While few in number, they have sought to gather the revenants of the greatest minds of the age, to preserve their knowledge for future generations. A few maintain massive vaults filled with *reliquaries*, while the others travel across the world seeking to gain access to the bodies of great individuals who have died. A party might be hired to assist with the acquisition of a corpse, or to overcome the dangers of a particular tomb. Or perhaps the Children wish to obtain the revenant of one of the PCs!
- The *Masu Sovirael* — “Unborn Spirits Unbound,” or simply “The Unbound” — are an alliance of revenants cultivated by ancient gleaners and ultimately released from bondage. They are less than gods, but more powerful than any normal ghosts. Once the creations of human and elven gleaners, these spirits banded together and destroyed their creators. Now they are the masterminds behind a network of mortal agents, including gleaners they have trained. Their goals are many. On a small scale, they wish to destroy *focal charms* tied to their members, or to eliminate powerful gleaners or necromancers who could threaten their plans. But in the long run, they plan to become gods — to usurp the worship of other deities, using this devotion to gain spiritual power and evolve to the next level of existence. Will the party work with these would-be gods, or stand in the way of their apotheosis?

Whatever path you take with the gleaners, the important thing to remember is that their greatest power is their access to knowledge. They have tricks that can be useful when doing battle, but the stored wisdom of those who have died and passed on can be more intriguing in an established game setting. Secrets of lost civilizations, ancient treasures, or the answers to mysteries long unsolved could be found in a gleaner’s collection of relics.

Here are a few more detailed ideas for using the tradition of the gleaners in your game.

A SACK FULL OF GHOSTS

The elderly man shifted in his chair. “My order has long sought to preserve the greatest minds of the age — recording their last traces of memory and emotion, and

giving these heroes a second life even after they have gone to their well-deserved rest. But while one cannot put a price on knowledge, one can certainly put a price on gold and gems!

“These relics that have been stolen hold the spirits of the departed; but they are also bound with precious metal and stones, and I have no doubt that this is all that thieves will see. If they cannot sell the reliquaries in one piece, I imagine they will break them apart and those spirits will be forever lost. I am a poor man, and cannot pay you what the relics are worth on the open market — but if you can recover them for me, I will allow you to speak with them and share their knowledge. I assure you, you will find it worth the effort!”

This is a fairly straightforward concept; the party is approached by a sickly gleaner whose *reliquaries* have been stolen. The gleaner asks the players to help him recover the stolen goods; his advanced age prevents him from personally assisting the party, but he can provide them with some useful information, such as the last place he sensed the relics. Of course, there are a couple of different ways this could evolve, some of which would be more interesting than others:

- The *reliquaries* have been stolen for their cash value. The thieves are rogues who have no idea of the true value of the goods they are carrying. But can the party get the relics back before the thieves strip them for a few gold coins?
- The player characters are being duped. The elderly gleaner presents himself as one of the Children of the Juvias Dre — one who seeks to preserve knowledge — but actually he is an agent of the Unbound. The so-called thieves are couriers delivering a shipment of *reliquaries* to the nearest vault of the Juvias Dre, and the party’s patron seeks to steal the relics without tipping his hand. If the PCs go along with the scheme, they could be caught in a war between the Unbound and the Juvias Dre — and quite possibly start out on the wrong side.
- One of the *reliquaries* contains the essence of an old friend or ancestor of one of the player characters. The gleaner offers to pay the characters by letting them speak to the spirits; as a result, the character’s loved one could convey information about an ancestral treasure or a vile deed that must be avenged, setting the stage for a future adventure.

Whatever path you choose, this is a good way to establish the existence of the gleaners and how they operate.

A MATTER OF LIFE AND DEATH

Dafyd rubbed his chin, deeply troubled. Over the last two days, someone had robbed his hidden vault, threatened his closest friends, and revealed a number of his recent exploits to the captain of the city watch, which was going to make life quite difficult if he planned to stay in Ridgeway. His magic ring prevented anyone from reading his thoughts — so how could anyone have acquired the information required to strike at him so quickly and efficiently?

Have any of the player characters ever died and been returned to life? If so, was the body ever left alone? Has the party ever made an enemy of a gleaner? Given a minute to operate, a gleaner could have drawn the revenant out of a PC's corpse; and if the character was later restored to life, he might never know that his spiritual duplicate was at large.

The gleaner would have access to all of the secrets of the character — at least, up until the point the character was killed. This could come out in a variety of ways, as the gleaner slowly leaked out information to enemies of the character, or found ways to use the knowledge to hurt the party — revealing illegal activities to agents of the law, or revealing heroic deeds to the forces of evil that had been injured by the party. If the gleaner made a reliquary of the character, he could even draw directly on the skills of the PC with the avatar spell.

SYNTHETIC SOULS

Deep within his underground laboratory, Preceptor von Heisendross cackled and ran his hands over the corpse that lay upon the table. “They called me mad at the Lyceum. Mad! But now they will see! For have not I, Preceptor von Heisendross, conquered the final mystery of life and death?”

In the shadows of the room, the Preceptor’s earlier experiments observed him without comment. Somehow the flickering torches didn’t seem to reflect in those eyes — as if something was still dead within the souls of the watchers.

A revenant is not a soul; it is the mere echo of a soul that has passed on. But it can become something greater in time, if it is allowed to develop. Given the ability that gleaners possess to force a spirit to return to its body, perhaps a mad gleaner might try to force an evolved revenant into its former body, to see what the result would be. Can the gleaner create artificial souls? Or will these creatures be hideously flawed on some deep spiritual level? Perhaps the party arrives at a village where

many of the inhabitants seem to be strangely dull in their manner, combined with a disturbing lack of empathy or sociopathic tendencies. Or perhaps the gleaner snatches a friend of the party to perform his experiments on ...

A high-level gleaner might kill someone, use *soul bind* to store their soul, and then harvest the revenant and reinsert it later. The gleaner is keeping the original soul safe — so what’s the harm?

THE KEY TO DIVINITY

The elven woman stared into the fire as she spoke. Though her face was that of a young woman, her eyes carried the weight of centuries.

“Our order is older than your civilization. My ancestors were studying the secrets of the dead while yours were still struggling to make fire. And in the mist of time, mistakes were made — spirits were released that would have been best left in bondage, beings given power that should have been kept in mortal hands.

“The one you know as the Lord of Pain was not born a god, not in the way of other deities. No, he is a child of our order, an ancient ghost who has grown in power through centuries of fear and worship.

“But this is not the worst of what I have to tell you. In the dawn times, a rod was created that would allow the bearer to draw on the power of this ghost — who at the time was nothing more than a barbarian warrior, hardly anything to fear. But it appears that the rod still exists. And if one could find it now, and become a physical avatar for the Lord of Pain ... ” She closed her eyes, as if she was trying to hide from a painful memory.

“This is not the first time such a thing has happened. It must not happen again.”

This scenario is best suited for high-level characters who have already made contact with a gleaner faction, and understand the basic rules under which the gleaners operate. The party is approached by a friendly gleaner, who has a disturbing tale to tell. She claims that a number of the gods of the world are actually the creations of ancient gleaners — spirits that have gained divine power over years of worship. But some of the tools of the ancient gleaners still exist — and these tools of ages past still have power of the gods of today.

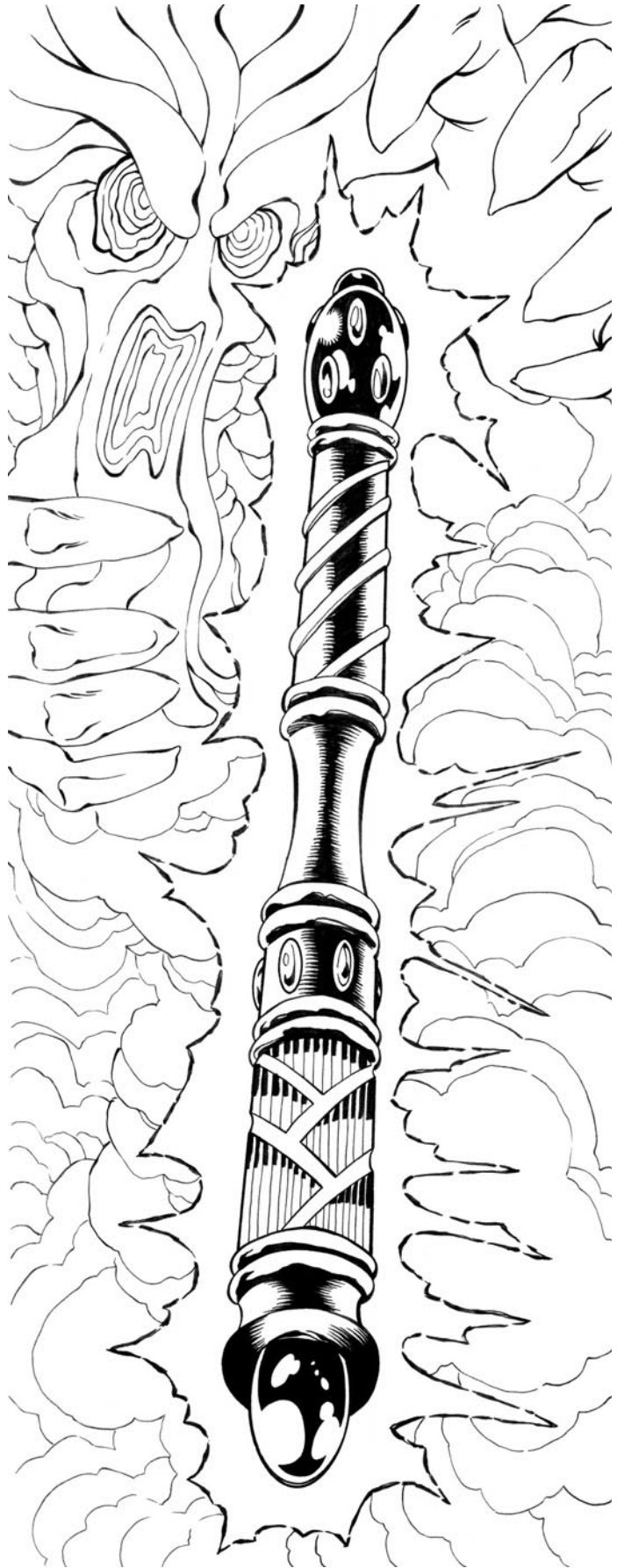
A *focal charm* with the power of *greater avatar* can become a weapon of incredible power if it allows its user to assume the mantle of a god; you will have to decide exactly what the extent of this power would be. The crit-



ical question is who the party is working for, and what forces oppose them in this quest. A group like the Children of the Juvias Dre would seek to hide the charm or even to destroy it, to ensure that its power could not be abused. The Unbound would see it as a step along the path to their own apotheosis — a way to gain a hold over a spirit who has already achieved the goal they seek to attain. Of course, one of their human servants might also see this as an opportunity to finally gain power even greater than that of his spectral masters ...

As for the location of the charm itself, perhaps it is kept deep in the vaults of the deity in question, believed to be nothing more than an ancient holy symbol. Perhaps it is in the private art collection of a noble who does not realize its true value. Perhaps it has been passed back and forth through a clan of traders as a good luck charm, and the party will have to follow many trade routes to find the caravan that has it at the moment.

Meanwhile the party's enemies will be close on their heels — and if the Unbound cannot wrest information from the living, they will simply strip it from the souls of the dead.



Gleaner Information Sheet

OCCULT LORE

SPIRITSTONE

TOTAL NUMBER OF CHARACTER LEVELS:

Will Save:

Alertness:

Abilities:

Revenant Name:

Alignment:

Current Form:

Former Class and Level:

Reliquary Rank:

Reliquary XP:

Spells Known:

Skills Retained:

Revenant Name:

Alignment:

Current Form:

Former Class and Level:

Reliquary Rank:

Reliquary XP:

Spells Known:

Skills Retained:

Revenant Name:

Alignment:

Current Form:

Former Class and Level:

Reliquary Rank:

Reliquary XP:

Spells Known:

Skills Retained:

This sheet is intended to help a gleaner keep track of his many revenants.

The Spiritstone record allows a gleaner to track the combined levels of all of the revenants contained within the stone, along with the powers and bonuses that he receives from the stone. The individual revenant records have spaces for all of the information that a gleaner should know about his spirits.

In the Revenant Record, Current Form is the place to note whether the revenant is contained in a spiritstone or reliquary, or whether it has been released. Reliquary Rank, Reliquary

XP, and Spells Known are all relevant to revenants contained in reliquaries or tied to focal charms. Name, Former Class and Level, and Alignment are all based on the revenant's prior life. Skills Retained is a space to record those skills that the gleaner may be able to access through avatar or invoke revenant; see the description of absorb remnant in Appendix II for more details on what skills to record. The Additional Notes section can be used to record any interesting information about the personality or history of the spirit, along with details like the domains of a revenant cleric.

Sympathetic Magic

If we analyze the principles of thought on which magic is based, they will probably be found to resolve themselves into two: first, that like produces like, or that an effect resembles its cause; and, second, that things which have once been in contact with each other continue to act on each other at a distance after the physical contact has been severed. ... From the first of these principles, namely the Law of Similarity, the magician infers that he can produce any effect he desires merely by imitating it; from the second he infers that whatever he does to a material object will affect equally the person with whom the object was once in contact, whether it formed part of his body or not.

— Sir James George Frazer, *The Golden Bough*

The Law of Similarity

Over the course of years or decades of study, a traditional wizard learns to manipulate the underlying rules of the universe, whereby a mystical effect can be produced, after intensive study, through a certain word combined with a particular gesture. On the other hand, a sorcerer can produce these same results with but a thought; metaphysical energy flows through his blood. Yet as he does not truly understand the nature of this power, he cannot produce as wide a range of results as the wizard.

The practitioner of sympathetic magic stands directly between the two. The principles behind sympathetic magic are remarkably simple. Mastering this path requires neither mystical blood nor excessive study; instead, it takes a keen understanding of the relationships between objects and the ability to look at the world in a new way. Imagination plays almost as great a role as experience; the success of a particular ritual is largely dependant on the number of connections — or **sympathies** — the caster can draw between the subject and the desired result. Under the right circumstances, sympathetic magic can be incredibly powerful; curses can be thrown across the lengths of continents, or become the life-long bane of the target's existence. But without the correct tools or the right frame of mind, a particular result may be impossible to produce. This may be the reason why this path has largely vanished in favor of the more reliable powers of the wizard — or perhaps there are other reasons for the obscurity of this tradition of magic.

GMs should consider carefully before introducing sympathetic magic into a campaign. The goal of this path is to reward and encourage creative thought. But some players work best with things that are clearly defined, and will be uncomfortable with the amount of work required to use sympathetic magic. Others will try to abuse the system, and you may find that it's more work to keep them in line than to avoid letting them use sympathetic magic in the first place. Choose wisely. And whatever you do, remember that your word is law — if you decide that a particular ritual will not accomplish its desired effect, or that a particular effect is impossible to produce — so be it.

The Sympathetic Mage

“Here you are, grandmother,” the boy said. Two objects lay in the palm of his hand — a strip of thick wool, perhaps from the hem of a military cloak, and a piece of linen from a formal uniform. The old woman took the objects from the child. She wrapped the two pieces of cloth around a small heart carved from wax, then bound them tightly with a few strands of her long gray hair, muttering continually as she did so. Finally she held the heart above a candle, softening the wax so it began to flow and merge with the cloth as she whispered a name. Satisfied, she set it aside.

“Did you get the other thing I asked for?” she asked the boy. He produced a yellow tassel.

“I took it from the hilt of his sword, as you asked — and difficult it was. Why did you need it?”

The woman examined the tassel and began to gather other materials. “This one may have too hard a heart for even my magics to melt; and if that turns out to be true, we had best be protected from his blade.”

The boundaries and limitations of magic in the D20 System are clearly defined. A wizard or cleric can cast X number of Y spells each day with effect Z. Metamagic feats can bend these rules, but the overall framework remains constant.



Sympathetic magic is a more flexible system. Instead of having a set list of spells to choose from, the user has a list of *types* of effects he can generate. Rather than being able to cast a 2nd-level *flaming sphere* spell twice a day and a 3rd-level *fireball* spell once per day, he can simply perform rituals that have to do with fire.

The limiting factor is **ritual points**. Ritual points represent the pool of energy that the mage can draw upon to perform his magics; once this supply is exhausted, the mage must refresh himself with a good night's sleep before he can work more spells.

The GM will have to decide how widespread this knowledge is within his game world. Sympathetic magic does not require the advanced education and in-depth study of occult lore that most associate with the wizard; it is a good path for the peasant mage, who simply knows a few rituals for curing minor ailments or helping the harvest. It may be that there are many sympathetic mages scattered across the world, but few with great amounts of power, or who choose to reveal their mystical abilities to those around them. Or it could be that this knowledge is limited to a specific group, like the Jurnai, and only those with some tie to the Jurnai can make use of it. (See page 166 for more information about the Jurnai.)

Sympathetic magic is far more flexible than other forms of spellcasting, but it has many restrictions. One of the greatest difficulties in using it is the amount of time it takes to perform a ritual. Generally speaking, it is of little use in the heat of battle. The second restriction is the need to draw a mystical connection to a target; sympathetic magic is almost useless against an unknown foe. But if the mage has the time and materials she requires, she can perform wonders far beyond the limitations of the wizard or sorcerer.



New PC Class: Sympathetic Mage

Sympathetic mages have the following game statistics.

Hit Die: d4

Abilities: The rituals of a sympathetic mage require a keen understanding of the underlying principles of magic, a strong will, and common sense. As a result, both Intelligence and Wisdom are important to a sympathetic mage. The mage receives a bonus to her ritual points equal to the sum of her Intelligence and Wisdom modifiers, but the maximum bonus she can receive from either statistic is equal to her current level. So, a mage with an Intelligence of 14 (+2 modifier) and a Wisdom of 17 (+3 modifier) will receive +2 points at 1st level (+1 from each statistic), +4 points at 2nd level (+2 from each statistic), and +5 points at 3rd level (+2 from Intelligence, +3 from Wisdom). These bonuses are not cumulative, so when the character described reaches 3rd level she will have received a total of five bonus points, not eleven.

CLASS SKILLS

The class skills of the sympathetic mage are Alchemy (Int), Concentration (Con), Craft (Wis), Heal (Wis), Herbalism* (Int or Wis), Profession (Wis), and Scrying (Int). A sympathetic mage may acquire Spellcraft as a cross-class skill, but few do; sympathetic mages approach magic from an intuitive level and few have any patience for academic studies of the mystical arts.

Skill Points at 1st Level: (2 + Int modifier) x 4

Skill Points at Each Additional Level: 2 + Int modifier

* New skill, see page 80

Alignment: Any

TABLE: The Sympathetic Mage

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Ritual Points per Day
1	+0	+0	+0	+2	Select Two Paths	4
2	+1	+0	+0	+3	—	8
3	+1	+1	+1	+3	—	12
4	+2	+1	+1	+4	Select Additional Path	16
5	+2	+1	+1	+4	—	20
6	+3	+2	+2	+5	—	26
7	+3	+2	+2	+5	Select Additional Path	32
8	+4	+2	+2	+6	—	38
9	+4	+3	+3	+6	—	44
10	+5	+3	+3	+7	Select Additional Path	50
11	+5	+3	+3	+7	—	58
12	+6/+1	+4	+4	+8	—	66
13	+6/+1	+4	+4	+8	Select Additional Path	74
14	+7/+2	+4	+4	+9	—	80
15	+7/+2	+5	+5	+9	—	88
16	+8/+3	+5	+5	+10	Select Additional Path	98
17	+8/+3	+5	+5	+10	—	108
18	+9/+4	+6	+6	+11	—	118
19	+9/+4	+6	+6	+11	Select Additional Path	128
20	+10/+5	+6	+6	+12	—	140

CLASS FEATURES

All of the following are class features of the sympathetic mage.

Weapon and Armor Proficiency: Sympathetic mages are skilled with the club, dagger, light crossbow, and quarterstaff. Sympathetic mages are not proficient with any sort of armor or shield. Sympathetic magic is considered to be arcane magic, and restrictive armor will interfere with the subtle movements that are an integral part of any sympathetic ritual.

Spells and Ritual Points: Instead of receiving spell slots, sympathetic mages receive ritual points that they may expend to perform acts of magic. The process of performing a sympathetic ritual is described in greater detail in the following pages. A mage may expend up to 1 + (the character's sympathetic mage class level) ritual points on a single spell. Expended ritual points will be completely restored after seven hours of peaceful sleep, unless the mage wishes to continue to maintain the spells that she has cast.

Paths: A sympathetic mage cannot perform an infinite variety of rituals. Each mage follows certain **paths** of knowledge and can cast rituals that relate in some way to these paths. At 1st level a mage may take two paths; as she grows in experience she can learn additional paths, broadening the scope of her powers.

Below are a variety of possible paths that a sympathetic mage could follow. The game master must approve any requested path to ensure that it does not provide too much power, but it is up to the mage to decide what paths she would like to study. A few ideas are suggested below, along with examples of the rituals that would fit within the path.

Animals: This path is used with rituals dealing with natural creatures. It can summon or control natural beasts, or grant a person the characteristics of an animal, for example. Any creature type could potentially be a separate path.

Earth: This path is used for rituals that directly affected the earth — mimicking the effects of *stone to mud* or *stone shape*, for instance — but it can also be used in more abstract ways. An earth mage might be able to affect the outcome of a harvest, for example.

Emotion: This represents knowledge of the secret paths of the mind and heart. This path is critical for those wishing to create mind-affecting effects.

Fire: Knowledge of this path allows a mage to perform rituals that will protect a person or location from flame, or call down fire upon her enemies.

Fortune: A student of Fortune knows how to influence the luck of an individual, for better or worse. This path allows

the mage to perform probability-altering rituals, such as common curses or blessings. Mimicking the spell *bless* would be a simple Fortune ritual.

Health: The path of Health also includes knowledge of disease; a student of this path can heal injuries or inflict them.

Knowledge: Rituals of scrying or identification fall under this path.

Spirits: Similar to the path of Animals, this path allows the mage to interact with incorporeal undead. It can be used in order to speak with the dead, to protect an area from the undead, or to seek favors of spiritual beings.

Transformation: Any sort of physical transformation, from *alter self* to *polymorph*, would fall under this path.

This list is just a starting point. Most clerical domains or schools of wizardry could be used as paths of sympathetic magic. Other paths could include Air, Birds, Love, Night, Storms, Water, or anything else that a player can think of and the GM will approve. A path with a tighter focus — Birds as opposed to Animals, or Love as opposed to Emotion — can allow the caster to perform more powerful rituals. Knowledge of overlapping paths also allows the user to perform more effective rituals; a mage possessing the paths of Transformation and Animals will gain a bonus if he wants to turn an enemy into a dog, as both his paths apply to the spell. This is covered in more detail later in this chapter.

Metamagic Feat Restriction: Metamagic feats have no application for sympathetic magic. Many metamagic feats simply provide a traditional wizard with some of the flexibility that is inherently part of sympathetic magic. Other feats, like Maximize Spell, cannot be used because sympathetic magic cannot be controlled as tightly as other forms or arcane magic. Still Spell and Silent Spell cannot be used because the ritual element of sympathetic magic cannot do without somatic and verbal elements; the naming of the target is a vital part of the ritual, not an annoying limitation that can be ignored by one who possesses the proper talent.

Sympathetic mages are also limited in their use of Item Creation feats. Mages can create long-term effects through their magic, but it is not so easy to create an object allowing someone else to duplicate the effects of a ritual; the act of the ritual is what creates the magic, and the effect cannot be stored for later use. The one exception to this rule is Brew Potion; many sympathetic mages are wise in the ways of herbalism, and learn how to combine this knowledge with their mystical skills to bottle the essence of magic.

A final feat that should be mentioned is Spell Focus. A sympathetic mage may take this feat. Each time she does, she should select one of her paths to apply to the feat. Add +2 to the DC of saving throws for any ritual that uses that path.



PERFORMING SYMPATHETIC MAGIC

To generate an effect, a sympathetic mage must first declare the effect. The GM then determines, in secret, how many ritual points it will take. Next, the mage must justify the use of one of her paths, establish sympathies with her target and effect, and determine the range and the ritual to be used. The player then decides how many ritual points she'll spend

on the ritual, and adds in any bonuses or penalties for particularly strong or weak sympathies as set by the GM. Finally, the GM decides if the ritual works based on whether the total ritual points expended exceed the base cost he determined earlier, and allows the target a saving throw if applicable.

FINDING THE EFFECT

The first step in the process is to declare the target and effect. The caster must state precisely what her ritual is supposed to accomplish. Examples include: "I want to win the heart of Officer Hendring," or "I want to set the Black Eagle inn on fire." The effect must have a distinct target and a clearly stated goal.

The GM then privately sets a base ritual point cost for the effect before determining the bonuses and penalties that will influence that cost. Some ways to determine the base ritual point cost of an effect are discussed below.

SPELL-LIKE RITUALS

Many of the things that a sympathetic mage will wish to accomplish with her magic will duplicate existing spells. The mage wishes to treat the farmer's fever? It's *cure disease*. She wishes to curse someone with bad luck? *Bestow curse*. Determine whether the effect already exists within the game system. If it does, the base cost to produce the effect should be 2 ritual points for each spell level, or 1 point for 0-level spells. A few common effects and their base costs:

Spell	Points	Example
<i>augury</i>	4 points	Minor fortune telling
<i>bestow curse</i>	6 points	Curse a victim with bad luck
<i>blind/deafen</i>	4 points	Another basic curse
<i>change self</i>	2 points	Assume the form of another; sympathies required with the person whose shape is being taken
<i>charm person</i>	2 points	Win the heart of the victim
<i>contagion</i>	6 points	Yet another good old-fashioned curse
<i>cure wounds</i>	See below	Cure spells are slightly more expensive, see notes below
<i>finger of death</i>	14 points	When you care enough to do the very worst
<i>polymorph self or other</i>	8 points	More powerful transformation; again, sympathies are required with both the victim and the new shape
<i>scrying</i>	8 points	Traditional crystal ball magic — sympathies required with the subject being scryed upon
<i>wish</i>	18 points	The ultimate catch-all

In addition to the cost in ritual points, the GM should assign an XP cost if the effect that is being duplicated normally has one. For example, a 17th-level sympathetic mage can duplicate the effect of *wish*, generating almost any effect she can think of — but she will have to pay the 5,000+ XP cost, just like a wizard would.

Of course, this system is simply a quick way to resolve common effects. Perhaps there is no spell that easily duplicates the effect in question. Or perhaps letting the mage duplicate a particular spell seems to make her too powerful. Here are a few guidelines for specific types of effects mages may try.

ABILITY MODIFICATION

Many effects — a curse upon an enemy or a blessing to a friend — can be resolved using ability modification. Provided she can come up with a suitable justification, a mage can adjust an ability score by 1d4+1 by expending two ritual points. For every additional two ritual points invested in the spell, the amount of the modification is increased by 1. No more than twelve ritual points can be spent on a modification effect, and an ability cannot be reduced below 1 in this manner. Use this system instead of duplicating existing spells, like *bull's strength* or *ray of enfeeblement*.

AREA EFFECT SPELLS

As a general rule, sympathetic magic only affects a single target — the caster needs to establish a direct connection with the target, and cannot do this with a group. As a result, while the caster can duplicate effects like *bless*, the spell will only affect a single target.

An exception to this is spells that are targeted at an area, and are intended to affect the area itself. For example, a ritual designed to set fire to an inn will have the side effect of burning people in the inn — but it is the inn that the caster is targeting with the spell. Using a location as a target incurs normal ritual point costs.

CURES AND HEALING

Sympathetic magic can be used to cure injury or disease, but it shouldn't be easy — the mage is not intended to replace a cleric. Challenge the spellcaster to come up with a ritual that truly reflects the healing. The caster could, for

example, mold a figure of the victim from clay, mark it with wounds reflecting existing injuries, and then smooth the wounds out, but this would be far more time consuming than a simple clerical *cure wounds* spell. Neutralizing poison or curing diseases can be even more challenging.

In general, a sympathetic mage with the path of Health can duplicate clerical healing spells at a cost of 3 ritual points per level of the spell (2 points for 0-level spells), provided an appropriate ritual can be devised. The maximum amount of points that a mage can devote to a spell is equal to 1 plus her level, so without special sympathies or a clever ritual she will not be able to duplicate any healing spell of 7th level or higher.

INFLECTING DAMAGE

Often, a ritual for inflicting damage upon an enemy won't match up to an existing spell. When the caster decides to have her victim be torn apart by invisible dogs, well, what do you call that? As a basic rule, spells designed to inflict damage on a single person can inflict between 1d4 to 1d8 points of damage for every ritual point invested; base this damage on the creativity of the ritual and the strength of the sympathies involved. The maximum amount of damage that can be inflicted in this manner is 12d8. While this can be an impressive and dangerous form of attack — especially since the mage can strike from a great distance — bear in mind that offensive rituals will generally take a fair amount of preparation and time, and often require the caster to destroy the object that is providing the sympathies in order to reflect the damage she wishes to inflict.

Inflicting damage over an area is more difficult, as the caster must establish a connection to the area itself. It is also less

powerful, inflicting between 1d4 to 1d6 points of damage per ritual point invested, to a maximum of 10d6. If the spell is intended to cover a particularly large area, the GM should require more ritual points to accomplish the same amount of damage.

PROTECTION SPELLS

Generally speaking, protection spells can be defined by existing effects. A spell designed to shield someone against fire can be *resist elements* or *protection from elements*, depending how many points have been invested. A ward against weapons would be *mage armor*. However, it should be possible to exceed the effects of these traditional spells if the caster has especially strong sympathies to the source of damage. For example, if the caster wants to create a spell that protects her from one specific sword and she has a tie to the weapon — say, its scabbard, or wire from its hilt — she would get no overall bonus against normal attacks; but the spell might provide her +1 AC per ritual point versus attacks made with that weapon. With a particularly clever ritual, the spell might also absorb damage inflicted by the weapon, providing one point of Damage Reduction for each ritual point invested in the spell.

Sometimes a caster will want to do something that is not so easily defined — say, ensure that a farm will have a good harvest in the upcoming spring, or grant someone a night of pleasant dreams. At these times, it is up to you to decide if you want to allow the effect, and if so how many ritual points it should require. If the spell has a permanent effect — like the harvest example — it may also require a minor expenditure of experience; think of it as a weaker *wish* spell, and proceed accordingly.

SETTING YOUR PATH

Once the base cost has been determined privately by the GM, the sympathetic mage must then be able to explain how the effect falls within her spellcasting paths. A mage with the paths of Fire and Animals can use her knowledge of fire to set the inn ablaze, but she's going to have a more trouble with the love spell — although she could try to convince the GM that she is kindling a blaze in the heart of her victim. If the caster cannot make any sort of justification that satisfies the GM, the ritual fails. If the justification is particularly weak, the GM can apply a penalty to the ritual's effect, reducing the effective ritual points in the spell by -1 to -4. A standard connection between the mage's paths and the effect gets no penalty or bonus.

If the caster has a path with a particularly tight focus — for example, she chose the path of Love instead of the broader path of Emotion — she might receive a bonus of +1 to +2 points to the power of the spell.

Finally, if she has multiple paths that apply to the effect — for example, she is trying to heal an injured cow, and she has both the path of Animals and of Health — she will receive a 1-point bonus for each overlapping path.

It may also be that the desired affect is simply beyond the abilities of the caster. For example, a 1st-level mage cannot cast a spell to bring someone back from the dead, regardless of her paths. If the mage is over-reaching her abilities, the GM should tell her right away and stop the ritual before she spends any points.

ESTABLISHING SYMPATHIES

Having stated the purpose of the spell, the caster must establish sympathies with her target. Unlike traditional D20 System magic, a sympathetic mage can't simply point her

finger and say "I want to affect that guy over there"; instead, she must have some way to establish a mystical connection to her target.



CONNECTIONS TO THE TARGET

If the sympathetic mage has no connection to the target, the ritual automatically fails. A weak connection, such as an object that has been in contact with the target, can be used with a -1 to -2 penalty; this could include things like a bit of the person's clothing or a personal possession. A body part, like a lock of hair, a fingernail, a tooth, or a bone, is an average connection that gains the mage no bonuses or penalties.

A weak or average sympathy can be improved to a strong sympathy if it is incorporated into a physical representation of the intended victim. Dolls and masks are commonly used for this purpose. For example, a piece of cloth from the target's cloak may be sufficient to perform a ritual. But a scale model of the target, wearing tiny clothes sewn together from scraps of the target's old clothing, and with a lock of the target's hair glued to the doll's head, would generate a much stronger connection and increase the power of the effect by +1.

A mystical representation of the target, such as a pangunculus (see page 27), a nativity horoscope (see page 29), or a *spiritstone* (see page 147) may be used. A pangunculus is an

ideal focus for a sympathetic ritual, as it is designed to be a mystical facsimile of the target; instead of redirecting hostile spells to the pangunculus, the mage reverses the link to reach the target. This form of connection can be very powerful, gaining a +2 bonus, but it requires a great deal of effort and considerable skill on the part of the mage.

SPELL EFFECT CONNECTION

In addition to connecting with the target of the spell, the caster needs to create sympathies with the effect of the spell or the spell will fail. For example, if a mage wishes to turn her victim into a frog, she will need to establish some sort of connection with her target, but she will also need to establish a sympathy with frogs. A frog bone, a tadpole, a piece of dried frog skin — any of these will suffice as an average connection gaining no bonuses or penalties.

In the case of inanimate forces — like fire — match might be a weak connection earning a -1 to -2 penalty, while a candle flame or pile of ash could be used as an average representation of the force; the caster doesn't have to actually find a sample of the specific flame she wishes to be protected from. Of course, if she somehow does get a sample of the specific force, this will enhance the effect of the spell by +1 to +2 points.

RANGE

Sympathetic magic has the disadvantage of being slow and requiring the caster to have a mystical connection to the target. But because the mage is making use of that connection in order to cast the spell in the first place, actual physical distance is only a minor inconvenience. However, affecting a victim over a great distance does take a little power out of a spell, as shown below.

Distance	Ritual Point Penalty
Up to one mile	None
One to five miles	-1 point
Five to ten miles	-2 points
Ten to twenty miles	-3 points
Twenty to fifty miles	-4 points
Fifty to one hundred miles	-5 points
Greater than one hundred miles	-6 points

DETERMINING THE RITUAL

The next step is to decide the kind of ritual to be performed. At this point, the mage needs to describe the exact nature of the ritual to the GM, and explain why this ritual should have the desired effect. If the ritual requires unusual equipment, she needs to have all of the items at hand. Creativity should be encouraged. If the GM doesn't like the ritual he should try to work with the mage, challenging the points he thinks are ineffective and giving her a chance to come up with alternatives before shutting down the process. At the same time, the GM shouldn't hand the mage the key to success; he needs to make sure that the mage is working to overcome the challenge at hand.

For example, the caster wishes to cure a farmer of a fever. Well, how is she representing "fever" in her ritual? Even for healing a minor injury on friend, the GM should challenge

her to find a way to physically represent the restoration of health. Also, the GM should determine the amount of time that the casting will take based on the kind of ritual that the player devises; most sympathetic rituals take too long to be performed in combat, but a ritual that is completed before an anticipated armed conflict could be triggered to give an AC bonus when the mage is struck by a particular sword. The mage is far more versatile than the traditional wizard or cleric, and the cost needs to come out in time and creativity.

A ritual that has no logical ties to the effect will fail, while one that is poorly thought out will incur a -1 to -4 ritual point penalty. An average ritual gains no bonuses or penalties, but an exceptional one can earn from +1 to +4 bonus points.

Expendng Ritual Points

The most important step of sympathetic magic is to expend ritual points in the actual casting of the spell. The caster must state how many points she is putting into the spell from her pool of ritual points; the most that she can expend on a single spell is equal to 1 + her sympathetic mage class level.

In addition to the points that the character expends from her pool, the GM may grant bonus or penalty points based on the relevance of her paths, the strength of her sympathies, the range of the effect, and the type of ritual performed. These modifiers can allow the mage to exceed her normal limitations, but can also make the ritual fail; if negative modifiers reduce the mage's invested ritual points below the minimum amount required to produce the effect, as decided secretly by the GM in the first step, the ritual doesn't work.

For example, Vaia is performing a ritual that will protect her from a guardsman's sword. She has a specially prepared doll to represent herself (a strong sympathy) and the tassel from the sword in question (another strong sympathy). She possesses the path of Protection and the path of Swords. For the ritual, she uses the tassel to tie a steel plate to the doll, intending that the sword will encounter a force like steel when it tries to strike her. She invests 6 ritual points in the effect. The GM evaluates this and determines that she has a strong sympathy to the target (+1), strong sympathy with the effect (+1), one overlapping ritual as both Swords and Protection apply (+1), and that the effect falls into a tightly focused path, namely, Swords (+2). He decides that the ritual is functional; not clever enough to merit a reward, but not so dull as to deserve a penalty. The net power of the ritual effect is 11 points ... enough for a +11 bonus to her AC against that sword! If Vaia wanted the spell to protect her from *any* sword, the sympathy with the effect would be weaker; if she wanted it to protect her against any *weapon*, she would lose the tie to the path of Swords.

At the end of this discussion, the GM must make the final decision: will this ritual work? How long will it take? Are the caster's actions a suitable representation of her desired effect? Has she established clear sympathies? The GM should evaluate the previous stages of the spell and make a final decision on whether the ritual points expended meet or exceed the base ritual cost he privately determined earlier. If the decision is that the ritual does not work, the GM must stand firm; he should give suggestions as to how it could be improved if the caster wishes to try again, but he must not allow players to wheedle him into shifting his position. If a ritual does fail, the ritual points that have been invested in it are lost.

It is possible that a mage who is confident in the bonuses she will receive will choose to spend fewer points on the ritual than may be required to produce the desired effect. In the case of *charm person*, the caster might choose to only spend 1 ritual point, believing that she will get enough bonuses due to her paths to provide the extra point required to meet the base cost. However, regardless of how many bonus points a character will receive, she must spend at least 1 ritual point in order for a spell to have any effect at all.

If a mage invests more points than is required for an effect, the GM can choose to increase it's power at his discretion; he may add another die of damage, or increase the ability modifier it gives, for example. However, it is possible that an effect might have no clear way for the GM increase its power, even if the character receives bonuses to the power of the ritual. For example, the mage is duplicating the effect of *charm person*. This ritual only requires 2 points to be effective. But because of paths and the strength of the connection, it ends up with 6 points. *Charm person* is an all or nothing effect, so what do the extra 4 points do? Well, even if they don't alter the main effect of the spell, they will still increase the DC of the target's saving throw.

RITUAL POINT MODIFIERS

Relation of Ritual to Paths	Ritual Power Modifier
No connection to caster's paths	Ritual fails
Weak link to caster's paths	-1 to -4
Average link to paths	None
Effect falls directly into a tightly focused path	+1 to +2
Each overlapping path possessed by the caster	+1
Effect is beyond the mage's capabilities	Ritual fails
Strength of Sympathies with Target	Ritual Power Modifier
No connection to target	Ritual fails
Weak connection to target	-1 to -2
Average connection to target	None
Strong connection to target	+1
Mystical connection to target	+2
Strength of Sympathies with Effect	Ritual Power Modifier
No connection to effect	Ritual fails
Weak (a match to represent fire)	-1 to -2
Average (a lit candle to represent fire)	None
Strong (ashes from the fire you are shielding against)	+1 to +2
Range to Target	Ritual Power Modifier
Distance is greater than one mile	-1 to -6
Nature of Ritual	Ritual Power Modifier
Ritual has no logical ties to the intended effect	Ritual fails
Ritual is poorly thought out, but still plausible	-1 to -4
Ritual is functional, but not exceptional	None
Ritual is clever or well thought out	+1 to +4

SAVING THROWS

The GM will also have to decide what saving throw is most appropriate for a particular sympathetic ritual, and whether a successful save completely negates the spell or merely reduces its effectiveness. If the effect duplicates an existing spell, use that spell as a guideline; for example, a ritual that generates a blast of fire will probably allow a Reflex save for half damage, just like *fireball* or *flamestrike*. Otherwise, most sympathetic effects will use Will saving throws, representing the mental struggle as the caster attempts to enforce her desires upon the victim.

The basic DC for a sympathetic spell is 10 + the caster's Wisdom modifier. This is further modified based upon the number of ritual points that the mage invests in the effect and by the strength of the sympathies that have been established with the target, as shown on the table opposite.

The range of modifiers is intended to allow a little flexibility on the part of the GM. For example, clothing belonging to

Strength of Sympathies with Target	Modifier to Saving Throw DC
Every 2 ritual points invested	+1
Weak connection to target	-1 to -2
Average connection to target	None
Strong connection to target	+1 to +2
Mystical connection to target	+2 to +4

the target is generally considered to be a weak connection and would result in a -2 penalty to the DC. However, if the clothing in question was a shirt the target had worn every day for the last three years, that might only be a -1 modifier.

So, if a mage with a +2 Wisdom modifier spends 8 points on a ritual (+4) and has a lock of the target's hair (average sympathy, no modifier), the DC for the save would be 16.

DURATION

Another benefit of sympathetic magic is its extended duration. Instead of lasting for a short period of time, sympathetic spells can last for days or months; this is one of the things that makes sympathetic curses so fearsome. The following rules apply to long-term sympathetic spells:

- The caster can maintain the spell as long as she wishes, but she will not regain the ritual points she has invested in the spell until she releases it, regardless of how much rest she gets.
- The spell is linked to the physical object used to establish sympathies during the ritual. If this object is destroyed, the effect will fade after 1 round per ritual point invested in the spell.
- *remove curse* or *dispel magic* can be cast on the victim of a sympathetic ritual to cancel the effect. Any sort of

negative sympathetic effect is considered to be a curse for these purposes. In either case, the dispelling spellcaster rolls 1d20 and adds 1 for each caster level he possesses; the DC is equal to 10 + the number of ritual points invested in the spell.

- If a victim passes through an area such as *antimagical field*, it will temporarily suppress a sympathetic effect, but not destroy it.

These rules only apply to effects that would normally have a duration — a protection spell, *blindness*, or the like. Healing effects, direct damage spells, and other things that would normally be resolved instantly do not have any duration; the caster does not have to maintain a healing effect once it has been cast.

SAMPLE RITUALS

Here are a few examples of sympathetic magic, to help get you started.

NEW RITUAL: CONFLAGRATION

Effect: Set a building ablaze, injuring anyone within.

Cost: 4 ritual points for the basic effect, plus 1 point per 1d6 damage to be inflicted during the first round, to a maximum of 10d6. If the building is especially large — a palace, for example — you may increase the basic cost of the ritual.

Sympathies: The caster must carve a model of the target building out of a piece of the building — a chunk of the wall or a piece of furniture from an inn, for example; this is a +1 strong connection.

Ritual: Set the model ablaze. The first round, the interior of the building will be filled with flame, and all within will take damage. The building will continue to burn until the flame is extinguished or the model is destroyed (which will depend on the size of the model), but provided that people evacuate quickly they will not suffer additional damage.

Saving Throw: Victims within the building may make a Reflex save to reduce the damage by half. The DC for the save is 13 + the mage's Wisdom modifier + 1 for every 2 ritual points invested in the effect beyond the required 4.

NEW RITUAL:

EARS OF THE MESSENGER

Effect: The caster enchants the severed ears of an animal. Once the ritual is performed, anything said into one ear can be heard through the other, and vice versa. If the ears are moved beyond the maximum range of the enchantment — one mile, unless the mage invests additional points at the time of casting — the enchantment is broken.

Cost: 6 ritual points for the basic effect; the caster can increase this when casting the spell to give the effect a greater range (7 points for one to five miles, 8 points for six to ten, etc.).

Sympathies: This spell requires two ears from an animal, typically a pig or a sheep; this is an average connection.

Ritual: The caster slaughters an animal and severs its ears. The ears are marked with symbols for communication. The caster calls upon the spirit of the slaughtered animal to carry her words from one ear to the next.

Saving Throw: None.

NEW RITUAL: FERAL SPY

Effect: The user goes into a trance, transferring her consciousness into a rat or similar creature. She is capable of controlling the actions of the beast and perceives the world through its eyes and ears. This allows her to use the creature as a spy — a more subtle form of scrying, although the creature must be able to gain access to the area the caster wishes to observe. The ritual involves creating a simulacrum of the rat. The mage can use this simulacrum to reestablish contact with the creature at a later time — so if it sneaks onto a ship, the mage does not have to get onto the ship to reestablish contact with the creature.

Cost: 9 ritual points base; if the caster is reestablishing contact with a creature that is far away, she must also pay the cost of the range modifier.

Sympathies: The ritual requires three elements: a rat or similar creature to serve as a vessel for the consciousness of the caster; a representation of the creature; and a representation of the caster's eyes and ears.

Ritual: The mage must bind the representation of herself to the simulacrum of the creature that will bear her thoughts, while speaking to the creature and requesting its services.

Saving Throw: None

NEW RITUAL: SOFT HEART

Effect: Duplicates the effects of *charm person*.

Cost: 2 ritual points

Sympathies: Carve a heart from wax. Wrap the heart in materials belonging to the intended victim; this is a -2 weak connection.

Ritual: Heat the heart slightly while speaking the victim's name. Bind the heart with an object representing the beneficiary of the spell; unlike *charm person*, this ritual can be used to make the victim fall for someone other than the caster.

Saving Throw: 9 + Wisdom modifier + 1 for every additional 2 ritual points invested in the effect. This is a Will save, and if it is successful it will negate the effect.

Notes: The wax heart could also be used as a focus for mimicking *emotion (friendship)* or other similar spells, or for a ritual giving the caster a Charisma score bonus when dealing with the target.

NEW RITUAL: SPYING MIRROR

Effect: Spy on a victim from afar — mimicking the effect of the spell *scrying*.

Cost: 8 ritual points

Sympathies: The spell requires a representation of the target, generally either a doll or a mask. The strength of the sympathies will also affect the Scry check. It also requires a mirror or other highly reflective surface.

Ritual: Position the mirror to reflect the representation of the target. Chant an invocation requesting the mirror to reflect the target himself.

Saving Throw: None

Notes: This is a fairly bland ritual; if the caster can come up with something more imaginative, she should receive a bonus to her Scry check. Variations of this ritual could be used to mimic *augury* or *divination*; the caster asks the mirror to show some sign of the future of the target, and the answer is reflected through a visual image.





THE TRAVELERS

Officer Hendring approached the largest wagon, pushing a child out of his way. Wretched travelers, bringing trouble wherever they went. Already he'd had complaints of theft and trickery, and he intended to put a stop to it right now. "Who's in charge of this rabble?" he demanded of the gathering crowd.

An elderly woman stepped forward from the band of travelers. Though old, she bore herself with grace and dignity. Her clothes were rough wool, but brightly colored threads were woven into her long gray hair. She faced the officer with no trace of fear and spoke in a clear, powerful voice. "I am the Duchess Vaia e Desa Lecaralac, Protector of the Kethren Marches and Keeper of Shadows. If you change your tone, I will overlook your impudent manner, provided you leave my court immediately and do not bother my subjects again." She rolled a small object — a cloth-covered heart — about in her hand.

Hendring had heard about this kind of nonsense. He rested a hand on his sword and readied a sharp retort,

when suddenly he was overcome by a wave of awe — inexplicably, his anger drained away and he found himself cowed by this regal woman. "My ... my apologies, milady. I'll ... be off then."

"Be quick about it. And tell your men to leave us be. We will not be staying long."

"Yes ... As you say, milady." Slowly, Hendring began to wander out of the traveler camp. Why had he come there anyway?

KINGS OF THE ROAD

The Jurnai — referred to as "the travelers" by outlanders — are one way to introduce sympathetic magic into your campaign. These nomads are shunned by most civilizations, but they possess many secrets, including knowledge of the forgotten tradition of sympathetic magic. For reasons that will soon become clear, you may wish to say that they are the only practitioners of sympathetic magic in your game world — and that if a player character

wishes to follow this path, he will have to find a way to gain the friendship of these enigmatic vagabonds.

The Journai are a nomadic human culture. As a rule, Journai are tall, slightly built, and extremely pale, with a tendency towards dark hair and eyes; some superstitious villagers claim that the travelers hide vampires within their families.

The Journai travel in groups of 20 to 60 individuals, which they refer to as “fiefdoms.” These fiefs migrate across the world in wagon caravans, rarely settling in an area for more than a week before moving on again. They generally shun close contact with other cultures, other than to trade for goods they need ... although as often as not they will use trickery or magic to acquire the things that they desire.

The most striking thing about the Journai is their pride and arrogance. Despite their humble appearance — for the travelers are generally quite poor, and often must struggle simply to keep food in the mouths of their children — the Journai carry themselves with the bearing of high lords and ladies. And so they claim to be, if questioned on the matter. Almost every grown Journai possesses an elaborate title. The leader of a fief may be an archduke, the chief woodsman a baron, and even the lowliest member may claim to be “Holder of the Seals” or the like. These titles typically seem to be nonsense, referring to nonexistent territories or imaginary offices, but they are a deadly serious matter to the Journai themselves — mocking the title of a Journai noble can be a short path to a duel, or more likely, a curt dismissal followed by a curse. For the travelers believe that they are lords of the land — nobles with more right to their titles than any ruler in your world. They ignore the laws of the land because they do not believe they are bound by them — they believe in a lost history in which they were the rulers of the realm.

THE LOST KINGDOM

Late at night, in the flickering shadows of the campfires, the Journai elders tell their children that this world is but an illusion — a pale shadow of the world that once was. They speak of a glittering Journai kingdom that stretched across the known world, a civilization greater than any known in the current age. And they talk of how this empire vanished in the blink of an eye, destroyed by the pride of its rulers. For as their power grew, the lords and ladies of the Journai nobility grew arrogant and callous towards their people; what was once an idyllic society slipped into plutocracy and tyranny.

One fateful day an old woman approached the king. She told him that as he and his lords had forgotten what it was to be poor, so would their world be taken from them — and that they would have to earn back their land, foot

by foot, by walking across it, living as the poorest travelers and surviving through guile and charity. And as she spoke, so it came to pass; the glorious kingdom faded away, and the nobles found themselves alone with their closest courtiers, dressed in rags and tattered woollens. And so they started their travels, beginning a trek that would last for untold generations until their children’s children might regain their invisible kingdom. They had but a single gift to give them an edge over the people of this false world they found themselves in — knowledge of the true magic, the path of Change, which seemed all but unknown in this shadow world.

This is the story the elders tell, when the closest members of their fief are gathered around the fire. Who can say whether it is truth or fantasy? Few outlanders pay any attention to the travelers, other than to guard their possessions when these troublesome rogues pass through their towns. Those sages who have studied the Journai agree that they must come from some long-forgotten kingdom, but no one can find evidence of where their journeys began, or when. Their language has no linguistic similarity to any other human tongue. And then there is their strange magic, which they strive to keep hidden from the eyes of outlanders. Could there be some truth to their legends? And if so, could their constant travels some day return these exiles to their forgotten world? And what effect would this have on what the PCs think of as reality?

It is up to the GM to decide if there is any truth to the legend of the Journai kingdom. If the stories are true, then the travelers may have been around for as little as a hundred years, having appeared seemingly out of nowhere. But was reality actually altered — and could it be altered back — or are the travelers exiles from an alternate reality, in which case might they someday return to their world with no ill effect on yours?

If the legends are just wishful thinking, then the travelers probably have a much longer history — long enough for people to forget the civilization that was originally their home. You may want to decide where they originally came from, and what has kept their population so low over the centuries — have they been hunted or persecuted by some other culture?

In either case, the myths give them a reason to remain in constant motion, which makes it easy to add them into your game; they are relatively few in number and are always traveling, so it is not surprising if your party has never encountered them before.

ROAMING POLICIES

Regardless of whether the legends are true or false, they are what drive the Journai on their eternal migration. They believe that by staying in motion they are per-



forming an enormous ritual — a vast piece of sympathetic magic that will one day bring them back to their home. The titles claimed by the travelers are heirlooms of their lost kingdom, which is why they do not match up to any known geography; the Jurnai firmly believe that they will one day be restored to their home, and when this occurs they will be ready to step back into the seat of power.

Each roaming fiefdom is a country unto itself, and while the elders pay little heed to the laws of the lands they are in, there is a tight web of law and political intrigue that binds the traveler convoys together. The paths of migration are strictly defined by the current king, and whenever the paths of fiefdoms cross there is talk of policy, succession, ancient feuds, and arranged marriages. Armed conflict between travelers is rare, but there have been wars in the past. To prevent the extermination of any royal line, the last king decreed that no Jurnai should lay hands on another in anger, and that only representatives of the King's justice were authorized to execute travelers accused of crime. But old vendettas cannot be eliminated by laws alone, and the king's decree has simply driven these conflicts beneath the surface, forcing warring fiefdoms to battle through magic — or through the manipulation of outlanders.

Of course, there are the occasional Jurnai who grow tired of the traveling life. Perhaps a young traveler does not believe the elders' tales of the past, or falls in love with one outside the fiefs — a terrible crime, as royal blood should not be mixed with the blood of common outlanders. Abandoning the sacred journey is an affront to all that the Jurnai believe, and those who choose to leave their fiefs are stricken from all records and never spoken of again. However, it is possible that such an exile would carry knowledge of sympathetic magic with her — this would be another way to bring this tradition into your game.

sympathetic magic among the Jurnai

The Jurnai have a tremendous respect for sympathetic magic, which they call “the path of Change.” Skilled practitioners are designated by the title of “Keeper,” along with a description of their primary path — a master of the path of Emotion might claim the title “Keeper of the Heart,” for example.

Travelers rarely practice other forms of magic; most Jurnai consider wizardry to be a collection of parlor tricks, and the old gods of the Jurnai do not respond to their prayers in this world. The Jurnai rely on sympathetic magic for their survival; mages use their spells to convince local authorities to leave them alone, to help obtain the goods they need, and to protect themselves

from those who would do them harm. The travelers do not have much in the way of arms or armor, so when it comes to conflict they prefer to engage their foes from the shadows, using curses and other forms of magical warfare. They will also occasionally sell their services to outlanders, telling fortunes, selling love potions, or using magic to ensure a good harvest.

As a rule, the travelers keep their magical traditions a secret, and will not discuss the path of Change with outlanders. Sympathetic magic is the legacy of their lost kingdom, and they will not easily surrender it to others. However, there are a few things that might convince one of the keepers to train an outlander in their secret ways.

- Perhaps a player character will be found to be a child of a Jurnai exile, one who settled and left the sacred journey. While exiles are traditionally never spoken of and stricken from all lines of succession, a soft-hearted Keeper may be willing to share the character's birthright with her.
- If a character plays a critical role in a conflict between fiefdoms or between a fief and the local law, a Keeper may be willing to share his knowledge as a gift.
- If no other idea presents itself, there is always the option of destiny. A Keeper following the path of Knowledge may have an oracular dream that convinces her to train the PC in her style of magic.

When Jurnai encounter a player character who is a sympathetic mage, they may respect her skill and knowledge, or they may be outraged by the dissemination of their secret knowledge. They will probably demand an explanation of how the player learned the path; their reaction will then be based on the relationship between their fiefdom and that of the character's teacher.

Adventure Seeds

One of the most important considerations about introducing sympathetic magic into the game is that suddenly a lot of things that were worthless trinkets can become priceless treasures. If the party is allied with a powerful sympathetic mage — or if one of the player characters has learned the path herself — then entire adventures can revolve around acquiring a lock of the king's hair, or a scale from the hide of a dangerous dragon. With the scale of a dragon in her possession, a powerful mage could study the lair of the beast from afar, assume its form, or even try to strike it down or force it to do her bidding, all from the comfort of her home.

Conversely, the persistent nature of sympathetic rituals may provide a starting point for an adventure. If an ally



of the players is targeted with a sympathetic curse — or if an enemy is empowered through sympathetic magic — the party may need to steal and destroy the object that is providing the sympathies for the spell, in order to break the effect. The party may not be strong enough to face the dragon — but if they can steal the scale, they can keep an evil mage from using the beast to terrorize the area.

As for the Jurnai, here are a few ideas that could bring the travelers into your campaign:

THE BANDIT PRINCESS

Dafyd approached a middle-aged man who was building a fire. The bearing of this wood-gatherer seemed strangely out of place with his rustic garb and the menial activity he was performing; the tilt of his chin, the slight look of disdain on his face as he glanced at Dafyd, both would have seemed more appropriate on the face of a royal vizier. “What is it you want, sir?” the man asked.

“I’m looking for a girl,” Dafyd said, doing his best to be charming. “Cute little thing, about this high, wearing a brown dress, with colored threads in her hair? I think she’s got something that belongs to me, and I wanted to see if I could get it back.” He smiled pleasantly, but let one hand slip to his rapier.

The man ignored the implied threat, and his face hardened. “How dare you insult the Princess Ana Daia Majendrac, heir to the Throne of Golden Shadows, with such a claim! I suggest you leave immediately!”

Dafyd blinked. Princess?

As the party is returning from a successful adventure, a pale young girl in peasant clothing approaches one of the characters. In a strangely accented voice, she asks a few questions about the local area and the great feats that the adventurers have accomplished.

Eventually, she slips away — and the character she was speaking to discovers that his purse has slipped away, as well. The party can track the girl to the local traveler camp, but they are told that she is the Princess Ana Daia Majendrac, blood of the king himself, and that such base accusations are an insult to the entire Majendrac line.

This is an excellent chance to set up an initial tone for the relationship between the party and the travelers. If the player characters handle the situation diplomatically, they may be able to convince the abashed princess to return the stolen object, and even make a friend of the Majendrac fiefdom. On the other hand, if they try to bring the force of the law to bear on the travelers, or bully them into submission, they will have made an enemy that can return to haunt them. The Jurnai have already charmed the local constabulary, so the party will find speaking to the law to be of little help — but the travelers will know that the attempt was made, and may retaliate with a curse or two.

If the characters do manage to make friends with travelers, then they may be *fêted* and welcomed to the celebrations of the fief. A wise woman may offer to look into their future or bestow a minor blessing. The Jurnai may also ask the party for help in dealing with an opposing fiefdom. In fact, the whole theft could have been staged in order to draw the party to the Jurnai camp and see what sort of people they are ...

THE FORGETFUL HEART

“Oh, this Jal is a villain,” Prince Karda sobbed. “He cares nothing for love, he only seeks power. My holdings are too small to merit a tie to his noble line, he says, and he will not waste his daughter on such a worthless alliance. But she loves me, I cry, and he just waves this away. ‘That can be changed,’ he says.”

The party is approached by a Jurnai noble — Prince Karda, Warden of the Sunken Forest and Knight of the Seventh Order. If you have already used the Bandit Princess story, Karda could be the older brother of Princess Ana; regardless, he is the lord of a Jurnai fiefdom, and has heard of the party’s prowess as his people have traveled through the region. In a pathetic sob story, he tells the PCs how his true love, Varya, the daughter of Archduke Jal e Galt Congarde, is being kept from him. Weeping, Karda explains that Archduke Jal broke off their engagement and used foul magics to wipe all memories of their love from Varya’s mind. He thinks that he could break the spell, but conflict between travelers is strictly forbidden. Will the party help him regain his lost love?

As it turns out, the only part of this story that is true is that Jurnai are forbidden to fight one another. Varya has never even met Prince Karda — but he wishes to marry her and thus secure a tie to the Congarde fief. Archduke Jal knows that Karda is a treacherous weasel, and would never consent to such a thing; but Karda plans to blame the entire affair on “villainous outlanders;” he plans to “rescue” Varya from the party, and get one of his own mages to work a love spell on her to convince her to go through with the marriage. Not only will the party gain the enmity of the Congarde line, but Karda will do his best to dispose of them before they can reveal his treachery. If, on the other hand, they manage to overcome Karda once his true nature has been revealed and return Varya to her fiefdom, they will have the gratitude of the Congarde — but Karda’s kin will certainly seek revenge.

HAIR OF THE DOG

“You cannot defeat this beast on your own,” Duchess Vaia said, “Nor can you obtain its wealth while it yet lives. But together we may prevail where one alone would fail. I can guide you through the lair of the beast. If you retrieve for me a piece of its skin, I can shield you against its teeth and vile magics. What say you?”

This adventure can occur anywhere where there’s a powerful critter nearby — a dragon, gorgon, or whatever suits your needs, but a foe the party could not overcome on their own. They are approached by the Duchess Vaia e Desa Lecaralac, who speaks of the treasures of the beast and offers her help. All the party needs do is retrieve a piece of the beast — a scale, scrap of fur, claw, or anything similar — and she will perform a ritual that will allow them to go back and defeat the creature.

Vaia has a variety of ways to guide the party through the creature’s lair. She gives them a few rats she has bred; from the camp, she can scry on the rats and control their movements using the *feral spy* ritual. In addition, she gives the party a lamb’s ear. She has the other ear in her wagon, and has enchanted them with the *ear of the messenger* ritual; she can whisper in one ear and the sound comes out of the other. Using the rats as advance scouts, Vaia can help the party avoid the beast until they can find a remnant of the creature.

But then comes the real question — what are Vaia’s true motives? Does she actually want the beast to be defeated, and follow through on her promise to perform a ritual to protect the party from the creature? Or did she simply need the scale for her own purposes, and decide rather to send the party off with a worthless defense and an unpleasant surprise in their future?

Byron B. Baird's Bountiful Botanical

Greetings, friend!

The scant pages contained herein — writ over ten centuries ago with feathered quill, hoary ink, and clenched fist — are all that remain of the last extant printing of Byron B. Baird's Bountiful Botanical, the cardinal authority on all matters herbaceous. Copies of that grand tome, beautifully illuminated by Master Baird's esteemed wife, Alexia of Red-Hill, once occupied the bookshelves of many an erudite personage preoccupied by the medicinal arts, from the high kings and queens seated on their lofty gilt thrones to the remote hovels of country witches and warlocks. Would that the ravages of time not have corrupted this meager vellum folio that you hold now in your hands, you could more fully apply its particular genius to your own. This key, such as it is, opens the hidden gateways of nature to your discerning eye and experimentation. Use it wisely, O fellow savant, and remember the sacrosanct mantra: An' it harm none, do as ye will.

— Grace Pigbail
Royal Gardener, Highcourt

Plant Entries

The plants in this section are all written in a standard format, presenting descriptions, native habitats, natural and magical characteristics, and the typical mundane and magical concoctions derived from them. We encourage GMs to adapt the plant entries and terminology to suit their own campaigns. A Plant Reference section including several indices to the plants contained herein is located at the end of this appendix for your convenience.

Description

The opening section of each entry gives a description of the plant in question, a discussion of its general uses and natural habitat, a glimpse into its history of use by sentient races, and other relevant information.

Note: The entire text of this appendix is Open Game Content.

Climate and Terrain

This heading starts the game information section of each entry, reiterating the plant's common habitat. Many plants are adaptable enough that they can grow in other climates, but not without difficulty or some detrimental consequences. Transplanted flora generally doesn't grow as rapidly in foreign environments, nor does it bear fruit as often or as readily.

The market price of bulk herbs is based on general availability; the plant's availability determines the cost modifier and coin type used in calculating the cost per pound for the herb, as well as the DC for determining whether the herb is even in stock, as given in the table below. To determine the price, multiply the sum of the herb's trait ratings by the cost modifier, and then use the appropriate coin type. For example, anise, which is a common herb, has the following traits: Allheal 2, Apir 2, Lungwort 5. This gives it a base cost of 9, which multiplied by $\frac{1}{2}$ gives a result of 4.5. Rounded down and expressed in cp, anise has a market price of 4 cp for one pound.

Bulk Herb Formulae

Availability	Cost Modifier	Coin Type	In-Stock DC
Common	$x\frac{1}{2}$, rounded down	cp	5
Uncommon	x2	cp	10
Rare	x10	sp	15
Very Rare	x100	gp	18
Unique	x500	gp	20

The more difficult an herb is to acquire, the higher the probability that the herb market vendors won't have it. To determine whether the an herb is in stock, roll 1d20 and compare the result to the In-Stock DC — if the roll is equal to or higher than

the DC, then it's there. Of course, supply and demand can drastically vary the prices of any given herb, so ultimately price and availability are up to the GM. Note that in some lands an herb might be more easily (or less easily) acquired than in others, thus affecting its price. Below are prices at which the herbs in this appendix can generally be purchased.

Sample Bulk Herb Prices

Item	Bulk Cost per Pound	Availability
Anise	4 cp	Common
Bitterroot	50 sp	Rare
Dragon flower	18,000 gp	Unique
Dragon flower, resin	36,000 gp	Unique
Elysium	1,500 gp	Very Rare
Fainne mushroom	2,300 gp	Very Rare
Faerie grass	180 sp	Rare
Grave mold	190 sp	Rare
Hemlock	26 cp	Uncommon
Henna	40 cp	Uncommon
Imperial willow	22 cp	Common
Mandrake	46 cp	Uncommon
Menhirite	17,000 gp	Unique
Mistletoe	11 cp	Common
Nightshade	66 cp	Uncommon
Oak	13 cp	Common
Pomegranate	56 cp	Uncommon
Skull orchid	2,500 gp	Very Rare
Spriggan tree	700 gp	Very Rare
Woad	17 cp	Common
Xian tao	12,500 gp	Unique
Xian tao, peach	100,000 gp	Unique

Bindings

This heading lists the magic schools with which the plant shares an affinity. A rating indicating the maximum spell level that can be bound to a verdex made of the plant using the Plantbind feat follows each school name. For example, Anise's bindings are: Conjunction 2, Transmutation 3. This means that anise has an affinity for the schools Conjunction and Transmutation, with spell level maximums of 2 and 3, respectively. As such, a spellcaster may only bind a 1st- or 2nd-level Conjunction spell or a 1st-, a 2nd-, or a 3rd-level Transmutation spell to an anise verdex. For more information, see the Plantbind feat on page 82.

Traits

This heading lists the plant's medicinal traits, which describe the natural properties that can be harnessed by using the Herbalism skill. Compound traits are written together, with the dependent trait in a set of parenthesis following the primary trait. The dragon flower, for instance, contains a compound

trait that acts as both a psychoactive and as a poison, and is written as follows: dreamstyre (poison). An herbalist may freely make a concoction from either trait in a compound, or she may make a compound concoction from multiple traits derived from one or more plants. (See the Mundane Concoction Check for the Herbalism skill, on page 80.)

The number following each trait name is its rating, which is added to an herbalist's base DC 15 when she makes a skill check to create either a mundane or a magical concoction. It also determines the amount of time she must spend working on the material, with the amount of time being measured in hours for mundane concoctions, or days for magical ones, and equal to her Herbalism skill modifier subtracted from the trait rating. For example, Umeiko the Sorceress has the Herbalism skill at +16, and wants to turn berries from the henna plant into a type of enchanted ink for creating magic-storing tattoos. The plant's pigment trait rating is 20, giving her a DC of 35 to effect the change over the course of 4 days.

As a rule of thumb, once an herb containing a desired trait is removed from the plant, the trait remains viable for a number of days equal to its rating; special preservation techniques can sometimes extend this, and are noted in the text of the plant's traits descriptions. If an herbalist processes the trait into a mundane concoction, then it stays good for 1d4 weeks for every 5 trait rating points it possesses. A magical concoction is viable indefinitely, much like a magic potion.

While recommendations are given for how an herbalist can take advantage of a trait's properties when making concoctions, they are not absolute: both players and GMs are encouraged to develop new recipes derived from a plant's inherent abilities.

Below are descriptions of the most common plant traits. Inverse traits are treated as distinct ones for game purposes, and accordingly have their own entries.

Achebane: Reduces pain, both external and internal. Generally, concoctions based on this trait must be taken orally to be effective. Achebane is the basis for many healing concoctions. Another term for this is analgesic. It has no inverse.

Agitant: Promotes spasms, epilepsy, and other similar convulsive disorders. Some instances of it also increase blood pressure. Other terms for this trait are: spasmodic and hypertensive. Its inverse is shivertog.

Allblight: Decreases white blood cells in a creature's blood, making it more susceptible to disease and infection. Another term for this is immunosuppressant. Its inverse is allheal.

Allheal: Bolsters the immune system, which in turn helps to stave off infection and disease or more effectively combat a disease that already infects the creature. Additional properties of the trait include fighting bacteria, viruses, and microbes in the blood. Other terms for allheal are: immunostimulant, antibiotic, antibacterial, antiviral, and antimicrobial. Its inverse is allblight.

Antimagic: Generates a dead zone around the plant where magic absolutely cannot function. Its inverse is enchanted.

Apir: Reduces flatulence and gastrointestinal discomfort. Another term for this is carminative. Its inverse is exapir.

Appendix One: BAIRD'S BOTANICAL

Bileflow: Encourages normal, healthy digestion. Another term for this is digestive. Its inverse is gutlock.

Birr: Charges the body with energy by increasing the blood flow. Another term for this is stimulant. Its inverse is onsleep.

Blightpurge: Promotes vomiting and evacuation of the bowels. This trait possesses a highly variable potency that ranges from a mild laxative effect to wracking projectile heaving. Other terms for this are: purgative, diuretic, and emetic. Its inverse is ebbwithier.

Bloodthick: Promotes blood clotting and reduces bleeding. Another term for this is hemostatic. Its inverse is bloodthane.

Bloodthane: Usually thins the blood to such a point that clotting becomes impossible. Another term for this is hemophilic. Its inverse is bloodthick.

Brokelung: Induces respiratory problems, some of which can lead to asphyxiation. Other terms for this are histimic and congestive. Its inverse is lungwort.

Coldsweat: Induces feverless sweating. Another term for this is diaphoretic. It has no inverse.

Counterpoison: Neutralizes poisonous or toxic chemicals. While many are generic, working against the majority of the plant-based poisons out there, some are quite specific and only function against a single poison. Another term for this is antitoxin. Its inverse is poison.

Drilunal: Prevents or complicates menstruation as well as working to prevent miscarriage. Another term for this is dysmenorrheic. Its inverse is lunar.

Dreamstyre: This trait covers a wide variety of chemicals that affect a creature's mental state. Their effects range from simple hallucinations to permanent mutations in the brain that can cause severe mental disorders. Because they are so potent, they usually leave behind some residual damage or effect; the majority of these chemicals are also highly addictive. Another term for this is psychoactive. It has no inverse.

Ebbwithier: Causes the contraction of soft tissues and canals, which can alleviate bleeding in superficial wounds, or gastrointestinal disorders such as acute diarrhea. Another term for this is astringent. Its inverse is blightpurge.

Enchanted: This is a catch-all trait representing a higher-than-average amount of innate mystical potential, often there as the result of tampering (by wizards and faeries, to name a few likely culprits), or because the plant evolved in a magic-saturated environment. Its inverse is antimagic.

Euphoric: Replaces oxygen in the blood, causing ecstasy, light-headedness and skewed judgment. In large quantities, concoctions derived from this trait can cause permanent brain damage or even death. Another term for this is intoxicant. It has no inverse.

Exapir: Promotes gas formation in the gastrointestinal tract, causing severe pain and bloating. Another name for this is anticomminative. Its inverse is apir.

Feverglow: Induces fever. This trait often appears in nature as a compound with the poison trait. Another term for this is pyretic. Its inverse is feverthaw.

Feverthaw: Reduces fever. Often, this trait appears in a nature as a compound with achebane. As with that trait, concoctions based on feverthaw must generally be taken orally to be effective. Another term for this trait is antipyretic. Its inverse is feverglow.

Freothan: Soothes and softens the skin. This trait has many medicinal properties, such as quieting the pain from burns, insect bites, and other dermal irritations. It also has many cosmetic uses, such as in lotions or exfoliating agents. Another term for this is emollient. It has no inverse.

Gutlock: Interferes with digestion, making it extremely uncomfortable to consume food or drink. Another term for this is indigestive. Its inverse is bileflow.

Heallac: Kills germs and microorganisms topically, on tissue surfaces. Another term for this is antiseptic. It has no inverse.

Lunar: Promotes menstruation or induces miscarriage, while its inverse, drilunal, prevents it. Another term for this is emmenagogue.

Lungwort: Relaxes the respiratory passages or injects chemicals into the blood in order to promote breathing; staves off effects that hinder breathing. Some varieties of the trait loosen congestion in the lungs, encouraging a creature to cough out excess mucus. Lungwort also reduces respiratory pain and irritation caused by ailments such as asthma, bronchitis, and pneumonia, among others. Other terms for this are: antihistimic and expectorant. Its inverse is brokelung.

Lure: Attracts animals or insects, primarily by scent. Its inverse is repellent.

Ofslaen: This is a special class of poison that targets specific organs, causing them to fail. Of course, the poisoning of a vital organ almost always leads to a very bad death. Another term for this is cytotoxin. Its inverse is counterpoison.

Onsleep: Induces relaxation and sleep. Another term for this is soporific. Its inverse is birr.

Passionfire: This trait enhances a creature's sexual, and sometimes romantic, desires. Contrary to popular belief, this trait isn't all that common in nature. Another term for this is aphrodisiac. Its inverse is slakelust.

Pigment: A natural color that stains or dyes any material it comes into contact. Most pigments are not indelible, their duration being dependant on their strength. Some pigments last for a few hours, while others last for weeks or even months. It has no inverse.

Poison: Any substance that is harmful to the body, and having the potential to severely damage or kill. Poisons range from relatively mild, such as caffeine, which actually functions as a harmless stimulant in humans, to extremely lethal, such as dragon flower resin, which often kills instantly upon ingestion. Another term for this is toxin. Its inverse is counterpoison.

Picweyn: Reduces blood sugar, removing energy and strength from the body. Another term for this is hypoglycemic. Its inverse is weyn.

Quickenrot: Promotes rotting in organic matter, and, in extreme cases, the gradual disintegration of some types of metal. Another term for this is oxidant. Its inverse is rotguard.

Readfah: Causes a physiological reaction in creatures that can't tolerate the substance, often in the form of respiratory problems, skin irritations, and mucous membrane stimulation. Inflammations that result from wounds and infection are also classified as readfah. Its inverse, readheal, prevents such reactions. Other terms for this are: allergenic and inflammatory.

Readheal: Reduces inflammation, irritation, redness and swelling. Other terms for this are: anti-allergenic and anti-inflammatory. Its inverse is readfah.

Repellent: Wards off animals or insects. Its inverse is lure.

Rotguard: Prevents putrefaction and decay in organic matter. It is a type of natural preservative. Rotguard from some plant species is used to treat degenerative skin diseases. Another term for this is antioxidant. Its inverse is quickenrot.

Shivertog: Reduces or halts muscle spasms. Some forms of it lower blood pressure. Other terms for this trait are: anticonvulsant and hypotensive. Its inverse is agitant.

Slakelust: Suppresses sexual desire. Like passionfire, its inverse, it isn't very common in nature. Another term for this is sexual suppressant.

Spinewrack: Directly affects the nervous system. While it doesn't have a true inverse, it is possible to develop counteragents that halt or reverse spinewrack effects. Another term for this is nerve.

Weyn: Increases blood sugar, creating an overload of energy. Another term for this is hyperglycemic. Its inverse is picweyn.

Wormscourge: Kills internal parasites such as blood flukes and worms. Another term for it is tarniafuge. It has no inverse.

MUNDANE CONCOCTIONS

Below the list of the plant's traits is a more in-depth discussion of a few of the natural effects inherent in the plant, and mundane concoctions that can be produced from each trait by using the Herbalism skill. Again, making a dose of one of these medicines requires an Herbalism check, DC 15 plus the trait's rating; any natural effect of a plant that the GM feels is too potent can easily be tempered by requiring that the trait be processed into a mundane concoction for it to be effective. At the end of each trait's information section is a brief note on which magical concoctions can also be made by awakening that trait; these are described more fully in the Magical Concoctions section immediately following.

MAGICAL CONCOCTIONS

Also included in each plant entry are numerous magical concoctions created from the plant by awakening its natural attributes. Each is the result of laborious experimentation and research performed over centuries, codified, and subsequently handed down as a standard recipe. Of course, an herbalist may devise new concoctions with different effects from the ones presented, just so long as they stay within the limits of what is allowed by the plant's traits.

Each concoction's information block contains its type, the trait from which it is made, as well as the base Herbalism DC to make one dose, and its market price. Some concoctions (such as poisons, wondrous items, and weapons) might also have ancillary information. The concoction type has no effect on the DC to make it or on its cost; it simply indicates the delivery method for the concoction to work. Also, unless otherwise noted, a concoction's bonuses do not stack with consecutive uses. In most cases, one must wait for the effects from previous uses to wear off for it work again.

The most common, and basic, types of concoctions are described as follows:

Comestible: Food. This includes medicinal pills, wafers, jams, and anything else you put in your mouth to eat.

Infusion: A liquid that is introduced into the bloodstream, usually through use of an awl, but also possibly at the site of an extant or new injury that has broken the skin.

Inhalant: Concoctions administered as a gas, smoke, or vapor, inhaled through the mouth or nose and then absorbed by the lungs or mucous membranes.

Ointment: Thin, sometimes viscous, liquids meant to be used topically on the skin, hair, eyes, and other places. Oils fall into this category.

Poison: This is a special category used to connote toxic substances, regardless of whether they are a food, a drink, or some other type of concoction.

Poultice: Similar to salve or ointment in that it must be applied to the skin, but differing in that the concoction is combined with other substances and applied to layers of cloth or leaves, which are then pressed against the flesh.

Potable: A liquid. Includes all teas, juices, and anything else you can drink. Poisons that are ingested orally do not count as potables for game purposes.

Powder: Fine, granular solids that may be eaten but are usually used in other ways, such as wrapped in a fragile paper packet that bursts and disperses its contents on impact. (If a paper packet of powder is thrown in this way, it follows grenade-like weapon rules and has a 10-foot range increment, using its concoction effect instead of direct hit damage, and dealing no splash damage, unless otherwise noted.) Some concoctions are sold as powders, but are later altered when mixed with other substances, like water, for example, which might turn it into either paste or tea.

Salve: A thick, pasty substance that is not ingested but rather used on the skin.

Special: Some concoctions just don't fit into any of the established categories and so are given this label. Most often they are items that function without being applied to a patient's body, eaten, or drunk.

Tincture: This consists of a small amount of plant extract immersed in a stabilizing alcohol solution. Tinctures should almost always be added to other substances, such as tea or water, in order to be fully effective.

and congestion in the gastrointestinal tract, and it possesses natural antibiotic properties that help a person resist infection. However, all things considered, this is probably its weakest trait.

Elves cannot consume any part of the anise plant; they suffer from severe allergic reactions that could kill them. Unfortunately, the sweet taste of it is an almost irresistible lure for many of them. Its scent alone is enough to affect them, so much so that some experts claim anise vapor is an elf aphrodisiac. If it is, the elves aren't talking.

Climate/Terrain: Any dry, warm land

Bindings: Conjunction 2, Transmutation 3

Traits: Allheal 2, Apir 2, Lungwort 5

ANISE

Anise grows to almost two feet in height and is characterized by a long, green stem topped off with white, fluffy flowers, which appear during the summer months. As the flowers die, small brown seeds that are hairy and sweet to eat soon follow. Even though the plant grows mostly in warm, southern climates that have dry air and mild winters, the plant has been exported to the north with moderately successful results. However, in such instances, the seeds only ripen during warmer-than-average summers. The plant's flowers exude a pleasantly fragrant scent.

Anise is used as a food spice in the lands where it is cultivated. Thought to promote healthy digestion, one culture in particular uses anise seed (or as it is more commonly contracted, aniseed) in wedding feast cakes served at the end of the meal, to alleviate indigestion from celebratory over-consumption. Another culture uses the seeds to cleanse the breath after eating especially pungent meals, while a third processes them into a sweetening additive for fancy liqueurs. In short, aniseed is an extremely popular spice, so much so that there are kingdoms, albeit small ones, whose entire annual income depends on the plant's export to lands where it doesn't grow. In many places, aniseed spice rivals even sugar and salt in popularity.

Herbalists, like most people, use anise for culinary purposes, but they certainly don't limit themselves to just that. Country doctors, clerics, and shamans utilize aniseed as a remedy for asthma, bronchitis, and other respiratory problems. In larger doses, this attribute promotes expectoration of fluids from the lungs. It's also administered to relieve muscle tension in the chest and esophagus after a patient has received an exceptionally strong purgative. Furthermore, aniseed alleviates pain



Anise

MUNDANE CONCOCTIONS

Allheal: Aniseed oil helps prevent skin infections and disease. When mixed with other oils, like saffras, it also makes a decent insect repellent. One mundane concoction brewed from the plant's allheal trait, when rubbed on the skin, confers a +1 Fortitude save bonus to resist diseases such as leprosy, grave rot, swamp foot, and anything else that adversely affects the skin, for two days. A second recipe produces soft, sweet pills that must be taken orally, which boost a person's immune system. In this form, aniseed confers a +2 Fortitude save bonus to resist disease for 24 hours.

When awakened, aniseed oil's allheal trait can be used to make a magical concoction called *starseed oil* that has the ability to augment a spellcaster's healing power.

Apir: Another trait of the anise plant is its ability to diminish flatulence. This may be the reason why so many cultures include it as a spice in certain "gas-heavy" dishes. In babies, it's used to treat colic. It's also used as a bathing soap for removing the stink caused by such aromatically aggressive animals as skunks and polecats. Powder made from anise leaves can, to a small extent, shield a person from the stench of such spells as *stinking cloud*, and other odiferous effects, giving her a +1 save bonus for two days to resist the debilitating effects of such powerful odors. For it to work, the powder must be rubbed into the skin.

Awakening this trait generally improves upon its ability to neutralize bad odors, creating a magical concoction called *hair of the skunk*.

Lungwort: Anise's most famous medicinal trait is its ability to relieve respiratory disorders, congestion, pain, and infection. Most often herbalists administer it as a flavorful herbal tea, frequently prescribed as daily treatment in chronic cases. This concoction gives a healer a +2 Heal skill bonus when attempting to treat such symptoms or ailments. Elves are highly allergic to the chemical responsible for this trait and must make a successful Fortitude save (DC 15) or take 1d4 temporary Constitution damage if they consume any part of the plant. On a critical failure (a natural 1), the affected elf dies. The lungwort trait in the anise plant remains viable for five days under normal conditions, or for 2d4 weeks if preserved by an herbalist.

An herbalist can create a magical concoction derived from this trait that mutates a creature's saliva glands to produce a deadly venom, called *the serpent's kiss*, that only affects elves.

New Magical Concoction: STARSEED OIL

Type: Ointment
Trait: Allheal DC 17
Cost: 60 gp

Golden and sweetly aromatic, this ointment is made from the anise plant. Originally it was a product of the Middle Kingdom, getting its name from that region's unique, star-shaped anise seeds. It relieves muscle tension when rubbed into the skin, eliminating fatigue entirely. But its true virtue shines through when used in conjunction with magic. If a spellcaster rubs the oil into her palms and then casts a healing spell, she can heal an additional number of points equal to her caster level + 2; this works for one use only, and takes a standard action to apply. Additionally, both the spellcaster and the recipient of her healing magic receive a +4 bonus to saving throws to resist all diseases for 4 days.

New Magical Concoction: HAIR OF THE SKUNK

Type: Powder
Trait: Apir DC 17
Cost: 32 gp

What could be better than tomato juice for killing the wicked reek of varmint musk? That was the question posed by the herbalist-mage Ungil Treetender many hundreds of years ago when he first brewed this concoction. The answer: the hair of the skunk that sprayed you. This fine white powder, when mixed with water and bathed in, removes the stench of virtually any stink-producing creature. It leaves behind a pleasantly fragrant odor for a couple of days. Depending on your point of view, this could be either good or bad: it's good if you're city folk and tire of the omnipresent stench of the unwashed masses; it's bad if you're an adventurer deep in a dungeon and are being tracked by hellhounds.

When a packet of *hair of the skunk* is thrown, it explodes in a cloud approximately ten feet in diameter, removing any odiferous vapor it makes contact with. For example, if thrown at an area filled with a *stinking cloud*, then the powder effectively

dispels it. If a person rubs the powder into his skin, then he receives a +4 saving throw bonus to resist the effects of such odors for 4 days.

New Poison: THE SERPENT'S KISS

Type: Ingested DC 18
Trait: Lungwort DC 20
Primary Damage: 1d4 Str and 1d4 Con
Secondary Damage: 1d6 hp
Cost: 160 gp

Scholars write that long ago, when the world was young, the enemy of the first elf lord hated his rival so much that he created the sweet anise plant to torment all his enemy's descendants. Distilled, aniseed's danger to the sylvan races increases tremendously as it transforms into a poison they call *the serpent's kiss*.

It's a turgid liquid filled with minute particles and laced with the faint scent of vanilla. A would-be assassin must first drink the liquid; over the next 6 rounds, her physiology alters so that her saliva glands gradually begin producing a deadly venomous substance. Within 12 rounds of the transformation, the poison inside her mouth must be delivered into the victim's own, often by means of a kiss. On the 13th round, her glands return to normal and the poison in her mouth reverts back to saliva. Her victim, meanwhile, must make a Fortitude save or suffer the effects of the toxin. *Delay poison* and *neutralize poison* work normally against *the serpent's kiss*, while washing out one's mouth with water or other liquids has no effect, nor does spitting out the toxin once it has made contact with the tongue. The antitoxin *dragon milk* (see page 180) also counteracts the effects.

This concoction only affects elves. If the victim rolls a critical failure (a natural 1) when making his saving throw to resist, he dies painfully and instantly. Ability damage resulting from the poison is temporary. All other creatures that ingest it feel nothing more than a brief piercing sensation in their mouths and throats.

BITTERROOT

This plant is actually a subterranean tuber that lives only in warm, volcanically heated areas permeated by natural caves or passages. The bulk of the tuber remains buried in the earth, while a small tendril dangles out into available open spaces where it absorbs the vital gases it needs to thrive. These gases may range from breathable air to poisonous methane. A single tendril typically reaches a length of seven or eight feet, while the buried portion grows up to three times this size. Bitterroot receives its name from the bitter, acrid odor it emits. Its taste is just as unpleasant if eaten raw, but when cooked it becomes quite flavorful.

Subterranean races cultivate bitterroot along with their primary dietary staples — cave mushrooms and fungi, night-wheat,

black gwando, and other vegetables not dependant upon strong light sources. In addition to being cooked as a meal, it can also be brewed, along with other herbs (most notably hops imported from the surface lands) into a strong alcoholic drink that has a kick like a dire mule. Another dish made from the tuber is bitterroot pie, a common underground food highly regarded in many of the most remote surface kingdoms, where it is a rare, and expensive, delicacy.

As mentioned earlier, bitterroot absorbs most gases, including oxygen. This makes it an extremely dangerous crop to farm in large quantities for the races whose respiration depends upon fresh air. Fields of the tuber have been known to render entire subterranean cities dead when the massive caverns they grew in were inadvertently opened into the inhabited ones. However, with no steady supply of some sort of gas, the plant quickly becomes inert, only awakening from this dormancy when the gas returns. Some underground races have developed cultivation techniques over the years that allow them to grow the tubers in isolated caverns, infusing air into them on a daily basis by means of a complex network of pipes and machinery. These same races also use bitterroot to “scrub” the air in caverns that have been contaminated by poison gases. Clever spellcasters often use smaller roots as a preservative, creating vacuum chambers that prevent the decay of whatever is placed inside them.

Climate/Terrain: Any underground
Bindings: Evocation 3, Transmutation 3
Traits: Euphoric 2, Rotguard 3

MUNDANE CONCOCTIONS

Euphoric: Bitterroot meat ferments especially well, making it one of the most potent potables that can be found in subterranean pubs. If the tuber itself is bitter, then the brew resulting from it is “bitter beyond belief,” as Byron B. Baird once described it so alliteratively. Characters drinking the beer derived from this trait get drunk twice as fast and for twice as long as normal if they don’t make periodic Fortitude saves (DC 17). Another concoction from this trait makes the character immune to intoxication for a number of hours equal to his Constitution modifier, with a minimum of 1/2 hour for characters with a zero or negative modifier.

An herbalist awakening this trait using Baird’s recipe can create a magical concoction called *Baird’s bronze brew* that imparts upon the imbiber an enormously enhanced Charisma, of all things.

Rotguard: Bitterroot naturally absorbs any gas it comes into contact with, regardless of toxicity. When oxygen is removed from the air, creating a vacuum, then nothing decays or rusts in the root’s presence. As such, this trait can be considered an antioxidant even though it serves a much broader function. It’s capable of absorbing 20 cubic feet of vapor per week, up to a maximum amount in cubic feet equal to 10 times its own mass. Bitterroot tubers are imprinted by lengthy exposure to any gas constituting a majority of its atmospheric environment, eventually absorbing exclusively that gas type. For example, a tuber exposed mostly to methane gas is imprinted to absorb only methane gas. Re-imprinting a tuber so it can absorb other gases takes approximately one month, during which time it becomes inert as its internal chemistry adjusts.

If this trait is awakened, the bitterroot becomes *leechrod catalyst*, which enables a *vapor leech* made from the root to absorb and exhale gases that are either created naturally or by spells such as *stinking cloud*, *cloud kill*, *acid fog*, and so on.



Bitterroot

NEW MAGICAL CONCOCTION: BAIRD'S BRONZE BREW

Type: Potable
Trait: Euphoric DC 17
Cost: 260 gp

Standard, run-of-the-mill bitterroot beer is, like its namesake, extremely bitter, but it does have a surprisingly mild, earthy aroma. Common in subterranean cultures, the beer is pretty much like any other — except when an herbalist awakens it. The infamous herbalist Byron B. Baird claims he was the first to stumble upon the enhancement recipe for bitterroot beer, despite protestations by myriad subsurface-dwelling herbalists who say the recipe was common down there a thousand years before Baird was even born. Regardless, the surface-worlders all know the beer by Baird’s appellation. It’s certainly not the cheapest alcoholic drink one can buy, at 8 sp per flagon; long fermentation times and longer delivery times from the underground empires contribute to the sizable price tag. But it nonetheless remains a pub favorite in many a topside kingdom.

This awakened form of the beer actually makes the drinker more charismatic. As any die-hard pub-crawler knows, usually it’s everyone else who looks better when viewed through the filter of heavy alcohol consumption. Not so with *Baird’s bronze brew*. Anyone who drinks this beverage gains a temporary +4 Charisma score bonus for a number of hours equal to the character’s original Charisma modifier, with a minimum of thirty minutes for those with a zero or a negative modifier. This only

works once per night as the drinker retains residual brew in his body over the next 24 hours or so, preventing further Charisma modification.

New Wondrous Item: Vapor Leech

This carved length of a bitterroot tuber depicts highly stylized monkey-like creatures, whose open mouths, grasping lips, and lack of fur give it a horrifying appearance. Normally, the *vapor leech* is transported inside a sealed, airtight case made from boiled leather and hammered pewter to prevent the accidental triggering of it. Every *vapor leech*, at the time of awakening, is imprinted to absorb only one specific type of gas, similar to bitterroot tubers growing in the wild. Unlike those plants, however, the *vapor leech* may never again be re-imprinted to absorb any other gas. The most common types of gas classification for imprinting a *vapor leech* are: breathable air, inert gas, poison gas, corrosive gas, water vapor, and specifically named vapors such as carbon dioxide, brimstone, *cloudkill*, *stinking cloud*, and so on.

A vapor leech may absorb a maximum amount of vapor, in cubic feet, equal to its weight in pounds multiplied by 20, requiring, after activation, one round to absorb a single cubic foot. To activate the *vapor leech*, a small amount *leechrod catalyst* must be poured on its surface. After 3 rounds, the device awakens and the specified gas type is subsequently absorbed. The same tincture can be used to release absorbed gas back into the atmosphere, but only after the *vapor leech* is completely full.

This is not a typical magic item; a length of bitterroot must first be enchanted by a skilled spellcaster as per the Craft Wondrous Item feat, then awakened and imprinted using the Herbalism skill (DC 18). If a spellcaster wants to make the device command word-activated rather than catalyst-activated, the price increases by +2,000 gp.

Vapor leeches range in size from the small, weighing a mere 2 pounds, to massive, which are as large as a house and have a mass of 20 tons or more. The larger the device, the more rare it is. For each pound over 2, the cost of the vapor leech increases by 50 gp.

Caster Level: 3rd; **Prerequisites:** Herbalism 5+ ranks, Herbalism check DC 18 (rotguard), Craft Wondrous Item, *fog cloud*; **Market Price:** 438 gp; **Weight:** 2 lbs.

New Magical Concoction: Leechrod Catalyst

Type: Tincture
Trait: Rotguard DC 18
Cost: 7 gp

The *vapor leech* normally requires this bitterroot extract in order for it to be activated. It's also the trigger required to purge vapor already trapped by the device. Without *leechrod catalyst*, a *vapor leech* becomes just another fancy walking stick. The catalyst alternates function with each application;

the first application triggers it to absorb, the second triggers it to release, and so on. Each vial contains enough for 6 uses.

Dragon Flower

A dragon flower is typically composed of 6 to 12 towering stalks capped at the top by broad, ovoid leaves. The woolly brown and white stalks, which resemble tree bark from a distance, reach heights of up to 35 feet and widths of 2 feet in diameter at their bases. Their thick, purple and red leaves grow up to 6 feet in length and 4 feet in width. Once every 12 weeks or so, the dragon flower produces clusters of reddish-orange pods, which cling to the undersides of the leaves and emit a rancid odor not unlike that of rotten flesh. A dragon flower's roots extend deep into the earth, as much as 50 or 60 feet, and attached to the base of the central root is the plant's "heart," a pulpy, indigo bulb filled with resin.

While most creatures go to great lengths to avoid the awful-smelling plant, a few species actually find it quite stimulating. In fact, young, inexperienced dragons love the plant, giving it the name. Rather than affecting them adversely as it would most creatures, the pod odor instead drives them absolutely wild, and the taste of its flesh intoxicates them. But as dragons become older, wiser, and less impetuous, they eventually come to detest the plant, knowing all too well that their reaction to it is a fatal weakness. Many a young dragon has died at the hands of enterprising dragon hunters because it was insensate beyond reason from the plant's malodorous pods. Older dragons will go to any extreme to destroy dragon flower, usually from a distance and with judicious use of their considerable breath weapons.

For many sentient races the lure of the plant lies buried far below ground: its heart, which is small when compared to the rest of the plant, contains an unusual resin created by the pods during their development. This heart resin can be distilled into a powerfully addictive drug and deadly poison known as *dragon tears*. Most cities and kingdoms aware of the drug mandate an instant death penalty for those caught selling it in any form. Notwithstanding the near-universal prohibition on *dragon tears*, an underground market for it continues to thrive. As a poison, it's especially popular among assassins who have forsaken subtlety in favor of style; as a drug, it (and its corresponding antitoxin) is highly popular among the aristocracy and nobility for whom price isn't an issue. Because of this, it's not uncommon for less-than-moral adventurers to eagerly risk life and limb for the opportunity to harvest it.

Another concoction that few people know about but for which daring, very informed adventurers seek the components is called *wyrm snare*. It is notable for its ability to lure dragons like so many bears to honey. As with *dragon tears*, though, it is extremely illegal. In many places, greedy herbalists actually grow the plant themselves or on behalf of a well-paying sponsor, using any number of methods to mask the plant's scent so that they might reap the profits from either *dragon tears* or *wyrm snare*.

In the Middle Kingdom, where the plant originates, only those herbalists specifically licensed by the Imperial Court's

Esteemed Wildlife Monopolies Bureau are allowed access to known dragon flowers, which are called *long hua* in their language.

Climate/Terrain: Any tropical or temperate forest
Bindings: Conjuraton 4, Illusion 9, Necromancy 4
Traits: Blightpurge 6, Counterpoison 10, Dreamstyre (Poison) 20

MUNDANE CONCOCTIONS

Blightpurge: The stench from the pods of a dragon flower is so awful that any creature within 60 feet of the plant must make a Fortitude save (DC 20). Success means that the stench is moderately resisted and the creature only suffers a -2 circumstance penalty to all actions (any 1d20 roll, such as skill checks, saves, attack rolls, etc.) while in the area. Failure means that the stench overcomes the creature, and it is struck by a bout of severe vomiting accompanied by gut-wrenching stomach cramps; the nauseated creature is incapable of taking any action other than a single move or move-equivalent action per turn. This effect lasts as long as the creature is within the radius of effect, plus an additional 1d6 rounds after moving out of it. A pod removed from the plant continues to produce the purgative stench for up to six days; if preserved by an herbalist, it can maintain the stench for 1d4 weeks. Healers sometimes use small doses of pod meat to homeopathically treat gastrointestinal disorders, although whether this works or not is debatable.

A dragon flower pod can be awakened by an herbalist as a *fragrant egg*; the pod's stench is suppressed until its outer surface breaks, at which time it releases the odor as a debilitating, toxic cloud.

Counterpoison: Despite its incredibly noxious scent, the plant's pod sap possesses natural antitoxic characteristics. Consuming it raw gives a creature a temporary +5 saving throw bonus against all poisons for ten rounds. Sap removed from the plant remains viable for ten days, but if treated by an herbalist it can stay good for 2d4 weeks. Another concoction derived from the trait has the same effect on a creature as the *delay poison* spell. Pod sap is pale-purple in color with a heavy, coppery taste like fresh blood.

When awakened by an herbalist, the sap becomes a more effective antitoxin known as *dragon milk*. Approximately 18 pods of sap from a full-grown plant produce one dose of antitoxin after processing.

Dreamstyre (Poison): The dragon flower's heart resin is very toxic to most creatures; it also contains an addictive, mind-influencing chemical. Anyone consuming it must make a Fortitude save (DC 25) or experience euphoria and hallucinations for approximately 12 hours, 1d6 points of temporary Con damage, and 1d6 days of intense fever, projectile vomiting, wracking stomach cramps, and blinding headaches. A full-grown dragon flower contains approximately 2,000 ounces of raw resin, or 130 ounces of the drug after refinement. The plant requires approximately three months to produce one ounce of raw heart resin. If 30% or more of its resin is removed at one time, the plant dies. In its natural state, heart resin is a deep indigo color with a pungent, skunky odor and taste. Freshly harvested resin remains viable for up to twenty days, unless treated by an herbalist, in which case it is good for up to 4d4 weeks.

A skilled herbalist can awaken this trait through an arduous distillation process, requiring 15 ounces of raw resin to produce a single dose of the drug *dragon tears*.

Special: Dragon flowers do not affect dragons the same way they affect other creatures. As mentioned earlier, dragons find the pod scent incredibly stimulating. In fact, a dragon can detect it from two miles away for every age category it has experienced, up to its current one; for example, an adult black dragon can smell dragon flower from 12 miles away. Once it comes within the plant's normal radius of effect, the dragon must make a Will save (DC 30) or succumb to a debilitating euphoria for the next 4 hours. When it recovers, it is overcome by ravenous hunger and invariably eats the plant's stems, leaves and pods, suffering only from a blinding, weeklong headache from doing so.

A rare recipe for making a compound concoction from both the plant's blightpurge and dreamstyre (poison) traits allows an herbalist to create a foul-smelling dragon-only aphrodisiac called *wyrm snare*.



Dragon
Flower

New Grenade-Like Weapon: FRAGRANT EGG

Type: Special
Trait: Blightpurge DC 21
Direct Hit Damage: Incapacitating gas attack
Splash Damage: —
Range Increment: 10 ft.
Weight: 1 1/4 lb.
Cost: 480 gp

A *fragrant egg* is a dried dragon flower pod treated with odor-suppressing herbs, other arcane chemicals, and then awakened. When the “egg” is thrown with a ranged touch attack roll (no proficiency required), it bursts into a cloud of noxious vapor 15 feet in diameter upon impact. Anyone caught in the cloud must make a Fortitude save (DC 18) or succumb to nausea, stomach cramps, and light-headedness. Affected creatures are incapacitated, and cannot take any action while inside the cloud or for an additional 1d6 rounds once outside of it.

The name for this weapon is a literal translation of the colloquial name given to it by Middle Kingdom soldiers: *xiang dan*.

NEW MAGICAL CONCOCTION: Dragon Milk

Type: Potable
Trait: Counterpoison DC 25
Cost: 1,300 gp

The foul-smelling sap from dragon flower pods can be used to make a highly effective antitoxin capable of countering virtually any poison. One ounce of *dragon milk* functions as the spell *neutralize poison*. After it has been ingested, the imbiber also becomes immune to all poisons for the next 24 hours. *Dragon milk* is thick and milky, has an acrid, medicinal taste, and gives off very little odor.

The original name for this antitoxin in the Middle Kingdom is *long nai*. *Dragon tears* addicts must consume this antidote before taking the poison if they don’t want to suffer damage from it.

NEW POISON: Dragon Tears

Type: Contact DC 25
Trait: Dreamstyre (Poison) DC 35
Primary Damage: 3d6 Con over an equal number of minutes
Secondary Damage: 1 permanent Con and 1 permanent Wis; addiction
Cost: 5,200 gp

This poison is awakened heart resin from the fetid dragon flower. The inky black substance smells like skunk musk and tastes almost as bad. However, if ingested orally the poison has no effect other than to induce severe stomach cramps and vomiting. For it to be effective, at least 3 drops must be placed in each of the victim’s eyes. If he fails his saving throw, an overwhelming sense of bliss pervades his entire being and he hallucinates wildly as the toxin attacks his nervous system. If this doesn’t kill him immediately, then the victim remains under the poison’s psychoactive influence for up to 12 hours, unaware of the damage that has been done to his body. Anyone that survives a bout with *dragon tears* will suddenly find that he craves it more than ever after coming down off the high. For every day that the person goes without it, he suffers a cumulative –1 circumstance penalty to all actions (any 1d20 roll, such as skill checks, saves, attack rolls, etc.), up to a maximum of –12. This addiction can only be broken by high-powered magic, such as a *wish* or *greater restoration* spell.

A victim’s sclera and iris become permanently black after the poison is administered. Addicts must always drink *dragon milk*, a potent antitoxin, before infusing themselves with *dragon tears*. This prevents the poison from harming them as they indulge in the psychoactive effects. Nonetheless, their eyes remain forever stained. Because this is a dead giveaway to their illegal habit, addicts often cover their eyes with the black veil normally reserved for adherents to the faith of pacifism.

Primary ability damage caused by this poison is temporary, while the secondary damage is permanent. In the Middle Kingdom, the poison is known as *long lei*.

NEW MAGICAL CONCOCTION: Wyrmsnare

Type: Inhalant
Trait: Blightpurge, Dreamstyre (Poison) DC 40
Cost: 5,980 gp

This is, perhaps, the foulest-smelling substance in the known world. It is extremely expensive, requiring rare alchemical solutions from remote, exotic lands in order to successfully awaken the dragon flower pods from which it is made, as well as at least 1,000 ounces of inky resin taken from the dragon flower’s heart. The end result is five ounces of a liquid that looks like turgid urine and smells exactly like the musk from a dragon in heat, only amplified a hundred fold. One five-ounce vial contains enough wyrm snare scent and pheromones to attract any dragon within 100 miles.

To use it, one simply finds a suitable location, places the bottle on the ground, uncorks it, and then runs like hell. (Unless, of course, the intent is to ambush the dragon or dragons that are almost guaranteed to respond.) Any dragon that picks up the scent from this concoction must make a Will save (DC 30) or become immediately drawn to it. Once within 60 feet of the chemical, it must make a second Will save (DC 40) or go into a mad mating frenzy, looking for anything even remotely dragon-like with which to, well, mate. Experienced, wealthy, and knowledgeable dragon hunters, needless to say, sometimes use *wyrm snare* to bring their prey to them, but in all honesty the chemical is probably as dangerous to them as it is to the dragon: a psychotic, raving mad dragon is more of a threat than one that has its wits about it, generally.

Wyrm snare loses its odor after a week and its pheromones after a month. (That means even though a regular creature can’t smell it, dragons are still able to pick up on it for a full month.)

In the Middle Kingdom, where it was first cooked up, it is called *long he*, which translates loosely as “dragon-nip.” There is a story that once, long ago, the rival of the evil emperor Liu Xiao poured *wyrm snare* on the roof of the imperial residence in an act of vengeance and as a way to rid the country of a despotic tyrant. Unfortunately, the nine dragons that came not only killed the wicked sovereign, but also wiped out the entire city and most of the population in the surrounding countryside. Because of such incidents, in most civilized kingdoms *wyrm snare* tends to be even more illegal than *dragon tears*.

Elysium

MUNDANE CONCOCTIONS

This yellow grass looks like fairly standard savannah flora, growing as high as three or four feet with wide, sharp-edged blades and fluffy seed chaff produced during the summer months. Unfortunately, its rapid rate of growth and aggressive tendency to choke out other plants in its territory makes it very harmful. A few short years after appearing in an area, the soil's nutrients become entirely depleted, sterilizing the land so that only elysium grass can grow there. And if that isn't bad enough, something in its very nature actively mutes all magic that comes within range of it, creating a dead zone capable of growing and expanding indefinitely — or at the very least for as long as the grass flourishes unchecked.

In magical worlds, this grass is the bane of spellcasters everywhere. Some say that its antimagic field actually causes them physical pain, but that seems to be more or less a psychosomatic reaction to the sudden, oppressive lack of magical energy felt by them upon entering the plant's area of effect. Cultures that have developed in or around plains of elysium grass tend to be quite opposed to magic, but that's not unusual: societies unaccustomed to magic tend to fear it more than anyone else. In cultures for which magic is a fundamental feature of life, on the other hand, there exists a vehement hatred for the grass, and they will burn it out at every available opportunity. Of course, a small number of cultures have found a happy median between the two extremes, selectively cultivating patches of the grass to ward areas, villages, or even entire cities against mystical incursions.

The grass has other properties of note: eating a little of it keeps hunger at bay for up to two days, and the gel extracted from broken grass blades makes for a soothing skin lotion and camouflage. As a camouflage, unenhanced elysium grass is somewhat feeble, but in the hands of an herbalist it can become very useful. Grasslands herders customarily let their animals graze on elysium before driving them long distances cross country, allowing them to travel more rapidly for the first couple of days as they won't need to stop and graze for food.

Climate/Terrain: Any grassland

Bindings: Abjuration 6, Evocation 5, Illusion 3

Traits: Antimagic 6, Bileflow 4, Freothan 5



Elysium

Antimagic: Elysium is one of the rare plants in the world that has no magical potential whatsoever. In fact, this trait is expressed so strongly that it generates a field capable of canceling out any magic coming into contact with it. This field extends up and down, into the air and ground, one foot for every 100 square feet of land a single patch occupies; you can treat this either as a permanent *antimagic field*, or as a level -4 magic zone if you're using the rules from the *Geomancy* chapter of *Occult Lore*. *Dispel magic* cast at the grass from outside the field does nothing, as the spell disintegrates before it can have any effect. If the elysium is pulled out of the ground, both the antimagic field and the grass die, unless removed with the earth that encapsulates its roots — then the trait continues to function for six days unless preserved by an herbalist, in which case it's good for 2d4 weeks. However, if the plug is less than one square foot in size then the trait only works sporadically. Roll 1d20 against a DC 12 to see if the plug's antimagic field is active during any given day. Seeds from elysium grass do not have this trait, as they haven't matured yet.

An herbalist who awakens this trait can make an antimagic ointment called *godspittle* from it.

Bileflow: When consumed, elysium promotes efficient, healthier digestion. In fact, it optimizes it so well that a creature doesn't need to eat or drink for two days after filling its stomach with this grass, which provides all of the basic nutrients for survival. Fresh elysium bileflow is viable for four days, but when treated by an herbalist it remains good for 1d4 weeks. The plant is also effective against purgative substances, providing a +2 bonus to all saving throws made against them for 4 days after consumption.

Awakened, elysium's bileflow trait can be cooked into a special, but bland-tasting, *yellow pemmican*.

Freothan: Broken elysium blades emit a clear, goeey substance that soothes the skin, relieving irritation caused by minor wounds and insects. It also improves a person's complexion if used in moderate doses. Unfortunately, gathering the gel is slow, arduous work as it takes almost 40 cubic feet of grass to produce enough to fill a single vial. If a creature coats its entire body with the gel, its skin becomes covered with ever-shifting grass-like patterns, affording it a +2 Hide bonus in tall grass as long as at least 50% of its body isn't covered by cloth-

ing. Elysium gel preserved by an herbalist lasts for 2d4 weeks before the trait expires; otherwise it's only good for five days.

This trait can mimic other environmental conditions when awakened by an herbalist in a salve called *telysem*. Unsuccessfully awakening it can have unpredictable, and unsettling, camouflaging effects.

NEW MAGICAL CONCOCTION: Godspittle

Type: Ointment
Trait: Antimagic DC 21
Cost: 936 gp

This yellowish-orange oil comes from elysium grass and is designed to take advantage of that plant's innate antimagic trait. Most often, it's used in an aspergillum, replacing the holy water that would normally go inside of it; this allows a person to flick streams of *godspittle* with relatively good accuracy at targets as a ranged attack. If a stream of *godspittle* touches a creature, it must make a Will save (DC 15). Failure means that the substance affected it, generating a thin antimagic aura that covers its entire body for 2d4+2 rounds. During this time, the creature may not cast spells, nor will any magical item in its possession function until separated from the field. One dose fills an aspergillum, and is enough for 1d4 attacks.

NEW MAGICAL CONCOCTION: Yellow Pemmican

Type: Comestible
Trait: Bileflow DC 19
Cost: 3 gp

A tasty, but tough, bright yellow vegetarian jerky, this elysium grass foodstuff is a staple in the diet of the nomadic plains tribes and cultures. Like the grass from which it is made, *yellow pemmican* has the wondrous ability to so optimize a person's digestion that he doesn't need to eat or drink for many days. One piece is enough to ward off hunger for seven days and thirst for three. After 40 days of surviving on yellow pemmican, however, a person may no longer benefit from it unless real provisions supplement his diet. *Yellow pemmican* is sometimes referred to as "sea rations" because naval vessels carry tons of it on long voyages; armies also cart it along on extended military campaigns when foraging and fishing for an entire army isn't easy.

NEW MAGICAL CONCOCTION: Telysem

Type: Salve
Trait: Freethan DC 20
Cost: 750 gp

This is a clear, odorless gel that can be rubbed into the skin to imbue a creature with the ability to camouflage itself. Like the skin of the chameleon lizard, it allows the creature's skin to change colors to match the immediate environment. For exam-

ple, when travelling through elysium grasslands, a creature wearing the gel would display yellow, grass-like patterns on its skin; when skulking in a cavern complex, its skin would take on a craggy gray pattern. *Telysem* doesn't completely mask a creature's whereabouts, but it does add +10 to its Hide checks in any environment, as long as at least 50% of its skin is unclothed. The gel has a duration of 20 minutes for every Will modifier point the user possesses.

FAERIE GRASS

Sometimes called "hunger weed," faerie grass appears to be everyday, ordinary grass to the untrained eye — but there is more to it than meets the eye. It is the product of fey manipulation, created to prevent non-fey creatures from entering sacred or forbidden areas. Anyone walking upon the grass finds himself utterly turned around and so confused that he believes he's still heading in the same direction when, in fact, he's not. Strong-willed creatures can attempt to resist the charm, but it isn't easy. Fey creatures, of course, may pass through the grass with no resistance whatsoever. Another effect of the grass is that any mortal creature that eats it becomes ravenously hungry; farmers colloquially say livestock affected by this power has been "grass-witched."

Faerie grass grows slowly, spreading at a rate of one foot every three years. It is thought that the mere presence of a powerful fey individual or entourage might encourage it to grow more rapidly, but that is as yet unconfirmed.

Climate/Terrain: Any temperate land
Bindings: Abjuration 3, Enchantment 4, Evocation 3
Traits: Enchanted 7, Picweyn 11

MUNDANE CONCOCTIONS

Enchanted: Whenever a creature treads on a sufficiently large patch of faerie grass, it must make a Will save (DC 20) or become turned around and disoriented. For the next 1d6 rounds, the disoriented creature no longer has a clear concept of where it is or what it's doing. By the time it comes out of the patch, it finds itself back in the area it entered. For a patch of faerie grass to affect a given creature, its minimum diameter must be equal to the creature's height multiplied by 2. For example, a 6-foot-tall ogre will only be affected by a patch that is 12 feet by 12 feet, or larger.

Herbalists can awaken one pound of faerie grass blades to make a glittery *faerie dust* that disorients those who come into contact with it.

Picweyn: When eaten, the grass lowers a creature's a blood sugar to the point that it feels absolutely famished. A Fortitude save (DC 23) must be made for each mouthful that the creature consumes. If successful, the grass has no effect; otherwise, the creature loses 1d4 temporary Constitution score points as if it has been starved for a week. For each point lost, the creature must eat the amount of food it would normally consume in a single day to regain the point. If a creature lost 3 Constitution

points, for instance, then it must eat 3 days worth of food in order to restore them entirely. When a creature's Constitution reaches zero, it slips into a coma for 1d6 days and the rules for starvation apply. Herbalists sometimes give diabetics small doses of the stems to restore balance to high blood sugar levels.

Awakened grass seeds — such as are used in *Baird's baleful bread* — can drive a creature to the point of insanity with hunger and should probably not be used in good conscience.

NEW MAGICAL CONCOCTION: FAERIE DUST

Type: Powder
Trait: Enchanted DC 22
Cost: 730 gp

Made from the powdered blades of faerie grass, *faerie dust* is a sparkly, bright glitter that smells faintly of candied fruit. Throwing a packet with enough force to cause it to burst disperses the powder out to 20 feet from the point of impact. Any creature caught in the cloud must make a successful Will save (DC 22) or immediately forget what he is doing and where he is, wandering aimlessly about until the effect wears off after 1d6 rounds. If attacked while under the influence of the dust, he may attempt to defend himself but with a penalty of –5 to all actions (any 1d20 roll, such as skill checks, saves, attack rolls, etc.) due to confusion. *Dispel magic* causes the dust cloud to become inert, removing its enchantment and restoring affected creatures to normal.

A secondary effect of the dust is that, if an entire packet is eaten, it triples visual and aural acuity for the next 1d4 hours, turning the irises of the creature's eyes golden and stretching its ears into long, exaggerated points. This acuity imparts a magical +5 bonus to all Listen, Spot, and Search checks, 120-foot Darkvision, and a +5 bonus to Initiative.

NEW POISON: BAIRD'S BALEFUL BREAD

Type: Ingested DC 25
Trait: Picweyn DC 26
Primary Damage: Binge eating
Secondary Damage: 1 Con per hour
Cost: 2,300 gp

Another creation of the inventive herbalist Baird, this food is a loaf of fragrant bread baked with flour ground out of faerie grass seeds. He originally created it to homeopathically aid those who suffer from eating disorders, but the effects of its enchantment are so insidious that he eventually tried to expunge all records of it from existence. Unfortunately, he wasn't very successful. If the price is right, it seems that even the most ethical herbalist will bake it, perhaps hoping to fix the imperfect recipe with his own, secret ingredient.

Any creature that takes a bite of the bread must make a Will save or be affected by an irresistible craving for food, spending the next 1d20 hours eating whatever it can put in its mouth. After the first hour (unlike other poisons), the secondary effect kicks in and it loses 1 temporary Constitution score point per hour until the effect wears off or it dies from overeating. *Dispel magic* makes the bread harmless. Casting it on an affected creature as no effect, but all healing magic of 4th level and greater can reverse it, as can most antidotes such as *dragon milk* (see page 180 for its description).



Faerie Grass

Fainne Mushroom

These odd mushrooms grow in circular clusters called *sidh*, or “faerie rings.” A fainne mushroom's skin is yellow with green speckles, while its caps tend to be wide and flat, with gibbous margins and narrow gills on the underside. A greenish-white plaque gives its stems a rough, mottled appearance. Depending on the age of a ring, the mushrooms that constitute it range anywhere from 6 inches to 3 feet in height.

The most notable thing about a fainne mushroom is its connection to the fey. In every *sidh*, each mushroom's magic combines together with the others to form an arcane gateway that joins a small piece of the fey homeland to the mortal realm, allowing the fey to cross between the two at will. The ring exudes an almost tangible aura, which is strong enough that most animals instinctively shy away from it. The constant whirlwind of supernatural energies that permeates it plays havoc with the senses of any mortal creature foolish enough to approach. Those that do often succumb to a magic-induced sleep known as “fey glamour.” When they awaken, they soon discover that the strange power of the mushroom patch has changed them forever — or at the very least, until a kindly wizard or cleric can undo the glamour. The nature of these changes differs between individuals. Suffice it to say, the capricious nature of the fey becomes quite evident

when a person lays down for a quiet nap and wakes up with the head of an ass on his shoulders.

Fey glamour aside, picking fainne mushrooms is not without other risks. Those herbalists who do manage to safely harvest them eventually find themselves facing the combined wrath of the fey habituating the *sidh*, and the ire of the locals who fear the repercussions.

Climate/Terrain: Any temperate land and underground

Bindings: Conjunction 2, Divination 5, Enchantment 9, Transmutation 7

Traits: Enchanted 17, Freothan 2, Passionfire 4

MUNDANE CONCOCTIONS

Enchanted: Because of its unusual fey nature, a *sidh* of fainne mushrooms collectively has a random effect on any mortal creature that enters a faerie ring. A Willpower save (DC 28) must be made each round while within its boundaries. Success means the creature resisted the glamour for that round, and that it notices the subtle magic at work; it might see faint wisps of faerie dust in the air, or feel its hair raise on end, for instance. Failure means it falls asleep for 1d12 hours. As it sleeps, roll 1d20 and consult the chart below to determine the glamour's permanent effect:

1d20 Roll	Effect
1	roll again, add 10
2-3	faerie fire
4-5	Nystul's magic aura
6-7	blindness/deafness
8-9	nondetection
10-11	polymorph other*
12-13	resistance
14-15	enlarge
16-17	mirror image
18-19	slow
20	blur
21	prying eyes
22	feeblemind
23	true seeing
24	repulsion
25	insanity
26	plane shift*
27	sympathy
28	antipathy
29	temporal stasis
30	wish

Each effect is identical to the spell of the same name except: a) the target is always the creature affected by the fey glamour and b) the duration of the effect is permanent regardless of the duration listed in the spell description, except for the asterisked

plane shift and *wish*, which are one-time effects. *Plane shift* differs from the original spell in that the GM chooses the planar destination, not the affected creature, and only those who succumb to fey glamour can be transported. For *polymorph other*, the GM selects the creature's new form. All effects are cast as if by a 20th-level wizard, but may ultimately be undone by the usual methods (*greater restoration*, *wish*, and the like.)

Fey creatures are, naturally, immune to the effects of the glamour, instead drawing on it to *plane shift* directly to their homeland. The radius of effect for the fey glamour is equal to the size of the *sidh*. If a *sidh* ever loses a third of its original fainne mushroom population, the glamour no longer works.

The bulbous base of a fainne mushroom's stem also acts as a natural amplifier that increases any magical potion's duration by a quarter when ground to a powder and mixed into it. While difficult, a skilled herbalist can create a concoction that significantly improves upon this, increasing a potion's duration by a half.



Fainne
Mushroom

Awakened, the stem base becomes a *quicken solution* that can improve a potion's effects even more noticeably. So far, no one knows how to awaken a mushroom to mimic the effects of the entire *sidh*.

Freothan: The mushroom's cap produces chemicals that soothe irritations caused by insect bites, burns, and other minor wounds. A side effect of using the cap this way is that the affected creature temporarily looks a number of years younger equal to a third of his total age; this lasts only one hour. Caps made into a concoction by an herbalist have been known to enhance this, making a creature appear to be half of his total age for one day.

Herbalists have awakened the freothan trait to make an unusual healing salve called *Baird's beneficial balm*. If the recipe for a magical anti-aging cream made from the mushroom cap exists, it remains to be discovered.

Passionfire: A fainne mushroom's stem contains a natural stimulant that, when consumed, heightens an individual's sexual appetite. This means those to whom the affected person isn't normally attracted gain a +1 temporary Charisma score bonus for the purpose of ability and related skill checks against the person, while those to whom he is attracted gain a +2 bonus. Only the person who consumes the mushroom perceives this effect, which lasts for 4 hours. Stems treated by an herbalist are stronger, making the perceived Charisma bonuses +2 and +4, respectively.

If awakened correctly by an herbalist, the aphrodisiac quality of the plant produces the potent *fainne love charm*.

NEW MAGICAL CONCOCTION: QUICKENING SOLUTION

Type: Tincture
Trait: Enchanted DC 32
Cost: 1,000 gp

This greasy substance is made from the base of the *fainne* mushroom and smells faintly of roses, underscored by the strong odor of the alcohol solution it is mixed in. Adding one dose of the tincture to a potion doubles its duration and other variable, numeric effects. Any more and the result is negligible. Taking the tincture orally and undiluted numbs the imbiber's tongue and fills her ears with a loud ringing; both side effects fade after an hour or so.

NEW MAGICAL CONCOCTION: BAIRD'S BENEFICIAL BALM

Type: Salve
Trait: Freethan DC 17
Cost: 50 gp

The famous herbalist Byron B. Baird created the recipe for this concoction almost 1,000 years ago, before he became a permanent prisoner of the fey for harvesting the very mushrooms from which it is made. One dose of the fragrant, lavender-scented substance both soothes the skin and heals wounds; it heals 1d8 points of damage when used on good-aligned characters, but inflicts 1d8 points of damage on evil-aligned characters unless they make a successful Will save (DC 17). It also gives a person's skin a wonderful, silvery glow that sheds an aura of light as bright as a candle's for one hour.

NEW MAGICAL CONCOCTION: FAIRNE LOVE CHARM

Type: Comestible
Trait: Passionfire DC 19
Cost: 64 gp

This is a small, bright yellow wafer made from the stem of a *fainne* mushroom. When eaten, it amplifies a person's natural romantic and sexual desires. Anyone consuming a single wafer must make a successful Will save (DC 19) or fall madly in love (or lust, as the case may be) with the first sentient creature she lays eyes upon. Additionally, everyone that she comes into con-

tact with gains a +8 Charisma score bonus for all ability and related skill checks against her.

This effect may be removed by standard magical methods, such as *dispel magic*, *restoration*, *limited wish*, and so on. Otherwise, the emotions fostered by the wafer last for a number of days equal to 10 minus the affected creature's Charisma modifier (with negative modifiers increasing the duration).

GRAVE MOLD



Grave Mold

This dark gray fungus grows in fine strands on the surfaces of dead bodies. Soon after appearing on a corpse, it completely subsumes it, gaining sustenance from the rotting flesh and decaying bones, and finally leeching the nutrients from the body within a few short weeks. As it grows, it constantly sheds a cloud of dusty, stale-smelling spores that are crucial to its survival.

Like most fungi, grave mold has moderate disease-fighting abilities. However, the characteristic that really sets it apart from others of its kind is the psionic energy field generated by it. This bewilders scholars and herbalists alike, considering that, as far as anyone knows, psionics are a hallmark of sentient life, and grave mold is most definitely *not* sentient. Despite the fungus' lack of intelligence, though, the energy field does serve a clear purpose: after a host body has been thoroughly infested, the mold spores around it coalesce into a dim simulacrum of the creature as it was before death. This echo has no more than vague memories of its former life, existing, for the most part, in the here and now, driven as it is by the mold's survival needs. In fact, the simulacrum's sole purpose is to supply the mold with fresh hosts, reeling in other creatures so it can kill them and let the mold release reproductive spores to infest them. Once a corpse becomes bereft of nourishment, both the mold and the simulacrum die.

Generally, grave mold populations maintain a natural equilibrium; while three or four simulacra may inhabit an area with only occasional aggression towards one another, five or more rapidly turn graveyards into a ghostly war zones thick with the fog of spores. No creature, regardless of how small or insignificant, is safe from infestation when this happens. Entire forests, in some places, have become "haunted" by grave mold almost over night. Fortunately, the molds generally starve to death almost as quickly as they appeared once the supply of fresh corpses ceases.

An ancient tribe of necromancers is thought to have created grave mold long ago as a means to honor their dead companions, as well as maintain a constant, semi-living repository of all their knowledge. In the Middle Kingdom, grave mold is called *zhi*, or “spirit fungus,” and is rumored to confer godhood upon those who eat a concoction made from a closely guarded recipe.

Climate/Terrain: Any land and underground
Bindings: Conjunction 3, Illusion 6, Necromancy 7
Traits: Allheal 6, Enchanted 13

MUNDANE CONCOCTIONS

Allheal: In small doses, grave mold helps a body fight disease and viral infection. If one ounce has been treated by an herbalist and is then consumed, it strengthens a person’s body by providing him with a +3 Fortitude save bonus against all disease for 6 days. On a critical failure (a natural 1), however, the mold has just the opposite effect and the disease’s effects are doubled for its duration.

If a third of a Medium-sized infestation is awakened, the resulting *graykill* concoction can cure diseases entirely.

Enchanted: The grave mold’s somewhat unique (as far as fungi are concerned) psionic ability allows it to create a simulacrum of the dead creature on which it thrives. This is similar to the spell of the same name with the key differences being that the simulacrum cannot move more than 120 feet from the grave mold, and if it “dies” it is recreated within 1d4 days. Also unlike the *simulacrum* spell, a grave mold simulacrum is made entirely of mold spores rather than snow or water, and is plagued by unfocused thought and large holes in its memory. The more desiccated the host corpse becomes, the more pronounced these discrepancies are. Once the grave mold dies, so does its simulacrum.

If grave mold spores are collected, obviously with great difficulty, from approximately five Medium-sized corpses, they can be awakened to create *sporeskin*, one of the oddest concoctions in an herbalist’s workshop.

NEW MAGICAL CONCOCTION: Graykill

Type: Comestible
Trait: Allheal DC 21
Cost: 480 gp

This concoction consists of a multitude of tiny pellets made from dried and awakened grave mold. They have a musty odor with a taste like mothballs. The pellets should be swallowed as a group, followed by a chaser of extremely hot water. One dose has the same effect on the imbiber as the spell *remove disease*. An additional benefit of the medicine is that it guards against diseases and contagions for three days after consumption, giving the imbiber a +3 to all Fortitude saves made against them.

NEW MAGICAL CONCOCTION: Sporeskin

Type: Inhalant
Trait: Enchanted DC 28
Cost: 936 gp

Sporeskin gas is typically stored in a thick-walled clay pot until use, at which time the imbiber removes the lid and inhales deeply from the container. The gas, which smells like fetid water, stimulates the growth of a downy fungal pelt on the backs of the arms, legs, and torso. This pelt generates a single, permanent simulacrum of the “wearer” as long as it remains attached to his body. It is incapable of free action or thought, simply mimicking, to the best of its ability, the actions and words of the host creature. However, if the sporeskin-affected creature makes a successful Will save (DC 20), he can issue simple commands to the image and have them executed, more or less.

A creature with sporeskin suffers a –4 Charisma score penalty as long as it continues to grow on him. In addition, the affected creature must make a Fortitude save (DC 30) once a week or take 1 permanent point of Constitution damage as the mold leeches vital nutrients from his body. *Dispel magic* cast on the affected creature removes the clone image for 1d12 rounds. If the simulacrum “dies,” it returns within 24 hours. To remove the sporeskin entirely, the affected creature must have *greater restoration* or *wish* cast upon it.

Hemlock

This plant averages heights of four feet or more — in some instances growing as tall as eight feet — and has a mottled green stem displaying purple or crimson spots. Its leaves, which tend to grow in clusters of threes, are dark green with multiple lobes. When damaged or crushed, they release an odor that can only be described as “mousy” — an acrid scent not unlike that of a rodent. Beginning in mid-summer, tiny white blossoms appear in umbels comprised of ten to fifteen flowers. Hemlock seeds are tiny and black. The plant thrives well in temperate climes, except in places prone to colder, drier weather, and can be found where there are sufficient quantities of moisture, such as near stream banks, hedgerows, pastureland, and the like; its name actually derives from the ancient word *hem-leác*, meaning “shore leek,” which is still used as one of its alternate names.

Throughout history it has been known, and frequently reviled, as the herb of choice amongst witches for murdering their enemies as they sleep. Hemlock also plays a significant role in passion plays, tragedies, and other dramas as a method of committing a “gentle” suicide, where the victim gradually slips away as quietly as one would fall into a restful slumber. However, the plant is quite popular amongst healers and herbalists — irrespective of whether they are witches or not — because it possesses numerous medicinal and mystical qualities that can be exploited. Primarily, it’s used to treat nervous disorders that cause muscle spasms or cramping, like epilepsy, and as a paralytic if administered in large enough quantities. It’s

also been used in poultices to topically treat tumors, joint pain and inflammation, and some skin disorders. As a poison, it is quite terrifying, killing a person through slow asphyxiation resulting from the debilitation of the body's muscles, namely those responsible for respiration. Unfortunately, this leaves the consciousness intact, turning the victim into a helpless bystander at his own death.

From a mystical point of view, numerous schools of magic have a strong affinity for the plant. Binding spells to it takes less time and effort than would be required for other plants, and its high magical potential can sometimes amplify them appreciably. Needless to say, its popularity among spellcasters doesn't do much to endear the plant much to the more superstitious members of a community.

Climate/Terrain: Any temperate land, often in damp areas

Bindings: All 6 (special)

A spell bound to hemlock herbs has an effective caster level of +2 at the time it's released. This means, for example, that 5th-level sorcerer using the Plantbind feat to bind the *magic missile* spell to piece of hemlock root does so at 7th-level equivalency for purposes of figuring damage, duration, and any other level-dependent variables.

Traits: Onslep 5, Readheal 3, Shivertog (Spinewrack) 5

MUNDANE CONCOCTIONS

Onslep: This trait is closely tied to the plant's shivertog trait. While difficult to acquire in great quantities, hemlock seeds are used to create a mild soporific tincture, which is injected into the blood to put a creature to sleep for three hours (Fortitude DC 15 to negate). If that mundane tincture is then mixed with other herbs, namely tealeaves, then brewed and taken orally, it can put a creature to sleep for five hours (requires a second Herbalism check, Fortitude DC 15 to negate). Country healers often use the tincture as an anesthetic for surgery or other kinds of invasive healing.

Herbalists have been known to make a sleep agent called *Baird's bedtime blend* from the awakened trait, which is similar in overall quality to the mundane concoctions but with improved effect and duration.

Readheal: Used topically, hemlock makes a good remedy for inflammation caused by skin disorders like tumors, abscesses, ulcers, venereal diseases, and other irritations. When a healer uses a concoction derived from this trait against skin-affecting diseases and infections, she gains a +1 Heal skill bonus. A few

radicals claim that it should be taken internally as well, but most herbalists and country physics just apply it as a poultice, knowing full well that gauging doses of hemlock for consumption is risky business.

When this trait is awakened, it becomes a *dragonscale* concoction that bestows upon the user immunity to a single type of caustic substance, determined by the herbalist. The various caustic categories are: acid, cold, electricity, and fire/heat.

Shivertog (Spinewrack): An agent in hemlock attacks the part of a creature's nervous system responsible for muscle control, dulling it and making it less efficient. In small doses, this simply relaxes the creature's muscles; an effect that can relieve muscle spasms and cramping. In full doses, it induces massive, widespread paralysis, especially in the muscles directly responsible for keeping the lungs active during respiration. As a result, a creature affected by a sufficient quantity will almost always die from asphyxiation unless treated with a counteragent or magic; this usually takes the form of awakened *ranger coffee* brewed from oak acorns (see page 201), or a *heal* spell. A creature eating raw hemlock must make a successful Fortitude save (DC 15) or become paralyzed. Once paralysis sets in, use the rules for suffocation to determine subsequent damage until either a counteragent is administered, the creature is healed by a spellcaster, or it dies.

Recipes for awakening this trait increase its Fortitude DC in concoctions like *witch's cauldron*.



Hemlock

NEW MAGICAL CONCOCTION:

BAIRD'S BEDTIME BLEND

Type: Potable (or Tincture)
Trait: Onslep DC 20
Cost: 30 gp (or 150 gp)

Popular amongst the aristocracies of many kingdoms, this enjoyable tea is known for putting whoever ingests it into a deep sleep. The concoction is brewed with an exotic blend of tealeaves, spices, honey, and magical hemlock tincture base (added in exactly the right amount lest that dreamless sleep turn into an eternal coma not even Prince Charming can revive a person from). Anyone ingesting the tea must make a successful Fortitude save (DC 15) or fall asleep for 8 hours.

The tea's potency has always been legendary, and so it wasn't long before erstwhile adventurers began using the magical tincture base to coat their weapons, knocking foes into a sudden

slumber with but a single blow. Using the tincture base of the tea on weapons (or other invasive instruments) delivers a stronger dose but in significantly smaller quantities. A creature that has been cut by such a coated weapon must make a Fortitude save (DC 15) or fall asleep for 1d6 rounds. Coating weapons with the tea itself — or the mundane versions of the tincture and tea, for that matter — is useless as the amount required to enter the blood and have any effect is much more than can be adequately applied to a blade.

Normally this is only sold as a liquid tea — a special request must be made to order the tincture base. The tea's viability is approximately two months, while the tincture is good for five.

New Magical Concoction: Black Dragonscale

Type: Ointment
Trait: Readheal DC 18
Cost: 450 gp

Anyone who has ever been near a black dragon will testify that *black dragonscale* ointment smells very similar to the musk of the creature for which it's named. Whether the herbalist who invented the recipe added the odor on purpose or not is unknown — all the same, dragon musk it is not. This concoction comes from the hemlock plant, and is used to coat the skin with a thin layer of ablative gel designed to prevent damage from acid burns. After it dries, it takes on the same stiffness and texture as fire-hardened mud, and the blackish-brown coloring of a peat bog. A creature wearing the ointment has a Resistance to Acid (as per the extraordinary ability) equal to its Constitution ability score for as long as the foul substance remains intact. The ointment's acid-resistant property disappears once it is removed or begins flaking off an hour after application.

Creatures attempting a Hide check in environments where the black ointment can act as camouflage, such as dark rooms and alleys, or against the backdrop of a night sky, gain a +2 circumstance bonus.

New Magical Concoction: Blue Dragonscale

Type: Ointment
Trait: Readheal DC 18
Cost: 450 gp

Blue dragonscale is similar to the other *dragonscale* ointments except that it is a deep blue with a tangy, ozone odor. It provides Resistance to Electricity (as per the extraordinary ability) in an amount equal to the creature's Constitution ability score for as long as it remains intact. The ointment's electricity-resistant property disappears once it is removed or begins flaking off an hour after application.

Creatures attempting a Hide check in environments where the blue ointment can act as camouflage, such as against a backdrop of tropical waters or clear daytime skies, gain a +2 circumstance bonus.

New Magical Concoction: Red Dragonscale

Type: Ointment
Trait: Readheal DC 18
Cost: 450 gp

Red dragonscale is similar to the other *dragonscale* ointments except that this ointment is fire red in color and smells like smoldering magma. It provides Resistance to Fire (as per the extraordinary ability) in an amount equal to the creature's Constitution ability score for as long as it remains intact. The ointment's fire-resistant property disappears once it is removed or begins flaking off an hour after application.

Creatures attempting a Hide check in environments where the red ointment can act as camouflage, such as in clay pits or the heart of a volcano, gain a +2 circumstance bonus.

New Magical Concoction: White Dragonscale

Type: Ointment
Trait: Readheal DC 18
Cost: 450 gp

White dragonscale is similar to *black dragonscale* except that this ointment is as white as the driven snow and smells like winter. It provides Resistance to Cold (as per the extraordinary ability) in an amount equal to the creature's Constitution ability score for as long as it remains intact. The ointment's cold-resistant property disappears once it is removed or begins flaking off an hour after application.

Creatures attempting a Hide check in environments where the white ointment can act as camouflage, such as in snow or against white-washed buildings, gain a +2 circumstance bonus.

New Poison: Witch's Cauldron

Type: Ingested DC 25
Trait: Shivertog (Spinewrack) DC 20
Primary Damage: Paralysis
Secondary Damage: Asphyxiation
Cost: 525 gp

A concoction brewed from hemlock, this awful-smelling liquid is one of the most infamous poisons around. Anyone who ingests it and fails his saving throw becomes completely paralyzed and soon dies from asphyxiation. Initially, the affected creature feels an overwhelming sense of vertigo, and then a steady loss of sensation in his extremities. This quickly becomes full-blown paralysis, as the muscles that regulate breathing finally stop entirely. From that moment on, suffocation rules apply, as the creature can no longer breathe. *Ranger coffee* (see page 201) and all healing magic neutralizes this poison.

Henna

This dwarf shrub typically stands about ten feet high, full-grown. Most varieties of it have brownish-green leaves and fragrant white or yellow flowers, which blossom in the summer months and are followed shortly by clusters of the smallish fruit for which it is famous. The henna plant grows best in dry, hot environments, such as desolate tracts of land, deserts, and mountain slopes with sparse vegetation.

In centuries past, people used henna for medicinal purposes, but often with little or no effect. They treated diseases like leprosy, small pox and jaundice with it, and its berries were even thought to be an effective emmenagogue. But, as herbalists experimented over the years, they learned that the plant's healing properties were highly overrated and, for all intents and purposes, negligible at best. The plant isn't entirely useless, however: it contains an earth-brown, almost ochre, pigment many desert cultures use as a dye, staining everything from hair and fingernails to teeth and skin. In one culture, for instance, women use it to decorate the hands and feet of a bride-to-be on the day before her wedding, inscribing ritual prayers, protections, and fertility blessings so that she and her husband might have the brightest of all futures.

In magical worlds, henna becomes a powerful, natural amplifier of mystic energies. Body art applied and enhanced by desert witches hides people from the eyes of malefic devils and demons; tattoos inked by master herbalists, wylderwitches, and other magically inclined herbalists can implant permanent enchantments in a person's skin; and henna circles ritualistically drawn in the sand by adept wizards or priests can provide an impenetrable barrier against forces of evil.

Climate/Terrain: Any arid or desert land
Bindings: Abjuration 9 (special)

Spellcasters may use their Plantbind feat to bind spells from any school and of any level to the pigment, but only after it has been properly awakened using the Herbalism skill. If henna hasn't been awakened, then only Abjuration spells may be bound to it. This is the one exception to the rule that spells normally cannot be bound to awakened herbs.

Traits: Pigment 20

MUNDANE CONCOCTIONS

Pigment: The leaves, stems, or fruits of the henna shrub produce, when crushed, a wonderfully rich brown pigment that is nearly indelible when applied to hair, nails, or skin. Even though it's primarily used as decoration, the pigment also possesses a heightened magical resonance not found in any other plant, allowing spellcasters more flexibility with verdexes made from it.

When awakened, henna makes pigment-based concoctions like *armor of the faithful*, *ditchdirt resin*, and the magical tattooing ink called *Al-Khanna's qanun*.



Henna

NEW MAGICAL CONCOCTION: ARMOR OF THE FAITHFUL

Type: Salve
Trait: Pigment DC 35
Cost: 4,100 gp

This enchanted salve is a compound made from the fruits of the henna bush. It has a mild, perfume-like odor, and a dark brown color capable of staining skin, hair, teeth, nails, and clothes for up to 1d4+2 weeks before completely fading. Applied to the skin, it confers a +5 AC bonus, +5 bonus to all saving throws, and Spell Resistance of 25 for a duration of five days against any creature of an evil alignment. Every day beyond the first, the bonuses for both AC and saving throws decrease by 1, while the Spell Resistance bonus decreases by 5. By the fifth day, all bonuses are effectively gone.

NEW MAGICAL CONCOCTION: DITCHDIRT RESIN

Type: Special
Trait: Pigment DC 35
Cost: 3,036 gp

This form of awakened henna pigment allows a person to paint images in thin air that come into real being. She may create works of art, objects, shelter, or even creatures. One vial contains enough resin to do one of the following: paint and animate up to 10 HD in creatures; paint a 10 foot by 10 foot structure with a thickness of 4 inches, Break DC 18, Hardness 6, HP 50, and Climb DC 15; or paint simple objects such as weapons, utensils, and tools.

The duration of *ditchdirt resin* is equal to the artist's Will modifier in hours, with a minimum of $\frac{1}{2}$ an hour for those with a zero or negative modifier. Creatures created with the pigment have all the natural attributes they normally possess, but no spellcasting or spell-like abilities. Their effective intelligence is always 3, and they respond only to the simplest commands.

If a character has the Craft (art) skill, then she may do the following: increase the maximum number of HD in creatures by 1 for every skill rank she has; increase the attributes of a structure by +2 feet by +2 feet, thickness +1 inch, Break DC +1, Hardness +1, HP +5, and Climb DC +1 for every skill rank she has; or paint objects of masterwork quality. The ink's duration also increases by a number hours equal to her skill ranks in Craft (art).

NEW MAGICAL CONCOCTION: AL-KHANNA'S QANUN

Type: Special
Trait: Pigment DC 35
Cost: 4,600 gp

This is rich brown ink that, in certain lights, actually appears black. Spellcasters may use this ink to permanently inscribe any spell he knows on another person or sentient creature as if he were writing a magical scroll. He must also have both the Scribe Scroll feat and at least 5 ranks in the Craft (tattooing) skill (see below), and be able to cast *permanency*, know the spell to be inscribed, and have a tattooing awl (see page 90).

With the tattooing awl, the tattooer uses the ink to indelibly stain the recipient's skin with the written spell. Next, he casts the *permanency* spell over the tattoo (if this step is skipped, then the tattooed spell is single-use only, with the spell, but not the tattoo, disappearing after it has been triggered). The tattoo requires a Craft (tattooing) check of DC 20 + the spell level of the written spell. The cost is equal to the sum of the base cost for the Craft (tattooing) check based on the tattoo's type (see the Craft variant skill, below), plus the base cost for the Scribe Spell feat use (spell level x caster level x 25 gp); you must use up raw materials costing half of this base price. However, both the spellcaster and the recipient must each pay the XP cost as described in the Scribe Scroll feat ($\frac{1}{25}$ of the Scribe Scroll base price in XP). The time required is the sum of the time it would normally take to make a mundane tattoo of its type (see the Craft variant skill, below), plus the time for using the Scribe Spell feat (1 day for each 1,000 gp in the Scribe Spell base cost). All other conditions of the Scribe Scroll feat also apply to the spellcaster as he inks the tattoo, such as needing to pay an extra cost or XP for spells with costly material components or XP costs, and so on. A permanent magical tattoo is considered a spell-like ability, with an effective caster level determined by the spellcaster at the time of inking, and a trigger word that may be used once per day in order to cast the spell. When the spell goes off, the tattooed recipient determines its target (where applicable) and any other variables.

A Medium-sized body may receive up to a maximum of 9 spell levels in magical tattoos. For example, a human might have six 1st-level tattoos and one 3rd-level tattoo, or a single 9th-level spell. This doubles for each size category beyond Medium, and is halved for each one below it, rounded down; a Large crea-

ture could have 18 spell levels, while a Small one could only have 4. This is because the amount of skin needed for the tattoo is dependant on spell level, with the higher-level spells requiring much more space than lower-level ones.

At the GM's discretion, the character doing the painting may substitute Craft (art) or Craft (calligraphy) — see page 202 — for the Craft (tattooing) skill when making his skill check. Temporary, painted-on tattoos may not carry spells in the manner described above, because a crucial component of the process is the mixing of the recipient's blood and life force with the awakened ink.

VARIANT SKILL:

CRAFT – TATTOOING (INT)

You are skilled in the art of tattooing living flesh with permanent decorations and inscriptions.

Check: You can practice the tattooing craft as a trade and make a decent living at it, earning about half the check result in gold pieces for each week of dedicated work you pursue in the craft. You also know how to use the tools of the trade, how to perform the daily tasks associated with it, how to supervise untrained helpers, and how to handle common problems. (Untrained laborers and assistants earn an average of 1 silver piece per day.)

The tattooing craft requires a tattooing awl (page 90) to give the best chance of success; if improvised tools are used instead, the check is made with a –2 circumstance penalty. On the other hand, masterwork artisan's tools provide a +2 circumstance bonus.

To determine how much time and money it takes to create a tattoo:

1. Find the DC listed here or have the GM set one.
2. Pay one-third the item's price in raw materials.
3. Make a skill check.

Tattoo Type	Cost	DC	Time
Tiny, single color	3 gp	5	30 min.
Small, single color; or, tiny multi-color	6 gp	10	1-2 hrs.
Medium, single color; or small, multi-color	12 gp	12	1.5-3 hrs.
Large, single color; or medium multi-color	24 gp	14	1.5-3 hrs.
Complex, single color; or large multi-color	48 gp	16	2-4 hrs.
Complex multi-color	96 gp	18/25	*

*10 days + 2 days per color over five/10 hours + 2 hours per color over 5

If the check succeeds, then you have completed the tattoo as designed. If your roll is 5 higher than the DC, then you have completed it in two-thirds of the time. If you fail the check, you ruin half the raw materials and the tattoo turns out completely awful. If you fail by 10 or more, the recipient may lose 1 point of Charisma permanently if the tattoo is in a noticeable spot.

The base time for inking a tattoo is dependent on the size of the tattoo: generally, a single color tattoo requires half an hour for every 5 DC points, rounded up; a multi-color tattoo — one with two to four colors — usually requires one hour for every 5 DC points, rounded up. Complex multi-colored tattoos — those with five or more colors — require that one color be applied every 2 days in order to allow the recipient's flesh time to heal, but if the recipient insists on doing in one sitting then the tattoo artist must spend at least 2 hours on each color, and the DC goes up to 25.

Masterwork Tattoos: Attempting to create a masterwork tattoo increases both the price and the time required to produce it by a factor of three, while the DC increases by +5. Success at creating masterwork tattoos increases the tattooer's fame and renown as an artist. Both you and the GM should determine how this is handled in the campaign world, hopefully through roleplaying.

Retry: Yes, but each time you fail you must use new raw materials (namely awls, ink, bandages, etc).

Special: If you have at least 5 ranks in the Craft (art) or Craft (calligraphy) skill (see page 202), you may add +2 to your Craft (tattooing) skill check.

Skill Option: Instead of using Craft (tattooing) as a separate, distinct skill you may want to simply use an existing skill like Profession (tattoo artist), but using the system presented here.



Imperial Willow

its parts are not edible in their raw state, tasting about as good as can be expected of a tree.

Many cultures revere the imperial willow as a tree ripe with enchantment possibilities. Bards especially favor it, looking to it (and the spirits that often inhabit it) for inspiration and eloquence. For druids, it represents all that is beautiful and elegant in nature; many moonlit ceremonies are conducted on altars erected beneath imperial willows. Elves often worship it as a living avatar of their gods, and have been known to use their magic to grow these trees to gargantuan sizes, building their forest cities in and around them while ever-mindful of their living home. Woodland creatures also take solace in the tree's presence: centaurs are said to dance around the tree during their secret fertility rituals, drawing on its might to give their mares the strongest young; and dryads use willows as byways to travel to faraway forests and the sacred groves of their sisters in the time it takes for the light of the moon to reach the earth.

Herbalists approach the tree's innate properties from a more practical angle, though, unconcerned with the vague, intangible symbolism many attach to it. They prefer to focus on concrete results instead of dancing around in the middle of the night singing fanciful songs about unrequited love and eternal beauty. Or, so they claim.

Medically speaking, the imperial willow's pain-relieving, fever-breaking properties make a curative that no herbalist should ever be without. Willow bark tea is a common prescription for flu, fever, colds, chills, and many other ailments.

Climate/Terrain: Any northern temperate land, usually near water

Bindings: Conjuraton 9, Divination 9, Enchantment 9

Traits: Achebane (Feverthaw) 15, Allheal 15, Enchanted 15

Imperial Willow

Sometimes known as the "white willow," this tree is native to northern climes, preferring wet environments such as those near rivers and lakes. It can grow up to nearly 70 feet in height, has gray, fissured bark and long, thin branches from which grow shiny, bluish-green leaves. Every spring, the male trees produce golden catkins, or buds, while the females produce whiter, fluffier ones. The tree doesn't emit much of an odor and

MUNDANE CONCOCTIONS

Achebane (Feverthaw): Imperial willow bark contains chemicals that relieve both internal and external pain. The most common delivery method for the mundane concoction derived from this trait is as a bland tea, which heals 4 points of subdual damage per dose. In addition to pain relief, the bark also reduces fevers to nothing. This effect is inseparable from the analgesic trait, as they both originate in the same chemical.

Awakened, *willow bark tea* becomes a very potent healing concoction.

Allheal: In addition to its analgesic properties, imperial willow bark contains a chemical that reinforces the body's immune system, helping to alleviate infection as well as reduce the irritation caused by many skin diseases. One mundane concoction made with this trait confers a +7 Fortitude save bonus against skin disease for a number of days equal to the imbiber's Constitution ability score.

When this trait is awakened, it becomes a magical concoction called *tisane of tree vitality*, which improves a creature's physical characteristics.

Enchanted: Imperial willow heartwood possesses an enchantment that normally lies dormant. Certain creatures can draw on it, using their own magic to produce specific effects, such as dryads who are able to *teleport without error* as per the spell just by stepping into the tree, or centaurs bolstering their young *in utero*. If a druid casts a spell within 30 feet of an imperial willow, she can make a Will save (DC 20) to enhance her spell. A successful roll means the spell casts normally, but is augmented as if by the Enlarge Spell feat. A Bard can similarly draw upon the tree's majesty. When he begins a song or chant within 10 feet of it, he can make a Will save (DC 25) to bolster the song's effect. If successful, he gains a +4 bonus to his Perform skill for the song's duration.

Imperial willow wood doesn't normally retain its enchanted trait if cut from the tree or if it is otherwise damaged or destroyed. However, herbalists do know a method of making an *imperial bardwood sap* that awakens the enchantment trait in musical instruments made from imperial willow wood.

NEW MAGICAL CONCOCTION: WILLOW BARK TEA

Type: Potable
Trait: Achebane (Feverthaw) DC 30
Cost: 1,200 gp

This concoction has existed, in some form or another, since the gods first released their sentient young out into the world at large. Wherever imperial willows grow, people have utilized the tree's healing properties by boiling the bark in hot water. Unawakened, it's just a simple herbal remedy for generalized aches, pains, and fevers. But when awakened by a skilled herbalist, *willow bark tea* becomes more effective at curing what ails a creature, one dose functioning as per the spell *cure serious wounds* cast at 20th level.

NEW MAGICAL CONCOCTION: TISANE OF TREE VITALITY

Type: Potable
Trait: Allheal DC 30
Cost: 3,075 gp

Another kind of tea brewed from the bark of the imperial willow tree, *tisane of tree vitality* is noted primarily for its over-

powering stench of stagnant water. It must be consumed warm to be effective, and tastes about as good as it smells. After an hour, the imbiber's body begins to feel warm as it undergoes a metamorphosis of augmentation: his skin toughens, taking on the rough texture of willow bark, which adds +4 to his AC; his body strengthens, giving him +2 to his Strength and +2 to his Constitution score; and his resistance to poison and disease improves, giving him a +10 to all Fortitude saving throws against them. On the down side, the imbiber's Dexterity and Charisma scores decrease due to his hardened, obviously unnatural skin; both receive a -2 penalty, though the Charisma penalty only applies when interacting with humanoids. The tisane lasts for one hour per Fortitude saving throw point possessed (or a minimum of 1/2 hour for those with +0 or less).

But the *tisane of tree vitality* doesn't just improve the imbiber's health. After drinking it, an affected person also gains an affinity for all plant life. He can communicate with any tree or plant, as per the *speak with plants* spell. Dense foliage also seems to shift out of his way as he traverses the landscape, making him immune to nature-based *entangle* spells and effects. Finally, any Charisma-based check he makes against woodland creatures gets a +4 bonus.

NEW MAGICAL CONCOCTION: IMPERIAL BARDWOOD SAP

Type: Special
Trait: Enchanted DC 30
Cost: Special (see below)

Musical instruments made from imperial willow wood, that are then treated with this concoction made from willow wood essence and mithril vapor, retain one facet of the imperial willow's highly praised magical qualities: they become wondrous items that can significantly improve a bard's existing musical talent. *Imperial bardwood instruments*, as they're called, gain benefits dependent upon the number of extra XP the herbalist sacrifices when he creates the concoction. These benefits may only be invoked when the instrument is played. Note that on the table below, while the abilities are cumulative, experience and cost are not. The types listed below are simply the colloquial names given to describe the quality of an instrument after it's been treated with the sap.

Type	XP Sacrificed	Cost	Ability
Amber	1,000	2,250 gp	+2 Perform skill ranks
Turquoise	2,000	4,125 gp	+1 1 st , 2 nd level spell per day
Emerald	3,000	6,000 gp	+1 3 rd , +1 Perform skill rank
Agate	4,000	9,750 gp	+1 4 th , 5 th level spell per day
Marble	5,000	11,600 gp	+1 6 th level spell, +1 Perform skill rank

For example, an herbalist spending 3,000 XP plus material expenses creates a concoction that allows one instrument made of imperial willow wood and treated with it to give the bard who plays it the following benefits: one extra 1st-, 2nd-, and 3rd-level spell per day, and +3 effective Perform skill ranks. This instrument becomes a wondrous item, with a market price equal to the concoction's cost plus the cost of the mundane instrument, and an effective caster level of 3rd; note that to create *imperial willow sap*, an herbalist must have the Craft Wondrous Item feat, but he follows the Herbalism skill rules for making a magical concoction.

These enchantments only function while the instrument is being played. As the bard doesn't need to memorize her spells like other classes, the bonus spells imparted by the various types of *imperial bardwood instruments* are spells the bard may cast in addition to her existing daily allotment, but *only* while playing the instrument (this makes casting spells with somatic components impossible). She may cast each bonus spell once per day, regardless of how often she plays her instrument. The Perform skill bonus, however, applies each time the instrument is played, as it supernaturally augments her performance.

Mandrake

The mandrake plant has long, wavy leaves, which grow along the ground to about 12 inches in length, and clusters of short stalks topped by light yellow, purple-tinged flowers emerging from the center. In season, the stalks sprout tiny apple-like fruits that turn deep yellow when ripe. Its leaves emit a fetid scent. Many people believe that the plant derives its name from its vaguely man-shaped roots (which extend almost four feet into the ground), but the origin of the word actually comes from *mandragora*, which means "hurtful to cattle." Cattle, being none too bright, will eat the poisonous mandrake at any given opportunity — they are especially fond of the apples — and this causes their herders no end in frustration. As such, a more common name for the plant in many rustic places is "devil's apple."

Mandrake is one of the most popular tools in the healer's medicine bag. In small doses, it can be used externally in ointments and poultices for relieving ulcer pains. Others use the root extract as a tea-based soporific that puts patients into a deep sleep. Unfortunately, large quantities of it induce hallucinations and can even cause death. The plant is toxic, known more than anything else for killing people and animals. Assassins like it because it's easy and cheap to acquire, and even easier to turn into a deadly poison. On the other hand, hedge healers and country doctors like it despite its toxic disposition primarily

because its healing properties are just as easy to invoke, requiring little to no effort.

It is thought, amongst country folk, that witches use the mandrake root for cursing people; they believe that the man-shaped root lends itself to malicious magic. In truth, however, mandrake's magical affinities don't allow for this and witches do nothing of the sort with it. (Although not for lack of trying, to hear tell.)

One remarkable subspecies of mandrake has phosphorescent fungus growing on its roots. Called "lighthouse wood" by alchemists, this fungus is sometimes used to make miner's candles, which are light sources that don't require flame or heat, and are used in the mineshafts as safe sources of illumination that don't risk a gas explosion.

Climate/Terrain: Any temperate land or low mountain slope; poor, sparse soils

Bindings: Divination 6, Enchantment 3, Illusion 5

Traits: Achebane 4, Dreamstyre 10, Onsleep 2, Poison 7



Mandrake

MUNDANE CONCOCTIONS

Achebane: Like many plants, mandrake possesses pain-relieving properties. The leaves must be chewed or rubbed against the skin to have any effect, healing 2 points of subdual damage once within a single 12-hour period. Mundane concoctions made from this trait work slightly more efficiently, healing 4 points of subdual damage within a single 6-hour period.

One magical recipe for this trait results in a restorative tonic called *Pigbail's invigorative*, rather than one that heals actual wound damage after it has been awakened.

Dreamstyre: Compared to the other plants with this trait, the mandrake's hallucinogenic properties are mild unless massive amounts of it are consumed. Anyone who chews a number of ounces of the plant's root equal to half of his Constitution modifier — or a third of an ounce for those with a zero or negative modifier — experiences delirium and random visions drawn from the subconscious, unless a successful Fortitude save is made (DC 25). As the plant's root also has soporific and toxic traits, consuming any more than this for the purpose of simply getting high results in either coma or death on a failed Fortitude save; an even roll on the Fortitude save means permanent coma, while an odd roll indicates death. The delirium lasts 2d4 hours, but if an herbalist processes the trait into a mundane concoction it lasts a full eight hours.

Awakened, this trait confers upon one the ability to share her hallucinations with the world at large through use of the *joystem* magical concoction.

Onslep: A valuable medicinal trait of the plant is its ability to put to sleep those who ingest another mundane concoction made from the root, which is usually mixed into tea; however, this is considered dangerous due to the plant's other root-based traits. The onslep-induced sleep lasts for 2 hours. Country healers use the extract to anesthetize patients before surgery, or to put patients who are in pain to sleep.

Herbalists use the awakened onslep trait to make *Pigbail's soporific*.

Poison: The strongest chemical in the mandrake plant is its toxin. In small doses, it's relatively harmless, but in larger ones it kills surely and swiftly. Many people use the root for its other traits, and end up dead because they ate just a little too much of it. As mentioned in regard to its dreamstyre trait, if a creature consumes a number of ounces of the plant's root equal to more than half of its Constitution modifier — or more than a third of an ounce for those with a zero or negative modifier — it must make a Fortitude save (DC 25) or else enter a permanent coma on an even roll, or die on an odd roll.

The most common recipe for awakening this trait produces one of the strangest poisons ever created, *shrieking mammette*, which delivers its toxin aurally rather than through ingestion or contact with the skin. A strong hemorrhagic poison called *purple akoidol* is a second potent magical option.

NEW MAGICAL CONCOCTION: PIGBAIL'S INVIGORATIVE

Type: Potable
Trait: Achebane DC 19
Cost: 220 gp

Enrick Pigbail, a contemporary, and sometime competitor, of the infamous Byron B. Baird, was the first to brew this particular drink. Other concoctions utilizing the analgesic properties of mandrake abounded, but this one was easier, cheaper, and more effective. It wasn't long before it caught the fancy of other herbalists; even Baird himself later admitted his own *benign brine* wasn't half as good. The *invigorative* goes down with a pleasantly warm sensation, and acts like the spell *lesser restoration* cast at 6th level.

A side effect of the concoction is that the imbiber loses all tactile sensation in his extremities for 24 hours; this results in a –1 Dex penalty for the duration.

NEW MAGICAL CONCOCTION: JOYSTEM

Type: Comestible
Trait: Dreamstyre DC 25
Cost: 1,275 gp

Many are the praises of the drug *joystem*, mostly sung by down-and-out addicts looking for an easy high. It's not chemically addictive — that is, a person can take it and not become saddled with the insatiable physical need to have more — but rather it is emotionally and socially addictive. When someone consumes the drug, which comes in the form a small, pasty red cake (sometimes called “a red tansy”), all his inner demons and desires are suddenly given shape and form right there in front of everyone's eyes. Anyone who feels the urge can interact with the user's visions. The effect is similar to the spells *hallucinatory terrain* and *persistent image* as cast at 10th level, except the drug-affected creature has less control over the illusion. If he makes a successful Will save (DC 20) he can roughly dictate its form or behavior for a number of rounds equal to his Wisdom ability score. Others, if they understand the illusion's origin, can also attempt to control it with their own Will save, rolled against a DC of 30 (25 if they, too, are on the drug).

In addition to the hallucinatory effect, the drug also gives those ingesting it a mild sense of euphoria and a coating of glittery, silver dust on their skin; this results in a –2 Wisdom and –2 Charisma score penalty. The duration of *joystem's* effect is four hours plus one hour for every Will modifier point the creature has. The illusion's area of effect is equal to 10 cubic feet per Will modifier point the user has, centered on the user, with a minimum of 5 cubic feet for those with a zero or negative modifier.

NEW MAGICAL CONCOCTION: PIGBAIL'S SOPORIFIC

Type: Powder
Trait: Onslep DC 17
Cost: 18 gp

This packet of dust is pure white in color with a faint scent of rosemary, which is odd considering the pungent odor of the mandrake from which it is derived. When the packet is thrown, it bursts into a cloud approximately 15 feet in diameter. Any creature caught in it must make a Fortitude save (DC 18) or fall asleep for 1d6 rounds. If one ounce of the powder is ingested, the creature must make a Fortitude save against a DC of 35 or immediately fall asleep for 25 hours. *Dispel magic* nullifies the powder's effect.

NEW POISON: SHRIEKING MAMMETTE

Type: Aural DC 20
Trait: Poison DC 22
Primary Damage: 1d6 Int
Secondary Damage: Deafened, plus 1 hp per round for 1d6 rounds
Cost: 294 gp

This female doll is carved from the already vaguely humanoid-shaped root of the mandrake plant. It's about five to eight inches in length, and has a primitive quality to it. When one of its limbs is broken off, the *mammette* releases a hideous wail, infecting any unprotected creature within 30 feet that fails a Fortitude save (DC 20) with an auditory poison. For 2d6 rounds a painful, sanity-splitting shrieking fills the poisoned

creature's head, temporarily reducing its Intelligence and each round causing 1 hit point of damage as his eyes and ears begin to bleed.

There are stories that relate how, occasionally, a mischievous wizard or herbalist will awaken the root while it's still attached to the plant in the ground, so that anyone who digs it up and clips it from the stem takes the brunt of the poison damage. Because of this, it's not unheard of for some wary harvesters to use dogs for sniffing out and unearthing the plant, while they wait safely out of range.

New Poison: Purple Akoidol

Type: Ingested DC 20

Trait: Poison DC 22

Primary Damage: 1d4 Con per round for 2 rounds

Secondary Damage: 1d4 hp per round for 2 rounds

Cost: 270 gp

Purple akoidol is an odorless, lambent indigo liquid distilled from the poisonous roots of the mandrake plant. While it has no scent, it does have a noticeable fermented taste to it that reacts with the imbiber's tongue, making it feel prickly and numb. The poison doesn't dissolve entirely in other liquids, always leaving behind a syrupy residue. Even if it's mixed with other liquids or foods, it still retains its tongue-tingling quality. The only clue that a creature has died from the poison is that a purple-tinted residue lines the inside rims of its eyelids.

Any creature that consumes *purple akoidol* must make a Fortitude save (DC 20) or suffer internal hemorrhaging, vomiting, and severe muscle spasms. If the affected person doesn't die from the poison, she regains lost Constitution points at a rate of 1 point per day, as temporary damage.

If struck by a slashing or piercing weapon coated with the poison, the creature must make a Fortitude save against a DC of 12. Success means it takes no damage whatsoever except from the weapon itself, while a failure means it only takes a minimal amount of damage from the poison; delivered this way it causes no primary Constitution damage, but does deal 1 hit point of secondary damage per round for 2 rounds from internal hemorrhaging. When applied to the surface of blades or other implements, *purple akoidol* remains viable for up to 2 hours before its effectiveness wanes.

Menhirite

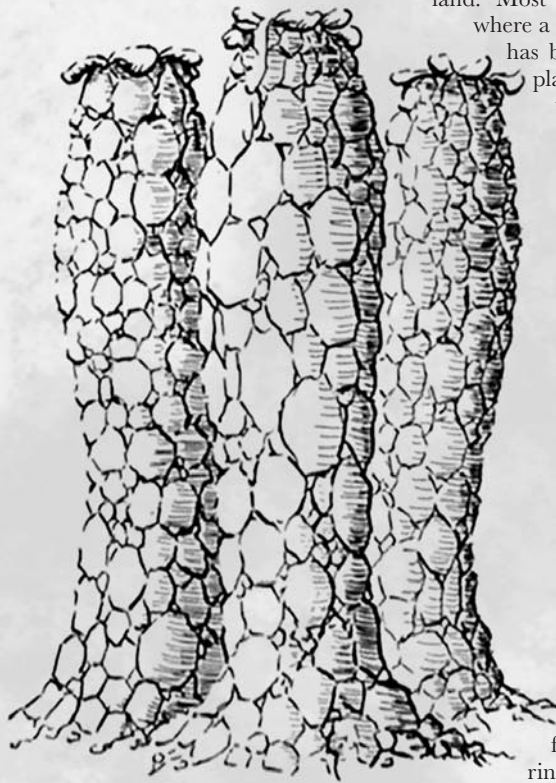
These are elemental plants made from the earth itself. They are ovoid in shape, standing at least 12 feet high and having a rough-hewn, rocky appearance. Inside, they contain a thick, honey-like sap that is ochre-red in color. Menhirites are remarkably similar to the stone menhirs carved in many cultures for religious reasons. Sages speculate that the plants may have inspired those cultures and have probably been around far longer than most of them. Elementalists claim that they artificially created the plants three thousand years ago by accident.

Menhirites always grow in groups of 24, called "rings" although they aren't necessarily laid out in perfect ring-like patterns. Usually they grow wherever they can find open

land. Most importantly, a ring only grows where a king or a queen (or the equivalent)

has been interred in the ground. The plants are non-intelligent, so not even the sages know why this is so.

Perhaps they are a gift from the gods — an honor guard to those mortals the divinities genuinely loved. Or, maybe, they are the product of the dead lord's restless soul, rising out of the ground like so many subjects ready to kneel at his bony feet.



Menhirite

Corpses placed within a menhirite ring, whether on the surface or in the ground, do not decay in the least. Occasionally, one or two of the corpses of commoners actually rises from the grave with a new lease on life. Others return as zombies, wights, or ghouls if they've been in the ring for more than a year — these fresh undead then become the ring's guardians, defending it against those who might wish to tear the stones down or desecrate the dead. However, the ring never raises the noble corpse that it encircles, as it is the plant's sole reason for being. Should the ruler ever be resurrected, removed, or destroyed, the entire ring crumbles and dies. When this happens, the land for many miles around suffers from terrible earthquakes.

At any given time, about a dozen ghouls and wights protect the ring. For the most part, they are non-aggressive, only attacking other creatures that threaten the ring or that attack them first. Despite the presence of so many undead, the locals living near a menhirite ring generally consider it to be holy ground, superstitiously prohibiting anyone from interring new dead there.

Climate/Terrain: Any land and underground; elemental plane of earth

Bindings: Abjuration 5, Conjuraction 4, Necromancy 9

Traits: Bloodthick 12, Enchanted 18, Rotguard 4

MUNDANE CONCOCTIONS

Bloodthick: A menhirite plant has the ability to promote blood clotting, making wounds close and heal faster. One ounce of the plant's ochre sap smeared on a person's wounds instantly heals 6 hit points, forces the bleeding to stop, and knits the wound shut. This only works once per day.

Herbalists can enhance this trait to create a healing *hatchetbane* poultice that temporarily toughens the skin and imparts Damage Reduction.

Enchanted: A dead creature put in a menhirite ring has a 5% chance each month of being resurrected as per the spell of the same name. If after one year this doesn't happen, then it rises as if the spell *create undead* was cast upon it. This newly risen undead creature then stays forevermore in or around the ring as one of its guardians. A creature that rises like this can only be restored to true life with a *wish* or *miracle* spell.

If plant material is collected from all 24 stones in a single ring, it can be awakened into *ash of life and death*.

Rotguard: A menhirite contains chemicals that prevent decay. This quality can be harnessed by placing pieces of the plant across the top surface of dead organic matter, where they slow down the putrifaction process by as much as half. A menhirite ring containing a full compliment of 24 stones generates a palpable antioxidant field across an area equal to the size of the ring; anything dead placed inside the ring remains preserved indefinitely.

Awakened pieces of a menhirite, called *gravel of gentle repose*, can make the plant's preservative power absolute and portable.

Special: A menhirite's traits are highly amplified on the Elemental Plane of Earth. If an herbalist attempts to awaken the plant's traits while there, she receives a +15 bonus to her Herbalism skill check. If a spellcaster uses the Plantbind feat to create a menhirite verdex while on that plane, she suffers no restrictions on the number of spells she may bind to it, but only for one of the schools in the plant's binding list.

NEW MAGICAL CONCOCTION:

HATCHETBANE

Type: Poultice
Trait: Bloodthick DC 27
Price: 1,560 gp

This poultice, made from the sap of the menhirite plant, hardens a creature's skin upon contact to protect it from damage. It is usually stored in a clay box, and kept moist by a saline solution until use, at which time it's removed and rubbed across the flesh. Within minutes of application, warmth floods the creature's body as its blood thickens and 2d8 points of damage are instantly healed. As the feeling fades, its skin takes on the appearance of dried, cracked earth, becoming rock hard to the touch. For the next hour, the recipient has a Damage

Reduction rating of 15/+1, but he suffers a -3 Charisma score penalty for the duration.

NEW MAGICAL CONCOCTION:

Ash of Life and Death

Type: Powder
Trait: Enchanted DC 33
Cost: 3,240 gp

This is a fine, powdery substance with an odor of burnt wood. Like the mehirites from which it is made, it has the power to bring the dead back to life, albeit with some margin for error. When spread on a corpse, roll 1d20 to determine the powder's effect:

1d20 Roll	Effect
1	<i>Soul bind</i> , as per spell
2-5	Corpse rises as if <i>create undead</i> was cast upon it
6-10	Corpse rises as if <i>create greater undead</i> was cast upon it
11-12	<i>Reincarnation</i> , as per spell
13-19	<i>Resurrection</i> , as per spell
20	<i>Resurrection</i> followed by <i>miracle</i> , as per spells

As the powder takes effect, an aura of light envelops the corpse, the color of which is determined by the dead creature's alignment; good creatures have a white aura, while evil ones have black and neutral ones have gray.

NEW MAGICAL CONCOCTION:

Gravel of Gentle Repose

Type: Powder
Trait: Rotguard DC 19
Cost: 220 gp

This rocky gravel, which is made from the menhirite plant, prevents a corpse from decaying as per the spell *gentle repose*. A single pouch is enough to adequately cover one Medium-sized creature, or two Small creatures. The gravel smells like moth-eaten linen and generates a gray halo around the body it protects.

If *dispel magic* is cast on the gravel, it loses its preservative properties permanently. Ingesting it has no effect other than making a creature sick to its stomach.

Mistletoe

This plant is a parasitic bush that depends upon a host tree for life, its root piercing the host's trunk to take sustenance from the vital fluids flowing through the larger plant. It has leathery, yellowish-green leaves and yellowish-brown stems. In season, white berries follow small, similarly white flowers. Sometimes it is known as the "golden bough" because it is rumored to open

the door to the underworld; or as *mystyldene*, which means “odd twig,” for the way it emerges out of trees like a branch, yet remains a distinct, separate plant. Birds love the mistletoe’s berries, and as such play a vital role in its reproductive cycle — the plant grows on a host when its seeds are deposited upon it as part of bird excrement.

Mistletoe is most famous for its association with druids, who revere it as a companion to their sacred oak; they believe it is a magical plant capable of growing out nothing and never touching the ground. Druid priests harvest it only during specific lunar cycles, at midnight and using a golden sickle to cut it from the tree. As well as using it as a healing herb and as a protective ward, druids use mistletoe to announce the incoming New Year after winter solstice. Many cultures adopt the plant for their own winter celebrations, as well.

Herbalists use mistletoe, but not with any great frequency. While it does have the ability to reduce muscle spasms and other types of nerve-based convulsions, it also tends to promote such reactions if the dosage administered is even remotely too strong. Because it’s both a shivertog and an agitator wrapped up in one trait, it is a difficult plant to use. A few healers use the berry extract to treat cancerous tumors, with some limited success, but, again, in too large of a dose it can cause more damage than it heals. Finally, the herb is never administered to pregnant women as it stimulates severe contractions in the uterus, resulting in the miscarriage of the fetus and, potentially, the death of the mother.

Climate/Terrain: Any temperate forest

Bindings: Abjuration 8, Illusion 7, Necromancy 5

Traits: Allheal 6, Ofslaen 8, Shivertog (Agitant) 8

MUNDANE CONCOCTIONS

Allheal: Mistletoe berry extract is a relatively potent immunostimulant that strengthens the body to fight off the ravages of cancer; because cancer is the product of transformation or growth gone wild, characters imbibing a mundane concoction derived from this extract gain a +3 bonus to all saves against transformation processes, whether natural (cancer, for example) or supernatural (*polymorph other*, etc.) in origin, for one day. It’s usually given in small doses diluted by other liquids, such as a tea or wine. Unless this trait is separated from the plant’s other two by an herbalist, consumption of the unprocessed extract can lead to uterine and abdominal contractions from the associated agitator trait (see below).

One recipe for awakening this trait produces a generic healing concoction called *allheal tonic*, while another creates *Pigbail’s hexward*.

Ofslaen: All parts of the mistletoe, whether it be the stems, leaves, flowers, or berries, contain a nervine chemical that targets a woman’s uterus, promoting wracking, painful contractions. In pregnant women this is invariably fatal for both the mother and the child. In non-pregnant women, it causes severe internal damage. Fortunately, casually eating small quantities of the berries or leaves isn’t enough to induce this effect; rather, a woman must ingest several handfuls of the raw plant material or approximately one ounce of the unprocessed for the poison to take hold. If the victim fails her Fortitude save (DC 19),

she takes 1d4 points of temporary Constitution primary damage, and faces 1d8 hit points of secondary damage from internal bleeding spread out across an equal number of rounds. A successful save means she only takes 1 point of temporary Constitution primary damage, or 1d4 hit points of secondary damage spread out over an equal number of rounds. In either case, a pregnant woman automatically aborts her fetus unless healing spells are promptly administered.

Mistletoe toxin affects any man who fails his Fortitude save (DC 12) by inducing generalized muscle spasms throughout his abdomen, causing 1 point of temporary Constitution primary damage, and no secondary damage. If a critical failure (a natural 1) is rolled on the save, he takes an additional 1d4 hit points of damage from internal bleeding.

While a recipe exists for awakening this into a deadly area-effect poison called *kingslayer*, only the most despicable herbalists will actually create the concoction.

Mistletoe



Shivertog (Agitant): Mistletoe contains both forms of this trait, which stem from the same chemical. In small doses, the shivertog aspect remains dominant, but as the dosage increases the agitator aspect gradually subsumes the other one. Healers usually administer this to patients who suffer from acute convulsions and hypertension, but only if other, safer remedies aren’t available.

Centuries ago, an anonymous herbalist discovered a way to enhance this trait into *tremorstem*, which causes a creature to vibrate so violently it can shatter metal, ceramic, and other sonic-sensitive materials without touching them.

NEW MAGICAL CONCOCTION: Allheal Tonic

Type: Potable
Trait: Allheal DC 21
Cost: 330 gp

This concoction comes from the fruit of the mistletoe plant and is an awakened expression of its innate allheal property. The liquid is a milky white but relatively thin, tasting a little like yogurt when consumed. It exudes a sweet scent. Any creature that ingests the tonic is healed as per the spell *cure moderate wounds*.

Malicious master herbalists have been known to create a version of this concoction that causes damage as per the spell *inflict moderate wounds*.

NEW MAGICAL CONCOCTION: Pigbail's Hexward

Type: Potable
Trait: Allheal DC 21
Price: 780 gp

Grace Pigbail, great-granddaughter to the *n*th degree of Enrick Pigbail, invented the recipe that produces this mistletoe-based concoction, which confers upon the person ingesting it an enhanced Spell Resistance. In almost every way it resembles *allheal tonic*, but with a slight difference in color — it is milky white but tinged with red, almost as if blood has been mixed into it. Once drunk, the liquid disperses through the imbiber's body like a million creeping, crawling ants and spiders. After two rounds, this irritating, maddening sensation fades and the imbiber gains a Spell Resistance of 15 for the next two hours.

No one knows why, but the concoction has an opposite effect in dwarfs, cursing them by augmenting the effects of all magic cast upon them; it doubles duration, damage, and any other variable, numeric effects of a spell targeting a dwarf who has drunk it.

NEW POISON: Kingslayer

Type: Inhaled DC 22 (Ingested DC 20)
Trait: Ofslaen DC 23
Primary Damage: 1d8 permanent Con, plus 1d8 hp over an equal number of rounds in women; or sterility in men
Secondary Damage: 1d4 permanent Con, plus 1d4 hp over an equal number of rounds in women; or none in men
Cost: 1,680 gp

This poison is one of the most insidious ever concocted, targeting not just women, but women from a single bloodline. Because of this, it absolutely must be brewed using a small piece of tissue — a fingernail, eyelash, strand of hair, bit of skin, and so on — from any family member related to the targeted woman. After the poison is created, the herbalist converts it to a gaseous form and traps it inside an appropriate container.

When released, the gas disperses out as a cloud some 30 feet in diameter. If the woman targeted is caught in the cloud, then she must make a Fortitude save (DC 22) — a successful save on either primary or secondary damage deals only half damage and drain, but the ability drain is permanent. The poison also induces severe uterine contractions and internal hemorrhaging, resulting in a miscarriage if she is pregnant, even if she makes the Fortitude save. Any woman related to the target who is caught in the cloud also suffers from the poison, but only takes half damage.

If any woman, regardless of relation to the target, ingests the liquid form of this poison, she must make a successful Fortitude save (DC 20) or take the poison's secondary damage. A successful save means she takes 1d4 points of permanent Constitution score damage and 1d4 hit points of damage from bleeding. Regardless of success or failure, the poison induces a miscarriage if she is pregnant.

Men who ingest or inhale the poison don't take damage, but do become permanently sterilized if they fail the saving throws.

NEW MAGICAL CONCOCTION: Tremorstem

Type: Comestible
Trait: Shiverfog (Agitant) DC 23
Cost: 2,200 gp

This mistletoe sprig possesses an awakened shiverfog (agitant) trait that gives the creature that consumes it the ability to vibrate with such force that metal, clay, glass, and other sonically sensitive objects shatter. A half-hour after consumption, the creature's body fills with a persistent, subsonic vibration, the force of which increases each round the creature spends concentrating on it. After six concurrent rounds of concentration, the vibration reaches a critical point and the creature's body can no longer contain it, releasing it in an audible burst of energy out to a distance of 20 feet. Every living creature in range, including the one initiating the blast, takes 3d6 points of damage; a successful Fortitude save (DC 17) halves the damage. Every non-living organic object in range takes 5d6 points of damage, and every non-organic object in range, whether living or dead, takes 8d6 points of damage.

A creature affected by *tremorstem* can release pent-up energy a maximum number of times equal to its Constitution modifier, with a minimum of one time for those with a zero or negative modifier. The sprig's vibratory effect lasts either until the maximum number of releases has been met, or for a number minutes equal to the creature's Constitution ability score, whichever comes first.

Variant: While concentrating, a creature can make a Will save (DC 20) to force the sonic blast out of its hand in a cone-shaped spread that reaches out 20 feet in length and is 10 feet in width at the terminus. Anything caught in the cone, including the affected creature, takes damage as per the description above.

Nightshade

Sometimes referred to as “the beautiful maiden,” “devil berry,” or “the dark lady of death,” this plant grows to about four feet in height (shorter, however, in brightly lit areas, as it thrives in the shade). It has a green, purple-tinged stem and large, oval leaves shot through with purple veins. During midsummer, it produces bell-shaped flowers, also purple in color, followed later by inky, indigo berries. When any part of the plant is bruised or crushed, it releases a highly unpleasant odor. The berries, however, taste sweet — an obvious lure to children and the unwitting.

This plant is famous for its extreme toxicity, rivaling both hemlock and mandrake in lethality. As with those two plants, nightshade is famous in popular superstition for being a key component in the witch's arsenal. It is said they use nightshade to enable them to fly, but most people believe they primarily use it to poison those who cross them. Most so-called “witches,” being nothing more, really, than rural herbalists with a magical bent, actually utilize nightshade for its medicinal qualities.

Overall, the nightshade plant is powerful in its effects. Its toxicity can be measured by “altitude,” with the root buried in the loam of the earth being the most harmful, the stems, leaves, and flowers rising above it less so, and the fruit dangling from them being mostly harmless in small quantities. Excluding small children, whose weaker bodies can't withstand the poison, most people can consume the fruit in small amounts. Two or three berries won't kill a person, but more than that will do some serious damage. Gnomes are one of the few races who are immune to the nightshade's fruit, often cultivating it as an ingredient for their favorite holiday puddings and jams. Of course, they won't knowingly share these confections with outsiders, concerned as they are for their safety and health, but it's still not unusual for a few obstinate guests to eat the dishes anyway and become ill as a result. Thankfully, most learn their lesson the first time — except for halflings, who are drawn to gnomish desserts like bees to honey and are nearly incapable of resisting them, even though they know full well gut-wrenching pain awaits them should they partake of the sweets.

In some cultures, women use the dilating properties of the plant to increase their pupil sizes, a mark of beauty amongst aristocrats. Usually, though, people take nightshade extract as a relaxant and sleep aid.



Climate/Terrain: Any shady, temperate land
Bindings: Evocation 7, Illusion 9, Necromancy 8
Traits: Onsleep 10, Poison 14, Spinewrack 9

MUNDANE CONCOCTIONS

Onslep: In small doses of less than an ounce, the root, stem, and leaves of the nightshade plant have a soporific effect on a Medium-sized creature, relaxing the muscles by dilating veins and arteries and increasing the blood flow. If a creature consumes any part of the plant other than the berries, it must make a successful Fortitude save (DC 18) or become lethargic, suffering –2 circumstance penalty to all actions (any 1d20 roll, such as skill checks, saves, attack rolls, etc.). This lasts for 30 minutes. Healers often use it as a shivertog substitute in patients who suffer from nervous disorders and respiratory problems, such as muscle spasms, epilepsy, and acute bouts of coughing.

Awakened, this trait is used in a concoction called *yengril* that slows a creature's movement rate.

Poison: Primarily, the nightshade plant is used as a poison. If a Medium-sized creature eats more than an ounce of the root, stem, or leaves, it must make a successful Fortitude save (DC 18) or take 1d6 points of temporary Constitution damage. The poison creates a sense of delirium in the affected creature. This is often described as a “flying sensation,” the probable source of the rumor that witches use nightshade to allow them to fly.

There are two known recipes for awakening this trait: *deadly nightshade*, which creates a very lethal poison, unsurprisingly; and the *elixir of dark spirit*, which allows the imbiber to project herself into the astral plane.

Spinewrack: One aspect of the nightshade's biological make-up targets a creature's central nervous system, although it doesn't agitate it but instead relaxes it. When a mundane concoction made from nightshade extract is taken, it can essentially prevent random stimulation of a creature's nerves and loss of neuromuscular control — this confers upon an imbiber a +4 bonus to all Reflex saves for nine hours after consumption. If a double dose or more is administered, the creature must make a Fortitude save (DC 18) or becomes paralyzed as its nervous system shuts down; use the rules for slow suffocation (1d6 points of subdual damage every 15 minutes). The effect wears off after a number of minutes equal to 60 minus the creature's Constitution ability score.

Herbalists can awaken this trait to make it stronger and longer-lasting as a poison called *the slow death*.

Special: Nightshade berries possess the same traits as the rest of the plant, but in significantly smaller quantities. In order to be affected by the fruit's natural onsleep trait, a creature must eat more berries than his Constitution modifier + 1, with a minimum of 1 for those with a zero or negative modifier. Eating less than this has little to no effect on the creature. Eating more berries than twice your Constitution modifier +1 triggers the plant's poison trait.

NEW MAGICAL CONCOCTION:

YENGRI

Type: Tincture

Trait: Onsleep DC 25

Cost: 800 gp

This solution, distilled from nightshade stems, has a serious consequence on a creature if it enters its bloodstream. On a failed Fortitude saving throw (DC 20), an affected creature feels itself "slowing down," as if its limbs weigh two tons each; it can only make standard action every 2 rounds, losing both its Dexterity modifier as it applies to AC and ranged attacks, and its Strength modifier as it applies to melee attacks and damage. This lasts for 12 rounds; after that time, the creature takes a -4 circumstance penalty to all actions (any 1d20 roll, such as skill checks, saves, attack rolls, etc.) due to lethargy, which lasts 30 minutes.

Originally, herbalists intended Yengril to allow an imbiber to slip sideways in time. Unfortunately, the recipe was flawed and the end result was this tincture. Whether anyone has ever managed to come up with the proper recipe for time slipping is unknown, but suffice it to say every herbalist worth his salt tries, at some point or another, to do it.

NEW POISON:

DEADLY NIGHTSHADE

Type: Ingested DC 25

Trait: Poison DC 29

Primary Damage: 1d6 Con per round for 3 rounds

Secondary Damage: 1d4 Wis per round for 3 rounds

Cost: 2,940 gp

Brewed from nightshade root, this poison has no scent but it does have a reddish-purple color. Those who are affected by it feel an overwhelming sense of dislocation and euphoria; a kind of delirium that has been best described as a flying sensation. Vertigo, dizziness, and confusion mark the victim of a deadly nightshade attack as he suffers temporary ability damage. If death doesn't claim him, he remains weakened and frail until he fully recovers his health, receiving no Constitution bonus for hit points until his Constitution ability score returns to its original rating, and no Will bonus for saving throws or other checks until his Wisdom ability score returns to its original rating.

NEW MAGICAL CONCOCTION:

ELIXIR OF DARK SPIRIT

Type: Potable

Trait: Poison DC 29

Cost: 3,220 gp

Bright green in color, this viscous fluid gives the imbiber the ability to release her spirit to the astral plane, as per the spell *astral projection*. There are some noticeable differences between this concoction and the spell, however. First, the affected creature's astral form is completely black in color, becoming invisible against similar backgrounds. Second, the creature cannot communicate with anything in the astral plane. Third, and finally, any attack the imbiber makes that hits another astral creature, and any time the imbiber takes damage from an attack made by another astral creature, that creature has a chance of being poisoned; it must make a Fortitude save against a DC of 12, with failure resulting in primary damage of 1 point of temporary Constitution score damage. There is no secondary damage, and the duration of this concoction is as per the spell as if cast at 14th level.

NEW POISON:

THE SLOW DEATH

Type: Infusion DC 22

Trait: Spinewrack DC 24

Primary Damage: Paralysis

Secondary Damage: Special

Cost: 378 gp

When this poison gets into the bloodstream, the affected creature gradually becomes paralyzed over five rounds, suffering a cumulative -2 circumstance penalty to all actions (any 1d20 roll, such as skill checks, saves, attack rolls, etc.) each round until total paralysis fully sets in on the fifth round. This lasts for a number of minutes equal to 30 minus the creature's Constitution ability score modifier, with negative numbers increasing the duration. Additionally, the paralysis is so complete that after a number of minutes equal to the creature's Constitution score, its autonomic nervous system begins shutting down and it temporarily loses 1 Constitution score point every two minutes until either it dies, usually from either asphyxiation or heart failure, or the paralysis wears off.

OAK

Also known as "tanner's bark", this tree is one of the most common in the world. It can reach heights of more than 130 feet, with boughs forming a dense canopy hundreds of feet in diameter. Its green, oblong leaves have as many as seven lobes and as few as three, while its bark is gray and deeply fissured. Acorns, which are greenish-brown in color, appear in the fall. The tree grows extremely well in northern climes, but can grow anywhere else that has a temperate environment.

Of all the trees, this one is probably the most beloved of nature-venerating cultures. Many perceive oaks as the incarnations of their primary deities, symbolizing strength and fertility. Druids in the northern cultures worship it, while sea-faring barbarians frequently revere it as the sacred tree of their thunder god. Its majesty is not the only reason for the tree's popularity, though. Like the imperial willow, it, too, has innate healing properties. Its leaves and bark possess astringent qualities that make them a good remedy for flesh wounds and some gastrointestinal disorders, and its acorns are typically brewed into a bitter coffee popular in the woodland cultures as a quick pick-me-up.

Because the oak tree is so common, it is a staple of the herbalist's medicine pouch. It is used, like so many other plants, for its healing properties; midwives, especially, favor the leaves for making antiseptic solutions that are used during childbirth.

The oak, as it is particularly susceptible to insects, also produces what are commonly known as "galls." These bulbous nodules form when insect larvae infest the bark, growing beneath it and pushing it outward until they are mature enough to dig their way out. Galls have higher quantities of the *ebbwither* trait than normal bark. Additionally, due to biological changes initiated by the insect larvae, they contain a kind of pigment that is most often used, after processing, as hide and leather dye by tanners, and as parchment ink by scribes and wizards.

Climate/Terrain: Any temperate forest

Bindings: Abjuration 3, Conjuraction 4, Transmutation 4, Necromancy 3

Traits: *Birr* 2, *Ebbwither* 7, *Heallac* 9, *Pigment* 9

MUNDANE CONCOCTIONS

Birr: The acorns from an oak tree, if ripe, contain large quantities of caffeine; this acts as a poison against insects, but as a semi-addictive stimulant when consumed by humanoids. Imbibing 15 ounces of brewed acorn coffee (or eating approximately 40 ripened acorns) confers upon a person a +2 bonus to all skill checks for two hours. At the end of that time, however, the imbiber suffers from a -1 penalty to all skill checks over the following four hours; this penalty cannot be countered by subsequent doses of the coffee during that time.

Rangers collect green acorns to awaken into an even more potent form of the coffee, aptly named *ranger coffee*.

Ebbwither: Oak leaves contain astringent oils that, when made into a mundane concoction by an herbalist, cause the skin to contract, gradually sealing wounds and stemming the flow of blood. Applying this concoction to a superficial wound heals 1 hit point of damage, but this only works once per wound.

Most herbalists awaken this trait to create minor healing concoctions, but there are a few less-than-moral ones who have learned a recipe called *wITHERSKIN* that turns this trait into an unusual shrinking gas.

Heallac: A chemical in oak bark, when processed by an herbalist, makes an excellent topical treatment used for preventing infections caused by bacteria and other germs.

Normally, the bark is dried, ground into a fine powder, and added to water for boiling. Once cooked, it's applied as a poultice or compress on the area to be sanitized of microbes, or as the herbalist might say, "foul humors." Using this poultice beforehand gives a character with the *Heal* skill a bonus of +4 to his skill check when attempting to treat freshly inflicted wounds. Midwives also use this technique during childbirth to prevent infection of the mother and child.

Awakened, this trait becomes a warding powder called *oak salt* that keeps most undead at bay.

Pigment: Oak galls, which are the by-product of larval infestation, contain a pigment that many people use to make ink dye for books, parchments, and scrolls, and a hide dye for animal skins.

The herbalist-awakened form of this ink — *wizard's ink* — is quite popular amongst spellcasters for recording their spells, giving them benefits not available from other more mundane inks.



NEW MAGICAL CONCOCTION:

RANGER COFFEE

Type: Potable

Trait: *Birr* DC 17

Cost: 22 gp

Brewed from oak acorns and awakened by those trained in herbalism, one cup of this coffee imparts upon the imbiber the power to stay awake for a number of days equal to his *Will* modifier +2, with a minimum of 2 days for creatures with a zero or negative modifier. An affected person doesn't suffer from fatigue or receive any of the penalties associated with sleep deprivation. However, once the coffee wears off, he

immediately collapses into a deep, coma-like sleep for 24 hours. Virtually nothing can wake him from this, not even spells like *dispel magic*. Only magic that replenishes through fatigue removal has any effect. If a person continues to imbibe the coffee beyond the first cup, then he gains an additional hour of wakefulness per cup, but similarly accrues another hour added to his downtime sleep. The maximum number of cups a person can drink with any effect is equal to his Will modifier.

People under the influence of *ranger coffee* tend to talk extremely fast, have trouble sitting still, and are filled with nervous energy. A successful Will save (DC 12) can keep these twitchy impulses to minimum, temporarily.

New Magical Concoction: Witherskin

Type: Special
Trait: Ebbwither DC 22
Cost: 154 gp

This gaseous chemical is created from oak leaves and takes the tree's natural astringency to an extreme. The gas is contained within a ceramic globe, which disperses as a pale green cloud of mist about 5 feet in diameter when broken (use grenade-like weapon rules, with a 10-foot range increment). Any creature that makes contact with the gas must make a successful Fortitude save (DC 18) each round for the next three rounds, as its skin becomes painfully taught, actually shrinking across the muscles and bone supporting it. Each failed saving throw results in 1d4 hit points of damage. After the third round, the creature's skin begins the slow process of recovery, returning to normal after a number of days equal to 10 minus its Constitution modifier. During that time, it receives a -2 Charisma penalty due to its horrifying appearance.

New Magical Concoction: Oak Salt

Type: Powder
Trait: Heallac DC 24
Cost: 1,170 gp

This chunky powder, made from ground-up oak bark, has the ability to ward an area it is scattered across against a total of 7 HD levels of undead, transforming those undead who enter the area into oakwood statues of themselves on a failed Will save (DC 25). For example, an *oak salt* ward works against seven 1 HD undead creatures, or three 2 HD and one 1 HD undead creatures, or a single 7 HD undead creature. Once the 7 HD levels of undead have been transformed, the powder becomes harmless ash, though the undead that have been changed by it remain oaken statues forevermore. Undead creatures with more than 7 HD can cross into the warded with no ill effect whatsoever. The concoction can cover a 10-foot-square area.

An alternate effect of oak salt is that up to 7 levels of necromantic spells cast from within an *oak salt*-warded area become augmented by 1 effective spell caster level for every Intelligence modifier point the caster possesses. For instance, a 13th-level, 17 Intelligence necromancer casting from within an *oak salt* pen-

tagram can cast seven 1st-level spells, or three 2nd-level spells and one 1st-level spell, or one 7th-level spell, and so on, at an effective caster level of 16. Once the powder has been used in this manner, it turns to harmless ash; it cannot be used both to ward undead *and* boost spells, but rather the first effect to be triggered is the one that must be used.

New Magical Concoction: Wizard's Ink

Type: Special
Trait: Pigment DC 24
Cost: 1,000 gp

This ink is made from the pigment found in oak galls. As long as she has more than 5 ranks in the Craft (calligraphy) skill (see below), or its nearest equivalent, a spellcaster inscribing a spell using this ink requires half as much space in her spellbook as she normally would need, thus potentially doubling the number of spells it can hold. Additionally, the ink makes it more difficult for another spellcaster to decipher the inscribed spell using the Spellcraft skill, adding +5 to the DC. The concoction is enough to inscribe one spellbook to its 100-page capacity.

The ink, and the parchment it stains, is made completely resistant to normal, non-magical fire. If a scroll writ with this ink is tossed into a fire, for example, the part of the parchment without ink burns as it normally would, but the area under and around the ink doesn't. This quality has saved more than one spellcaster from having to rewrite rare and valuable spells.

Variant Skill: Craft – Calligraphy (Int)

You are skilled with using quill and ink to write in an artistic, calligraphic style.

Check: You can practice calligraphy as a trade by penning letters, missives, and noble patents for the illiterate. This allows you to earn about half the check result in gold pieces for each week of dedicated work you pursue in the craft. You also know how to use the tools of the calligraphy trade, and how to perform the daily tasks associated with it. Unlike other crafts, this one doesn't allow for helpers or assistants.

Calligraphy requires a calligraphy quill (see page 91) to give the best chance of success; if improvised tools are used instead, the check is made with a -2 circumstance penalty. On the other hand, masterwork artisan's tools provide a +2 circumstance bonus.

To determine how much time and money it takes to scribe a single page or parchment:

1. Find the DC listed here or have the GM set one.
2. Pay one-third the item's price in raw materials.
3. Make a skill check.

Appendix One: BAIRD'S BOTANICAL

In most cases, a roll shouldn't be necessary. However, some circumstances may warrant a skill check, such as if you are attempting to write in a language unknown to you, while under duress, or if you're in hurry.

Calligraphy Type	Cost	DC	Time
Simple document	5 sp	5	30 min.
Fancy document, noble patent, genealogy	1 gp	10	1 hr.
Ornate document, royal proclamation	6 gp	15	1½ hrs. or more

If the check succeeds, then you have completed the inscription. If your roll is 5 higher than the DC, you have completed it in one-half the time. If you fail a check, the document is completely ruined, and you lose your raw materials.

The base time for preparing writing a document should be decided either by you or the GM. As a rule, though, a single-page document requires approximately half an hour for every 5 DC points, rounded up.

Masterwork Calligraphy: Attempting to create a masterwork piece of calligraphy increases both the price and the time required to produce it by a factor of three, while the DC increases by +5. Success at creating masterwork calligraphy increases your fame and renown as a scribe. Both you and the GM should determine how this is handled in the campaign world, hopefully through roleplaying.

Retry: Yes, but each time you fail you must use new raw materials (namely parchment, sand, ink, etc).

Special: If you have at least 5 ranks in the Craft (art) skill, you may add a +2 synergy bonus to your Craft (calligraphy) skill check.

Skill Option: Instead of using Craft (calligraphy) as a separate, distinct skill, you may want to simply use an existing skill like Profession (scribe) or Speak Language, but using the system presented here.

POMEGRANATE

This plant is between twelve and twenty feet in height, resembling a tall shrub more than anything else, but bearing plump fruits for which it is famous. It has pale brown bark with branches ending in spines, and leaves that are a glossy, dark green. When its flowers bloom, they grow individually and have dark red petals. The ripened fruit is as large as an orange and reddish-yellow in color.

Cultures in regions where the plant thrives often called the pomegranate's fruit "gods' apples," both for its healing properties and for its incredibly sweet nectar. It is a key ingredient in numerous dishes, wines, and sweet refreshments known to bring body temperature down, something especially popular in the desert cultures. As a healing plant, it is one of the more ver-

satile available, rivaling other plants such as the imperial willow and grave mold. Its leaves contain strong antibiotic resin, while its bark makes for an effective purgative and its fruit is good for alleviating severe gastrointestinal disorders and deadly fever. Because pomegranate is so common in some cultures, it's the herb many of their healers rely on the most.

Strangely, the pomegranate's fruit has an extreme effect on two particular races: orcs and centaurs. Both become intoxicated by it, engaging in grand bacchanalian revelries when they acquire enough to supply an entire camp or tribe (which, given the plant's availability, is understandably easy to do). In fact, orc chieftains, in an attempt to keep some semblance of order (as well as remove the opportunity for their enemies to catch them unawares), have issued numerous edicts proclaiming the fruit forbidden; except, of course, to the priests who require it for certain rituals. Centaurs, on the other hand, have a bit more willpower, reserving the fruit only for special occasions. However, once under the influence of pomegranate fruit, they become as rowdy (and drunk) as orcs.

Climate/Terrain: Any mountainous or dry temperate land

Bindings: Conjunction 9, Enchantment 7, Evocation 8, Transmutation 4

Traits: Allheal 20, Blightpurge 18, Ebbwither (Feverthaw) 12, Euphoric 12

MUNDANE CONCOCTIONS

Allheal: Pomegranate leaves can be applied to sores, cuts, and other dermal wounds to kill or prevent infection. This antibacterial quality comes out when the leaves are bruised or crushed, giving a +5 Heal skill bonus if used in its raw, untreated state, or a +10 Heal skill bonus if made into a mundane concoction by an herbalist. If the leaf concoction is accidentally infused into a patient's blood, however, he will suffer from vertigo, double vision, and weakness, being effectively stunned for 20 rounds unless he makes a successful Fortitude save (DC 14).

Herbalists have been known to awaken this trait into a powerful healing concoction called *Innana's touch* that has long-term beneficial effects.

Blightpurge: When pomegranate bark is consumed it forces a creature to both vomit and evacuate its bowels. There is no save for this, and it happens within 10 rounds (roll 1d10 to determine how many rounds the creature can hold out). Healers often use the bark to treat worms and some gastrointestinal disorders.

Awakened, the blightpurge trait becomes a *venomskin* tonic that bestows upon an imbibor the strange ability to sweat, and project, streams of acid.

Ebbwither (Feverthaw): Unlike its bark, the pomegranate's fruit is slightly astringent, making it good for treating dysentery, diarrhea, and fever; it's also a soothing remedy for throat infections. Its juice can be drunk to lower body temperature by a degree or two, providing a +2 bonus to Fortitude saves to resist extreme heat and very hot conditions for one hour. If made into a mundane concoction, it gives a +4 bonus to Fortitude saves to resist abysmal heat, extreme heat, and very hot conditions for one day.

When an herbalist awakens the fruit into a *death apple*, it can be used to bring a death-like state upon a person.

Euphoric: Unlike other races, both orcs and centaurs become drunk when they eat pomegranate fruit or drink its unfermented juice. If they partake of either, they must make a Fortitude save (DC 25). Failure means they take a –4 penalty to all ability scores for the duration of their intoxication. Success means that they receive a –2 penalty. The penalty lasts one hour per fruit eaten or glass of juice imbibed. Fermentation doesn't amplify this for either race, imparting the same penalty regardless. Other races imbibing the fermented form of the fruit are affected as normal for the ingestion of alcohol. Awakening this trait produces a race-specific poison.

that does 2d4 hit points of damage to the assailant on a failed Reflex save (DC 20), or half on a success.

The oil, which smells like sulfur, maintains this effect for four minutes per Constitution modifier point that the affected creature possesses, with a minimum of two minutes for those with a zero or negative modifier.

Variant: The venomskin-affected creature may attempt to make a successful Will save (DC 25) in order to project the acid from its hand as a cone 20 feet in length and 10 feet in width at its terminus. Anything caught in the cone takes 3d4 hit points of damage unless it makes a successful Reflex save (DC 25), in which case it only takes half damage.

New Magical Concoction: Inanna's Touch

Type: Potable
Trait: Allheal DC 35
Cost: 4,600 gp

This concoction is a pleasant, soft brown color the same shade as the stems of the pomegranate bush. It exudes an enticing odor and tastes very much like the tree's fruit, but with a bitter edge. Upon consumption, the concoction remedies all ailments and wounds as per the *heal* spell. Additionally, it gives the imbiber a +5 bonus to all saving throws against poison and a Damage Reduction rating of 5/none for a duration of 24 hours. This tonic can only be taken once every three days, as residue from the concoction remains in the imbiber's body, preventing further uses until it dissolves completely.

New Magical Concoction: Venomskin

Type: Ointment
Trait: Blightpurge DC 33
Cost: 1,890 gp

If this oil is rubbed on a creature's skin, it purges all the natural toxins directly through the flesh, resulting in a deadly, acidic sweat. The affected creature takes no damage from this sweat, being immune to its own toxins, but any other creature making contact with its skin must make a successful Reflex save (DC 20) or take 1d4 hit points of damage. If the creature is hit by an attack, kinetic energy causes the acid to explode outward in the direction from which the impact came, so any damage done to the creature greater than 3 hit points creates a burst of acid



Pomegranate

New Magical Concoction: Death Apple

Type: Comestible
Trait: Ebbwither (Feverthaw)
DC 27
Cost: 1,260 gp

This magical concoction is awakened pomegranate fruit. Like the fresh fruit, a *death apple* tastes sweet like nectar. A creature eating it must make a successful Will save (DC 25) or undergo a death-like metamorphosis: its flesh becomes ice cold, like the wind of death from the great void; its blood thickens in its veins as its heart stops beating altogether; and its lungs are no longer able to breathe in fresh air. In short, the affected creature becomes like the undead, alive but not. For a number of hours equal to its Wisdom modifier, the creature gains the Undead type: it suffers from Rebuke or Turning effects as they do; it becomes immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and mind-influencing effects; it is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain; it loses its Constitution score and becomes immune to effects requiring Fortitude saves; it makes Concentration checks using its Charisma modifier if a spellcaster; it gains Darkvision to 60 feet; it cannot die from massive damage, but is immediately destroyed when reduced to 0 hit points or less, and cannot be raised; and so on.

New Poison: Orkfell Toxin

Type: Infusion or injury DC 20
Trait: Euphoric DC 27
Primary Damage: –1 to all ability scores each round for 6 rounds

Secondary Damage: None
Cost: 100 gp

This glue-like poison comes from pomegranate fruit and works only against orcs (hence the name) and centaurs. If it enters the bloodstream of an individual of either race, and the creature fails its saving throw, then it suffers –1 to all ability scores each round for a duration of 6 rounds, cumulatively totaling –6 per ability. These penalties last for 2d4 rounds and do not stack with fresh infusions of the poison; the previous infusion must wear off first before subsequent ones have any effect. Both races can build up a permanent resistance to the toxin, gaining +1 to their saving throw roll against it with each infusion beyond the first.

Skull Orchid

This tiny plant has five broad, serrated leaves growing out of its base to a length of six inches each, with a fat, pink blossom resting at the center where they all meet. The orchid flower remains closed throughout the year, opening only once during the eighth full moon. It gets its name from the white, vaguely skull-like pattern appearing on its indigo leaves. A skull orchid sheds a heady, aromatic scent.

Thriving in hot, humid, tropical environments, the plant is difficult to gather, as it grows only up high in the jungle canopy, nestled between the mossy branches of the towering spriggan tree (see page 207). Due to its unique coloring, some jungle cultures revere the plant as a blessing from their death gods, harvesting it only for important rituals but otherwise protecting it as a sacred treasure. Other cultures, being more practical, utilize the plant for its lethal toxins. They coat the tips of their weapons with it when they hunt so that they need only scratch their prey for it to die from the poison. Shamans use the plant's stems to expand their consciousnesses, allowing them to temporarily transcend the mortal world. The aristocracies of many advanced cultures enjoy the plant as an exotic household decoration.

Harvesting the plant is a risky venture. Touching the leaves, stems, or flowers in their natural state is enough to kill a person, as the poison can enter the bloodstream on contact, and predatory birds and felines often live in the host tree. The jungle people who collect it typically use their daggers to transplant it into a clay or boiled-leather vessel without touching it. Herbalists harvest it with custom-blown lace-glass bowls that allow for both air and light to enter, in an attempt to keep the plant alive while they make preparations for awakening it. In any case, once a skull orchid has been removed from its host

tree, it survives no more than three days before dying and becoming useless as a poison. Skull orchid material must be processed within that time in order to successfully make concoctions from it.

Climate/Terrain: Any tropical forest
Bindings: Divination 3, Evocation 4, Transmutation 9
Traits: Coldsweat 5, Enchanted 10, Ofslaen 10

MUNDANE CONCOCTIONS

Coldsweat: Once a skull orchid is picked or dies, its toxins become inert and the plant material may be safely consumed; it is no longer viable for making concoctions, though. While the plant is still alive, and for three days after being transplanted, any creature that eats its petals, leaves, or stems — assuming it hasn't already died from touching the plant (see below)

— begins to sweat profusely on a failed Fortitude save (DC 15), as the chemical opens the pores in its skin, encouraging sweat gland overproduction for the next 1d4 hours.

This gives the unfortunate creature consuming it a –1 Charisma penalty during that time. An herbalist can isolate this trait to make a mundane concoction that has the same effect, minus the deadly ofslaen effects.

A peculiar side effect emerges when an herbalist awakens a skull orchid's coldsweat trait in conjunction with fainne mushroom material; the result is a substance called *kachiit ku'ul*, or "otter oil," which forces a creature to sweat oils similar to the ones coating the fur of aquatic mammals, facilitating increased movement and agility while submerged in water.



Skull Orchid

Enchanted: The plant's innate magic potential normally lies dormant, but it becomes accessible when it's awakened. When just-picked skull orchid stem is mixed with hallucinogenic substances from other plants, like mandrake or dragon flower, to make *totemic pipeweed*, smoke from the magical concoction can be inhaled to impart upon a creature the ability to shapechange into its totemic guardian animal. A second recipe makes *farsight oil*, which bestows upon anyone consuming it the power to see and hear events at remote distances.

Ofslaen: Skull orchids are most famous for their organ-targeting poisons. There are three kinds, each of which can be extracted by an herbalist from a different part of the plant. The toxin removed from the plant's leaves targets a creature's brain, causing a cerebral aneurysm; another toxin, taken from the stem, targets a creature's liver, shutting it down and slowly killing the hapless victim with its body's own waste chemicals; the third toxin, obtained from the seeds found within the blossom, targets the heart, forcing it to beat so rapidly it ruptures.

If a creature touches the leaf, it must make a successful Fortitude save (DC 17) or suffer 1d4 temporary Intelligence damage and 1d4 temporary Constitution score damage (this is primary damage; there is no secondary damage). On a critical failure (a natural one), the Intelligence damage becomes permanent.

If the creature touches the stem, it must make a successful Fortitude save (DC 16) or its liver ceases to function properly; its skin becomes jaundiced and its body takes 1 point of temporary damage to its Constitution score per hour until it's either cured or dead (this is primary damage, and so only gets one save; there is no secondary damage). The following spells will repair the liver: *heal*, *mass heal*, *restoration*, *greater restoration*, *limited wish* or *wish*. Other healing spells, including *delay poison* and *neutralize poison*, just cure existing toxin damage and delay the damage caused by the non-functioning liver for 1d4 hours. However, *dragon milk* antitoxin (see page 180) also repairs the liver, as does any antitoxin made from the skull orchid's stem.

If a creature touches the seeds, it must make a successful Fortitude save (DC 17) or suffer multiple, massive coronary embolisms, immediately taking 2d6 points of temporary Constitution score damage and 1 point of permanent Constitution damage (this is primary damage; there is no secondary damage).

Once a skull orchid is picked or dies, its toxins become inert and the plant material may be safely touched; it is no longer viable for making concoctions, though. Also, for each day that the plant remains alive but disassociated from its host tree, such as if it's been transplanted, the toxin's damage is halved; after three days the plant's traits are effectively useless and it dies. Applying an antioxidant to the plant material slows down this process, halving the damage every two days and allowing it to survive a maximum of six days.

When an herbalist awakens this trait, the poisons it produces become more durable and longer lasting, as well as slightly more potent, usually by making it more difficult for a creature to resist; these poisons include *mind hammer*, *golden embrace*, and *heart fire*.

NEW MAGICAL CONCOCTION:

KACHIT Ku'ul

Type: Ointment
Trait: Coldsweat DC 20
Cost: 520 gp

This musky ointment, sometimes called "otter oil," must be rubbed into the skin to be effective. Within minutes of use, the affected creature's pores open up, but rather than producing sweat as they normally would, they instead exude a slick oily substance. This gives the creature an enhanced mobility underwater, adding 10 feet for each Dexterity modifier point to its swim speed, within a minimum of 5 feet for creatures with a zero or negative modifier. Additionally, while underwater, the creature gains a +4 AC bonus and may hold its breath for double the duration normally allotted by its Constitution score. The oil lasts for 1 hour per Constitution score point the creature possesses, after which time it cannot be used again for four days while its body purges the remaining oil from its system.

The oil produced as a result of using the concoction masks the creature's normal odor with a damp, pungent musk similar to wet otter fur. Because of this, the user suffers a -3 Charisma penalty for the duration of the effect.

NEW MAGICAL CONCOCTION:

TOTEMIC PIPEWEED

Type: Inhalant
Trait: Enchanted DC 25
Cost: 2,300 gp

It is said that most people have totem animals that watch over and guide them through life. Sometimes, the totem spirit contacts the one it protects; sometimes, it's the other way around. In either case, it's never an easy undertaking bridging the void between realms, and so a "facilitator" must often be used. One such facilitator comes from the skull orchid. Dried, treated, and awakened skull orchid petals have been smoked for centuries by shamans in the various jungle cultures as a means to summon their totem spirits. Raw *totemic pipeweed* looks and tastes like dried tobacco. For it to be effective it must be ignited and its smoke inhaled.

When a person inhales a full lungful of smoke produced by a single dose of the pipeweed, she must make a successful Will save (DC 30) to open the channel with her totemic spirit. If she does, then she *shapechanges*, as per the spell, into the animal form of that spirit, gaining all the stats of that animal but retaining her own Intelligence and consciousness. She is unable to change back to her original form for a number of hours equal to her original Wisdom score.

The GM and the player can work out in advance what the character's totemic spirit is, preferably role-playing the determination sequence. Or, the player can roll 1d20 + the character's Wisdom modifier and then consult the table below to determine it randomly.

1d20 + Wis Roll	Totemic Spirit
1	Dire bat
2	Dire bird*
3	Dire weasel
4	Dire badger
5	Wolverine
6	Boar
7	Crocodile
8	Giant lizard
9	Bison
10	Horse, heavy war
11	Snake, large viper
12	Snake, constrictor
13	Cheetah
14	Leopard
15	Lion
16	Black bear
17	Dire ape
18	Dire wolf
19	Tiger
20+	GM's choice

* Choose a type of bird, such as eagle, hawk, raven, or owl, and use the dire bat stats, replacing Blindsight with Darkvision 100 ft.

Once the affected character reverts back to normal, she becomes severely fatigued, receiving all associated penalties. *Totemic pipeweed* can only affect a creature a number of times per week equal to its Wisdom modifier.

New Magical Concoction: FARSIGHT OIL

Type: Ointment
Trait: Enchanted DC 25
Cost: 160 gp

One drop of this translucent liquid placed in a creature's eyes empowers it with the spell-like ability Clairaudience/Clairvoyance. It functions exactly as the spell of the same name as if at 5th level, except that the target is the creature receiving the oil. This can only be used once per day, as residue left behind in the affected creature's body prevents further uses within a single 24-hour period.

New Poison: MIND HAMMER

Type: Contact DC 20
Trait: Ofslaen DC 25
Primary Damage: 1d4 permanent Int
Secondary Damage: 1d4 permanent Con
Cost: 150 gp

Brewed from the leaves of the skull orchid, this poison causes a cerebral aneurysm in any creature that fails its saving throw upon making contact with it; this is permanent ability drain. It has a rose-like odor and a sweet taste. If applied to the surface of a weapon or some other object, its viability outside of the bottle is approximately three hours, after which it becomes useless. Some people, particularly thrill-seeking nobility, like to coat the rims of their wine glasses with expired *mind hammer*, relishing in the taste of "danger" even though it is harmless to them (most of the time).

One vial of the poison remains good for approximately 1d4 weeks if an herbalist has treated its stopper with preservative chemicals. *Dragon milk* antitoxin (see page 180) completely reverses the effects of this poison, as does antitoxin made from the skull orchid.

New Poison: GOLDEN EMBRACE

Type: Contact DC 22
Trait: Ofslaen DC 25
Primary Damage: 1 Con
Secondary Damage: 1 Con per hour until death
Cost: 300 gp

This toxin is the product of a skull orchid stem. It causes liver failure in the victim, which in turn causes more damage as his body's natural toxins, no longer being filtered by the organ, accumulate and eventually kill him. A victim of liver failure takes on the yellowish pallor of jaundice. Most healing magic, including *delay poison* and *neutralize poison*, is ineffective, merely removing existing toxins from the body and temporarily alleviating the on-going temporary Constitution damage without actually repairing the liver. After 1d4 hours, the body's toxins begin to build up again, with the victim taking temporary Constitution damage anew. However, there are a few spells that do directly repair the damaged liver: *heal*, *mass heal*, *restoration*, *greater restoration*, *limited wish*, or *wish*, as will, of course, any form of divine intervention.

The liquid in the vial is a deep amber color with a bread-like scent. In the bottle, with a herbalist-treated stopper, it is viable for 1d6 weeks. Outside the bottle, it is good for 24 hours. *Dragon milk* antitoxin (see page 180) completely reverses the effects of this poison, as does antitoxin made from the skull orchid.

New Poison: HEART FIRE

Type: Contact DC 20
Trait: Ofslaen DC 25
Primary Damage: 2d6 Con
Secondary Damage: 1 permanent Con
Cost: 500 gp

When skull orchid seeds are harvested, pressed, and distilled, they become this deadly poison, which causes coronary embolisms in the victim within six rounds of contact; this is temporary damage. Most creatures die when this happens, but not all. Those that somehow survive many times do so in a weakened state, with the secondary damage being permanent.

The liquid has a hint of raspberry taste with absolutely no odor. One vial of it, sealed with a herbalist-treated stopper, lasts for about a month. If exposed to air for more than one minute, it degrades rapidly, lasting only a few short hours. *Dragon milk* antitoxin (see page 180) completely reverses the effects of this poison, as does antitoxin made from the skull orchid.

SPRIGGAN TREE

Towering over every other tree in the forest, the spriggan tree is renowned for its truly gargantuan size, reaching heights of more than 800 feet with a base circumference of more than 300 feet. It is endowed with grayish-brown bark and dark green leaves as long as a human body and three times the width. Its roots grow outward like arteries from a heart, frequently extending to lengths that are almost twice the tree's height. During reproduction, which occurs during the spring months, the tree produces hefty, fist-sized nuts embedded in armored shells.

The odd thing about the spriggan tree, and the trait for which it gets name, is that for half of its life cycle it grows upward, as it should; then, for the remainder of its life it actually shrinks,

regressing back into the ground from which it came over the same amount of time it took to reach its zenith. No one knows where the halfway mark is until the tree begins “un-growing.” When itinerant northern colonists first encountered one of these enormous trees in the tropical southlands, they originally called it the *joten* tree, for a race of giants native to their homelands. As the years passed, they watched in awe as the tree shrank right before their eyes; they soon renamed it the *spriggan* tree, after a mythical breed of gnome reputedly able to inflate to almost three times its normal size, at will, and then shrink back again. The common name for the tree amongst the indigenous jungle cultures is *utu batula*, or “lung tree,” for the way it expands and contracts.

Herbalists generally have one use for spriggan tree material, which is converting its acorns into size-altering concoctions. Its medicinal use is limited to application as a tarnaifuge for killing internal parasites.

A spriggan tree always hosts the tiny skull orchid (in addition to hundreds of other plant species), which tends to grow high up in its canopy in the elbows between forking branches. However, many species of large, predatory bird and tropical feline also nest in and around the tree, and the skull orchid is extremely poisonous (see page 205), making harvesting of it a real challenge. When one of the great trees falls (an infrequent occurrence), it's not unusual for a tribe to convert it into an enclosed village. An old legend relates how a wizard levitated a full-grown spriggan tree a mile above the earth and turned it into a floating demesne. Another tells of entire forests of spriggan trees growing on the elemental plane of air, providing food and shelter to many of the region's inhabitants. Unbound by the limitations of gravity there, the trees purportedly reach sizes that are measured in *miles* rather than *feet*. (In fact, the celebrated halfling city of Nivan is thought to exist on a tree of such tremendous size — one wrapped in powerful binding magic to prevent it from ultimately shrinking.)

Climate/Terrain: Any temperate or tropical forest; the elemental plane of air
Bindings: Abjuration 4, Transmutation 5
Traits: Enchanted 3, Wormscourge 4

MUNDANE CONCOCTIONS

Enchanted: The spriggan tree possesses a singular magical quality that is integrally bound to its life cycle. Without this trait, it couldn't live. Essentially, it allows the tree to grow non-stop for exactly half of its life cycle, at which time it stops and begins the process of “un-growing,” or shrinking, for the second half. Its total life span seems to be determined at birth, but no scholar or sage has yet been able to resolve a method for discovering it.

Herbalists have learned how to awaken the tree's nuts into two different concoctions: an *acorn of enlarging* that allows a creature to grow in size; and an *acorn of shrinking* that allows a creature to reduce in size.



Spriggan Tree

Wormscourge: The bark from the spriggan tree, when boiled by an herbalist into an herbal tea, has the power to kill internal parasites such as tapeworms and blood flukes. If the imbiber makes a Fortitude save (DC 15) after taking this tea, the parasites inside him are killed and are eventually excreted from his body naturally.

Herbalists have been known to turn this trait into a poison called *wormwood* that works exclusively against “worm-like” creatures such as carrion crawlers and frost worms.

NEW MAGICAL CONCOCTION: ACORN OF ENLARGING

Type: Comestible
Trait: Enchanted DC 18
Cost: 22 gp

This awakened spriggan nut, approximately the size of a human fist, increases the size of any creature consuming it by 50%, as per the *enlarge* spell cast at 5th level. Unlike the spell, this effect is permanent until either *dispelled* by normal methods or an *acorn of shrinking* is eaten.

NEW MAGICAL CONCOCTION: ACORN OF SHRINKING

Type: Comestible

Trait: Enchanted DC 18
Cost: 22 gp

This small piece of awakened spriggan nut, about the size of an adult human thumb, shrinks any creature consuming it by 50%, as per the spell *reduce* cast at 5th level. Unlike the spell, this effect is permanent until either *dispelled* by normal means or an *acorn of enlarging* is eaten.

New Poison: Wormwood

Type: Infusion DC 17
Trait: Wormscourge DC 19
Primary Damage: 1d4 Con, 1 Str, and 1 Dex
Secondary Damage: —
Cost: 84 gp

This poison, brewed from spriggan tree bark, only works against “worm-like” creatures such as the carrion crawler, frost worm, and remorhaz, to name a few. For it to be effective, it must enter the beast’s bloodstream — adventurers who use it while worm hunting usually just coat the edges of their blades with it so that it mixes with the creature’s blood on a successful strike.

Wormwood’s viability outside the vial is approximately 16 hours. In the vial, it’s good for up to a year. Ability score damage inflicted by this poison is temporary.

Woad

Woad is a small plant that stands about three feet high (but usually shorter), and has a soft, brown stem with a white root, yellow flowers, and blue-green leaves. It is very noxious, rapidly pushing out other plants in the area where it grows. It’s also hard on the soil, draining it of valuable nutrients within a couple of years.

While known for having some minor medicinal qualities, woad’s resilient pigment is where it really shines. Crushing the plant’s leaves produces a vibrant, deep blue juice, which can then be processed with limewater and fermented to create dye. As a linen colorant it’s generally pretty feeble, requiring almost three times as much pigment as would be needed from other plants to make indigo, this particular shade of blue’s nearest equivalent. However, in northern climes it seems to react better to the colder, less humid air and, as such, is used as an indigo substitute. The pigment isn’t only cultivated for textile use, it should be noted. In some cultures, warriors stain their bodies with it before battle, both as a way to intimidate their ene-

mies with their fearsome, demonic appearance, and as an astringent that clots wounds as they are received. It also works well as tattoo ink.

Climate/Terrain: Any temperate land
Bindings: Abjuration 7, Conjuraction 3, Evocation 9
Traits: Bloodthick (Ebbwither) 15, Readheal 5, Pigment 15

MUNDANE CONCOCTIONS

Bloodthick (Ebbwither): The astringent quality in woad seed oil causes blood to clot faster and wounds to seal more quickly.

However, this only works if the oil, which must be processed by an herbalist into a mundane conococ-tion, is applied to an area in advance. When an oil-coated area of the flesh takes damage, 1 hit point heals automatically at the beginning of the following round. Seed oil used in this manner is effective for about one hour, and can benefit as many hits as are dished out during that time.

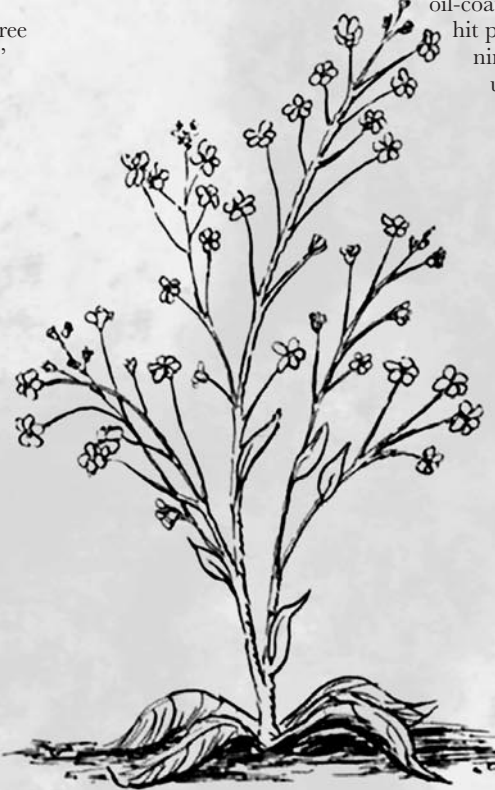
Herbalists awaken this trait to make a highly sought-after regenerative salve called *Lugh’s blessing*.

Readheal: Woad leaves contain a chemical that reduces inflammation when rubbed on irritated skin. Used in their raw state, this has the ability to heal 2 points of burn damage per application; only one application can be made per patient per day. If made into a mundane concoction, it provides a +2 Heal skill check bonus when working with inflamed or burned tissue in addition to healing the 2 points of burn damage. Again, only one application of the concoction can be made per patient per day, and mundane and natural applications don’t stack.

Awakened, this becomes a pleasant-smelling temperature shield called *frost-skin ungent*.

Pigment: The pigment extracted from crushed woad leaves is the plant’s most famous trait. A rich blue color (although some say it’s really a light indigo), it stains whatever it comes into contact with, including skin. Superficially, the pigment isn’t indelible but it does tint skin and clothing for many weeks. Only when it is mixed with other materials by an herbalist or used for tattooing does it become permanent.

If awakened, it becomes an incredibly strong dye called *woad rage* that is absorbed into the blood and drives the recipient into a battle rage. Strong-willed creatures can keep this reigned in, but just barely.



Woad

NEW MAGICAL CONCOCTION: Lugh's Blessing

Type: Ointment
Trait: Bloodthick (Ebbwither) DC 30
Cost: 11,625 gp

Made from woad seed oil, this salve bestows upon the user the power to regenerate wound damage. It's a translucent, oily substance touched by a hint of smoke-gray color. Regardless of surrounding environmental conditions, it is always warm to the touch. A few minutes after application, the heat fades and the user's skin tingles with enchantment as the body recovers lost hit points, and possibly even regenerates lost body parts (this last is at the GM's discretion, since the concoction's powers might be overstated by some herbalists of dubious character). The rate of regeneration is a number of hit points per round equal to the creature's Constitution modifier; this effect lasts for 30 minutes. One dose is enough to coat an entire Medium-size creature with a thin layer of the fluid.

Lugh's blessing also amplifies woad pigment, in any form, when applied over it, making ink designs glow with a blue light that has the strength of a torch or a candelabrum.

NEW MAGICAL CONCOCTION: Frost-Skin Unguent

Type: Salve
Trait: Readheal DC 20
Cost: 275 gp

This mushy ointment, which has a sharp scent like the first winter snowfall, is applied to the skin to block the effects of extreme heat and cold. It's yellow-white in color and has the texture of paste. As it's applied to the skin, a thin patina of hoar frost forms across the patient's body, chilling him to the bone for a brief moment before cracking and falling apart.

A one-ounce canister of salve is enough to lightly cover a Medium-sized creature from head to foot. Fire- and cold-based attacks against one so coated do half damage for a duration of one hour per Constitution modifier point he possesses, with a minimum of 1/2 hour for those with a zero or negative modifier. Fortitude saves against these elements are made with a +5 bonus.

Ingesting the salve has no effect other than to turn the lips and tongue blue.

NEW MAGICAL CONCOCTION: Woad Rage

Type: Salve
Trait: Pigment DC 30
Cost: 3,075 gp

This dye usually comes in a deer-hide wineskin, allowing the user to selectively squeeze it out through the mouth as needed. Its rich, blue color stains whatever it touches for weeks on end.

In some cultures, warriors have been known to rub the salve all over their bodies before battle, fighting in the nude for greater freedom of movement and to terrorize their enemies with their frightful blue presence.

The primary benefit of the pigment, though, lies not in its unique hue but rather in the temporary psychosis it induces. Absorption takes approximately 15 minutes. Once the pigment kicks in, the affected creature may release its rage as a barbarian does on his action, a number of times equal to its Will modifier plus 1, with a minimum of 1 time for those with a zero or negative modifier. Every time it rages, its Strength and Constitution scores increase by +4 and its hit points temporarily increase by 2 points per level. It also gains a +2 morale bonus to any Will saves. Unfortunately, while raging the creature can't use skills or abilities that require patience and concentration, or use the Expertise feat, item creation feats, metamagic feats, and Skill Focus. Each fit of rage lasts for a number of rounds equal to 3 + the character's improved Constitution modifier, and the creature may end it voluntarily.

After ending a rage, as long as he has another rage left the creature's ability scores and hit points return to their normal values. The final time the creature releases its rage it becomes fatigued (–2 to Strength, –2 to Dexterity, and can't charge or run). However, it returns to normal after 12 consecutive hours of solid rest. Woad pigment remains viable on a creature's body for up to six hours. After that time, if all of the rage hasn't been expended yet, the aforementioned fatigue sets in. *Woad rage* doesn't stack with Barbarian Rage.

XIAN TAO

In the Middle Kingdom, one tree is the most famous of all enchanted flora — it is the mythical "Peach Tree of Immortality," called xian tao (*shyen taow*) in the common dialect of that land. According to legend, the tree reveals itself only to those individuals who finally achieve ultimate enlightenment, allowing them to eat the fruit from its branches in order to receive the gift of immortality. It is thought to stand 20 to 30 feet high, at the most, with tan bark, soft green leaves, and unusually fat peaches dangling from its branches all year round. The peaches are off-white on the surface, dappled with reddish-black spots, and have crisp, pearl-white meat on the inside that turns blood red near the sizeable seeds. Their heady scents waft for many a mile on every available wind. No natural fruit in the mortal world has ever tasted as delicious as that of the xian tao.

The myth about the tree is mostly true, although there are a few discrepancies. While the description is accurate, the tree doesn't just appear out of the blue to certain "blessed" individuals while hiding from the unenlightened masses. Rather, the species is exceptionally rare and grows only on the most desolate, remote mountaintops. Finding one is a major quest in and of itself — one hardly undertaken by the faint of heart, the indecisive, or the uncommitted. How the tree can tolerate such inhospitable heights is unknown, but can probably be safely attributed to its inherent magical qualities. Despite the thin air, the ever-present ice and snow, and an otherwise intensely harsh environment, it somehow manages to not just survive, but

thrive as well. Not so strangely, it sheds warmth, heating an area approximately 200 feet in diameter from its base.

The xian tao's fruit does have the ability to restore a creature's lost health; even damage normally considered to be permanent can be cured. It's not uncommon for those on the brink of death — those without any hope of survival — to undertake the journey to find the fabled tree, struggling to survive long enough to consume its fruit. Of course, in a world where healing magic is relatively common, only the gravest health problems could warrant such a trip. Herbalists are reputedly capable of distilling the fruit into the renowned *elixir of immortality*, but such a feat is quite extraordinary. Throughout the Middle Kingdom's expansive history, emperors have awarded wealth beyond comprehension to those who procure the elixir for them. The dried or preserved fruit meat, which becomes magically useless shortly after picking, is an expensive culinary delight reserved for the mandarins who can afford it, as well as being popular with nobility residing in other parts of the world.

Less famous than its fruit is the tree's wood, which takes very well to magical enchantments cast upon it by wizards, sorcerers, and other wielders of magic.

Climate/Terrain: Any
high mountaintop
Bindings: All 9

Unlike other plant materials, xian tao wood can receive spells from any school and any level when used as a verdex. It can hold a number of spells equal to 1 plus the spellcaster's Intelligence modifier, unlike other verdexes, which are normally only allowed to take a one spell. Master herbalists with the Improved Plantbind ability may also add their Will modifier to the formula when figuring the maximum number of spells allowed by a single xian tao verdex.

Traits: Enchanted (Allheal) 25

MUNDANE CONCOCTIONS

Enchanted (Allheal): The tree's fruit contains potent healing properties that are capable of curing just about every ailment, including those inflicted by the gods themselves. Diseases, wounds, permanent damage such as lost limbs, lost levels, mental imbalance, and all other health problems are immediately repaired, restoring the creature to a perfect bill of health within minutes. This only works once per lifetime, as mandated by the gods who gifted it to their mortal creations. The fruit loses viability within three hours of being picked. If somehow pre-

served and transported back to the civilized world with this trait intact, a single fruit has a market price of approximately 100,000 gold pieces (although, once word gets out someone has it, either the price skyrockets from the ensuing bidding war, or the owner suddenly "disappears" along with his fruit).

As mentioned earlier, the occasional, supremely skilled herbalist can turn this trait into an *elixir of immortality* that confers everlasting life upon the imbiber.

NEW MAGICAL CONCOCTION: ELIXIR OF IMMORTALITY

Type: Potable
Trait: Enchanted 40
Cost: 375,000 gp



Xian Tao

This is the legendary drink that makes a person immortal. A rich ambrosia the color of spun gold, it has a taste that ignites a creature's taste buds with every pleasant flavor it has ever experienced, and an aroma that induces sweet, blissful visions of enlightenment and perfection. Drinking it is like opening the gates to heaven, and puts the imbiber in an untouchable state of catatonia for 9 months. Nothing can harm him while in this state, not even the gods, as he is protected by a blinding, golden aura of raw power. As the months pass, the aura solidifies, becoming a white lotus large enough to envelope him. Then, on the ninth day of the ninth month, during the ninth hour, the blossom opens, releasing him. Superficially, he is unchanged, but he now has the Immortal supernatural ability. He won't age, ever, and he is immune to most damage and all naturally occurring diseases and poisons. However, he can be killed, since non-natural disease (such as the *contagion* spell) and toxins (such as the *poison* spell) can potentially affect him.

After the transformation, he permanently gains the following "enlightenment" bonuses: +4 Wis, +4 Int, +10 to all saving throws, Poison Immunity, Disease Immunity, a Damage Reduction rating of 20/+4 and a Spell Resistance rating of 15. But, as the price for the transformation and as an enlightened sacrifice, the imbiber of the *elixir of immortality* must give up 5 full levels permanently — earning the experience all over again is the only way to restore them.

Plant References

Below are some resources to make using this appendix easier: the Magical Concoctions as Treasure table randomly determines herbal treasure, and the indices following it list the plants from this Herbal by trait name, binding type, and magical concoction name. In Appendix III, you can also find a list of all of the magical concoctions, poisons, and other D20 material from the Herbal appendix sorted alphabetically, with page numbers given.

MAGICAL CONCOCTIONS AS TREASURE

The following table presents the magical concoctions from this appendix for the GM's use as magical treasure:

Minor	Medium	Major	Concoction	Cost
01-04	—	—	Yellow Pemmican	3 gp
05-08	—	—	Leechrod Catalyst	7 gp
09-12	—	—	Pigbail's Soporific	18 gp
13-16	—	—	Acorn of Enlarging	22 gp
17-20	—	—	Acorn of Shrinking	22 gp
21-24	—	—	Ranger Coffee	22 gp
25-28	—	—	Baird's Bedtime Blend	30 gp
29-32	—	—	Hair of the Skunk	32 gp
33-36	—	—	Baird's Beneficial Balm	50 gp
37-40	—	—	Starseed Oil	60 gp
41-44	—	—	Fainne Love Charm	64 gp
45-48	—	—	Wormwood	84 gp
49-52	—	—	Orkfell Toxin	100 gp
53-56	—	—	Mind Hammer	150 gp
57-60	—	—	Witherskin	154 gp
61-64	—	—	Farsight Oil	160 gp
65-68	—	—	The Serpent's Kiss	160 gp
69-72	—	—	Gravel of Gentle Repose	220 gp
73-76	—	—	Pigbail's Invigorative	220 gp
77-80	—	—	Baird's Bronze Brew	260 gp
81-84	—	—	Purple Akoidol	270 gp
85-86	—	—	Frost-Skin Unguent	275 gp
87-88	—	—	Shrieking Mammotte	294 gp
89-90	—	—	Golden Embrace	300 gp
91-92	—	—	Allheal Tonic	330 gp
93-94	01-05	—	The Slow Death	378 gp
95	06-10	—	Vapor Leech	438 gp
96	11-15	—	Black Dragonscale	450 gp
97	16-20	—	Blue Dragonscale	450 gp
98	21-25	—	Red Dragonscale	450 gp
99	26-30	—	White Dragonscale	450 gp
100	31-35	—	Fragrant Egg	480 gp
—	36-40	—	Graykill	480 gp
—	41-45	—	Heart Fire	500 gp
—	46-50	—	Kachiit Ku'ul	520 gp
—	51-55	—	Witch's Cauldron	525 gp
—	56-60	—	Faerie Dust	730 gp
—	61-65	—	Telysem	750 gp
—	66-70	—	Pigbail's Hexward	780 gp
—	71-75	—	Yengril	800 gp
—	76-80	—	Quickening Solution	900 gp
—	81-85	—	Godspittle	936 gp

—	86-87	—	Sporeskin	936 gp
—	88-89	—	Wizard's Ink	1,000 gp
—	90-91	—	Oak Salt	1,170 gp
—	92-93	01-04	Willow Bark Tea	1,200 gp
—	94	05-08	Death Apple	1,260 gp
—	95	09-12	Joystem	1,275 gp
—	96	13-16	Dragon Milk	1,300 gp
—	97	17-20	Hatchetbane	1,560 gp
—	98	21-24	Kingslayer	1,680 gp
—	99	25-28	Venomskin	1,890 gp
—	100	29-32	Tremorstem	2,200 gp
—	—	33-36	Imperial Bardwood Sap, amber	2,250 gp
—	—	37-40	Baird's Baleful Bread	2,300 gp
—	—	41-44	Totemic Pipeweed	2,300 gp
—	—	45-48	Deadly Nightshade	2,940 gp
—	—	49-52	Ditchdirt Resin	3,036 gp
—	—	53-56	Tisane of Tree Vitality	3,075 gp
—	—	57-60	Woad Rage	3,075 gp
—	—	61-64	Elixir of Dark Spirit	3,220 gp
—	—	65-68	Ash of Life and Death	3,240 gp
—	—	69-72	Armor of the Faithful	4,100 gp
—	—	73-76	Imperial Bardwood Sap, turquoise	4,125 gp
—	—	77-80	Al-Khanna's Qanun	4,600 gp
—	—	81-84	Inanna's Touch	4,600 gp
—	—	85-88	Dragon Tears	5,200 gp
—	—	89-92	Wyrms Snare	5,980 gp
—	—	93-94	Imperial Bardwood Sap, emerald	6,000 gp
—	—	95-96	Imperial Bardwood Sap, agate	9,750 gp
—	—	97-98	Imperial Bardwood Sap, marble	11,600 gp
—	—	99	Lugh's Blessing	11,625 gp
—	—	100	Elixir of Immortality	375,000 gp

PLANTS BY TRAIT

The following index lists the plants from this appendix by trait type, with their trait ratings in parentheses:

Achebane: Imperial Willow (15), Mandrake (4)
Agitant: Mistletoe (8)
Allheal: Anise (2), Grave Mold (6), Imperial Willow (15), Mistletoe (6), Pomegranate (20)
Antimagic: Elysium (6)
Apir: Anise (2)
Bileflow: Elysium (4)
Birr: Oak (2)
Blightpurge: Dragon Flower (6), Pomegranate (18)
Bloodthick: Menhirite (12), Woad (15)
Coldsweat: Skull Orchid (5)
Counterpoison: Dragon Flower (10)
Dreamstyre: Dragon Flower (20), Mandrake (10)
Ebbwith: Woad (15), Oak (7), Pomegranate (12)
Enchanted: Fainne Mushroom (17), Faerie Grass (7), Grave Mold (13), Imperial Willow (15), Menhirite (18), Skull Orchid (10), Spriggan Tree (3), Xian Tao (25)
Euphoric: Bitterroot (2), Euphoric (12)
Feverthaw: Imperial Willow (15), Pomegranate (12)
Freothan: Fainne Mushroom (2), Elysium (5)

Appendix One: BAIRD'S BOTANICAL

Heallac: Oak (9)
Lungwort: Anise (5)
Ofsllaen: Skull Orchid (10), Mistletoe (8)
Onslep: Mandrake (2), Hemlock (5), Nightshade (10)
Passionfire: Fainne Mushroom (4)
Pigment: Henna (20), Oak (9), Woad (15)
Picweyn: Faerie Grass (11)
Poison: Dragon Flower (20), Mandrake (7), Nightshade (14)
Readheal: Woad (5), Hemlock (3)
Rotguard: Bitterroot (3), Menhirite (4)
Shivertog: Hemlock (5), Mistletoe (8)
Spinewrack: Hemlock (5), Spinewrack (9)
Wormscourge: Spriggan Tree (4)

PLANTS BY BINDING

The following index lists the plants from this appendix by binding type, with their binding ratings in parentheses:

Abjuration: Elysium (6), Faerie Grass (3), Hemlock (6), Henna (9), Menhirite (5), Mistletoe (8), Oak (3), Spriggan Tree (4), Woad (7), Xian Tao (9)
Conjuration: Anise (2), Dragon Flower (4), Fainne Mushroom (2), Grave Mold (3), Hemlock (6), Imperial Willow (9), Pomegranate (9), Menhirite (4), Oak (4), Woad (3), Xian Tao (9)
Divination: Fainne Mushroom (5), Hemlock (6), Imperial Willow (9), Mandrake (6), Skull Orchid (3), Xian Tao (9)
Enchantment: Fainne Mushroom (9), Faerie Grass (4), Hemlock (6), Imperial Willow (9), Mandrake (3), Pomegranate (7), Xian Tao (9)
Evocation: Bitterroot (3), Elysium (5), Faerie Grass (3), Hemlock (6), Nightshade (7), Pomegranate (8), Skull Orchid (4), Woad (9), Xian Tao (9)
Illusion: Dragon Flower (9), Elysium (3), Grave Mold (6), Hemlock (6), Mandrake (5), Mistletoe (7), Nightshade (9), Xian Tao (9)
Necromancy: Dragon Flower (4), Grave Mold (7), Hemlock (6), Menhirite (9), Mistletoe (5), Nightshade (8), Oak (3), Xian Tao (9)
Transmutation: Anise (3), Bitterroot (3), Fainne Mushroom (7), Hemlock (6), Oak (4), Pomegranate (4), Skull Orchid (9), Spriggan Tree (5), Xian Tao (9)

PLANTS BY CONCOCTION

The following index lists the plants from this appendix by magical concoction name:

Acorn of Enlarging: Spriggan Tree
Acorn of Shrinking: Spriggan Tree
Al-Khanna's Qanun: Henna
Allheal Tonic: Mistletoe
Armor of the Faithful: Henna
Ash of Life and Death: Menhirite
Baird's Bateful Bread: Faerie Grass

Baird's Bedtime Blend: Hemlock
Baird's Beneficial Balm: Fainne Mushroom
Baird's Bronze Brew: Bitterroot
Black Dragonscale: Hemlock
Blue Dragonscale: Hemlock
Deadly Nightshade: Nightshade
Death Apple: Pomegranate
Ditchdirt Resin: Henna
Dragon Milk: Dragon Flower
Dragon Tears: Dragon Flower
Elixir of Dark Spirit: Nightshade
Elixir of Immortality: Xian Tao
Faerie Dust: Faerie Grass
Fainne Love Charm: Fainne Mushroom
Farsight Oil: Skull Orchid
Fragrant Egg: Dragon Flower
Frost-Skin Unguent: Woad
Godspittle: Elysium
Golden Embrace: Skull Orchid
Gravel of Gentle Repose: Menhirite
Graykill: Grave Mold
Hatchetbane: Menhirite
Hair of the Skunk: Anise
Heart Fire: Skull Orchid
Imperial Bardwood Sap: Imperial Willow
Inanna's Touch: Pomegranate
Joystem: Mandrake
Kachiit Ku'ul: Skull Orchid
Kingslayer: Mistletoe
Leechrod Catalyst: Bitterroot
Lugh's Blessing: Woad
Mind Hammer: Skull Orchid
Oak Salt: Oak
Orkfell Toxin: Pomegranate
Pigbail's Hexward: Mistletoe
Pigbail's Invigorative: Mandrake
Pigbail's Soporific: Mandrake
Purple Akoidol: Mandrake
Quickening Solution: Fainne Mushroom
Ranger Coffee: Oak
Red Dragonscale: Hemlock
Serpent's Kiss: Anise
Shrieking Mammette: Mandrake
Slow Death: Nightshade
Sporeskin: Grave Mold
Starseed Oil: Anise
Telysem: Elysium
Tisane of Tree Vitality: Imperial Willow
Totemic Pipeweed: Skull Orchid
Tremorstem: Mistletoe
Vapor Leech: Bitterroot
Venomskin: Pomegranate
White Dragonscale: Hemlock
Willow Bark Tea: Imperial Willow
Witch's Cauldron: Hemlock
Witherskin: Oak
Wizard's Ink: Oak
Woad Rage: Woad
Wormwood: Spriggan Tree
Wyrn Snare: Dragon Flower
Yellow Pemmican: Elysium
Yengril: Nightshade

The GRIMOIRE OF Occult Lore

Note: The entire text of this appendix is Open Game Content.

The following spells, organized alphabetically, are those referred to in various chapters of this book. New abbreviations are as follows:

Abbreviation	Meaning	Chapter
A	activation cost required	Spirit Cultivation
Drm	domain of Dreams	Oneiromancy
Elm	elementalist	Elementalism
Gln	gleaner	Spirit Cultivation
Gln (Foc)	gleaner spell cast by a <i>focal charm</i>	Spirit Cultivation
Gln (Rel)	gleaner spell cast by a <i>reliquary</i>	Spirit Cultivation
Gln (Spr)	gleaner spell cast by a <i>spiritstone</i>	Spirit Cultivation
Hrd	heraldic wanderer	Magical Imagination
Onr	oneiromancer	Oneiromancy

ABSORB REVENANT

Necromancy

Level: Gln 1

Casting Time: 1 action

Components: V, S

Range: Personal

Target: One dead creature

Duration: Instantaneous

Saving Throw: Special (see text)

Spell Resistance: No

This spell is the foundation of the gleaner's *spiritstone*. By using this ritual, a gleaner draws the spiritual traces that remain when the soul has left a human or humanoid corpse, and binds them to her own soul, making it part of her *spiritstone*. To per-

form the ritual, the gleaner must touch the corpse and make an opposed Will saving throw against the target; the target should use the Saving Throw he possessed while alive. If the target's save is greater than that of the gleaner, the ritual fails. Otherwise, the revenant is drawn from the body and trapped in the gleaner's stone.

In the process of drawing a revenant from a corpse, a gleaner gains a certain amount of information about the victim. She should learn the name of the victim, his class(es) and character level at time of death, and his alignment. She should also be given a list of the victim's skills and allowed to pick one (or two if the victim was a bard or a rogue); this skill will be retained by the revenant and can be accessed by the gleaner using *invoke revenant* or *avatar*. There are a few other details that should be tracked for purposes of *avatar*. If the victim was a cleric, note the domains he had access to. If he was a sorcerer or wizard, record his ranks in Spellcraft. And if he was a ranger, make a note of his Wilderness Lore skill.

This spell has an important side effect. Once the revenant has been removed from a body, *speak with dead* will not affect the corpse; all traces of memory and emotion have been stripped away from it.

ACID RAIN

Aquamancy [Acid] or Transmutation [Acid]

Level: Elm 9, Sor/Wiz 9

Components: V, S

Casting Time: 10 min.

Range: 1 mile/level

Area: up to 20 square ft./level

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

This spell transforms a rain shower in progress into a powerful acid downpour. The acid rain is highly concentrated and causes 1d6 points of acid damage to everything in the area each round.

The fumes from the acid are inhaled poisons, as well. Anyone caught in the acid must make a Fortitude save (DC 13) or take 1 point of temporary Constitution damage. All such characters must make a second save 1 minute later or take another 1d4 points of temporary Constitution damage. The acid rain falls until the spell expires or the rain is spent.

Druids see wizards and elementalists who cast this spell as defilers of nature.

ALTER THE COURSE

Aquamancy

Level: Elm 6

Components: V, S, XP

Casting Time: 1 action

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

Target: A small river

Duration: 1 month/level

Saving Throw: None (see text)

Spell Resistance: No

You can change the course of a small river (up to 15 feet deep) by fifteen degrees to the right or to the left. Anyone in the new path of the river will suffer as if affected by a flash flood. Make a Fortitude save vs. the spell's DC: Large or smaller creatures who fail the save are swept away by the rushing water, taking 1d6 points of subdual damage per round (1d3 on a successful Swim check); Huge creatures who fail are knocked down and face potential drowning; Gargantuan and Colossal creatures are checked, but they only drown if the waters rise above their heads.

After the spell's duration expires, the water reverts to its former course, creating a gulch where the spellcaster directed its path with the spell. Magical rivers are immune to this spell.

XP Cost: 1,000 XP.

ANGER OF THE HURRICANE

Auramancy or Evocation

Level: Brd 5, Elm 5, Sor/Wiz 5

Components: V, S, F

Casting Time: 1 minute

Range: Long (400 ft. + 40 ft./level)

Effect: 40 ft. by 40 ft. gust emanating from you

Duration: Concentration, up to 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

As *gust of wind*, but you augment an already-existing wind to hurricane speeds (75 to 174 mph) that then blows before you. Creatures must make a Fortitude save DC 20. On a failure, creatures of Medium size or smaller are blown away, Large creatures are knocked down, Huge creatures are checked, and Gargantuan or Colossal creatures are unaffected. Ranged attacks are impossible and siege weapons suffer a –8 penalty to attack. All flames are extinguished. Listen checks are impossible.

Focus: A tiny leather bellows.

ARCTIC BLAST

Auramancy [Sonic] or Evocation [Sonic]

Level: Elm 3, Sor/Wiz 3

Components: V, S, F

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft. radius

Duration: Instantaneous

Saving Throw: Fortitude negates (character); Will negates (object).

Spell Resistance: Yes

A stronger version of *clap of thunder*, an *arctic blast* spell is a mighty burst of cold, churning arctic air that detonates with a quick clap of thunder and deals 1d6 points of subdual damage per caster level (maximum 10d6) to all creatures within the area, as well as causing deafness as per the *blindness/deafness* spell for 5 rounds per level.

In order to target the arctic blast, you point your finger and determine the range (distance and height) at which the arctic air will burst forth. A small line of very cold air streaks from your finger and, unless it hits a material body or solid barrier prior to attaining the prescribed range, it then blossoms into the cold blast at that point. Like the *fireball* spell, to cast the line through an arrow slit, you must make a successful touch attack.

The explosion of arctic air is also accompanied by a small shock wave. Against objects this works as an area attack, as per those rules for *shatter*.

Focus: A piece of ice or quartz.

AVATAR

Necromancy

Level: Gln (Rel) 4, (Sor/Wiz 7)

Casting Time: 1 action

Components: V, S, F, A

Range: Personal

Target: You

Duration: 1 round/level

Using this ritual, a gleaner temporarily shares her body with one of her trapped spirits in a form of voluntary possession. If the caster wishes to end the spell before the duration has expired, she must make a Will save (DC 20); this requires a full action.

The effect is similar to *Tenser's transformation*, but the exact nature of the bonuses the gleaner receives varies based on the former class of the trapped spirit. If the revenant trapped in the *reliquary* is that of a multi-classed character, use the class with the highest level. Revenants possessing only NPC class levels cannot be used in conjunction with this spell.

In addition to the bonuses given below, the caster may make a Will save (DC 25) to try to draw on the memories of the spirit that is sharing her body. This requires intense concentration; attempting to recover a specific memory requires a full action.

Barbarian: The caster gains 1d8 temporary hit points per caster level, +2 natural bonus to AC, +3d4 Strength score enhancement, +2d4 Dexterity enhancement, +1 base attack bonus per two caster levels, +5 competence bonus on all Fortitude saves, and proficiency with all simple and martial weapons for the duration of the spell. While the spell is active, the caster cannot cast any additional spells, Turn or Rebuke undead, or perform any actions requiring patience or concentration. She must make a Will saving throw (DC 16) to avoid resorting to combat if provoked in any way.

Bard: The caster gains +1 temporary hit point per caster level, +1d4 Dexterity enhancement, +2d4 Charisma score bonus, +1 base attack bonus per three caster levels, a +4 competence bonus on all Reflex and Will saves, and proficiency with all simple weapons for the duration of the spell. The caster further

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gains two bard skills at the level possessed by the revenant in life. These two skills should be selected by the gleaner when the revenant is first drawn from the corpse with *absorb revenant*. While the spell is active, the caster cannot Turn or Rebuke undead or cast any additional spells.

Cleric: The caster gains 1d4 temporary hit points per caster level, +1 base attack bonus per three caster levels, +4 competence bonus on all Fortitude and Will saves, and proficiency with all simple weapons for the duration of the spell. While the spell is active, the caster can use *spiritstone*, *reliquary*, and *focal charms* abilities with the exception of *invoke revenant*, *avatar*, or *greater avatar*. She can Turn or Rebuke undead based on the alignment of the spirit she is channeling. She may also cast a single clerical spell from one of the domains of the spirit she is channeling; this spell must have been one that the channeled spirit was able to cast in life. If the gleaner wishes to perform any sort of action that goes against the ethos of the cleric whose spirit she is channeling, she must make a Will saving throw (DC 16); if she fails, the possessing spirit prevents her from taking the action.

Druid: The caster gains +1 temporary hit point per caster level, +1 base attack bonus per three caster levels, +4 competence bonus on all Fortitude and Will saves, and proficiency with all druidic weapons for the duration of the spell. While the spell is active, the caster can use *spiritstone*, *reliquary*, and *focal charms* abilities with the exception of *invoke revenant*, *avatar*, or *greater avatar*. For the duration of the spell, she possesses a druid's Nature Sense, Woodland Stride, and Trackless Step abilities, and she also gains a temporary understanding of the Druidic language. If the gleaner wishes to perform any sort of action that goes against the ethos of the druid whose spirit she is channeling, she must make a Will saving throw (DC 16); if she fails, the possessing spirit prevents her from taking the action. While the spell is active, the caster cannot Turn or Rebuke undead.

Fighter: The caster gains 1d6 temporary hit points per caster level, +4 natural bonus to AC, +2d4 Strength score enhancement, +2d4 Dexterity score enhancement, +1 base attack bonus per two caster levels, +5 competence bonus on all Fortitude saves, and proficiency with all simple and martial weapons for the duration of the spell. While the spell is active, the caster cannot Turn or Rebuke undead or cast any additional spells.

Monk: The caster gains 1d4 temporary hit points per caster level, +2d4 Strength score enhancement, +2d4 Dexterity score enhancement, +1 base attack bonus per three caster levels, +4 competence bonus on all saves, and +1 natural bonus to AC for every three caster levels for the duration of the spell. While the spell is active, the caster cannot Turn or Rebuke undead or cast any additional spells. The caster also temporarily gains the Improved Unarmed Combat feat and may inflict unarmed damage equal to a monk of the same level as her gleaner level.

Paladin: The caster gains 1d6 temporary hit points per caster level, +4 natural bonus to AC, +2d4 Strength score enhancement, +2d4 Dexterity score enhancement, +1 base attack bonus per two caster levels, +5 competence bonus on all Fortitude saves, and proficiency with all simple and martial weapons for the duration of the spell. While the spell is active, the caster cannot cast any additional spells. She cannot Rebuke undead, but can Turn undead. If she wishes to perform any

sort of evil or amoral action, she must make a Will saving throw (DC 20); if she fails, the possessing spirit prevents her from taking the action.

Ranger: The caster gains 1d6 temporary hit points per caster level, +4 natural bonus to AC, +2d4 Strength score enhancement, +2d4 Dexterity score enhancement, +1 base attack bonus per two caster levels, +5 competence bonus on all Fortitude saves, and proficiency with all simple and martial weapons for the duration of the spell. While the spell is active, the caster cannot Turn or Rebuke undead or cast any additional spells. The caster also temporarily gains the Track feat and ranks in Wilderness Lore equal to that possessed by the revenant in life.

Rogue: The caster gains +2 temporary hit points per caster level, +3d4 Dexterity score enhancement, +1 base attack bonus per three caster levels, a +5 competence bonus on all Reflex saves, and proficiency with all weapons normally usable by rogues for the duration of the spell. The caster further gains +1d6 Sneak Attack for every two caster levels, and two rogue skills at the level possessed by the revenant in life. These two skills should be selected by the gleaner when the revenant is first drawn from the corpse with *absorb revenant*. While the spell is active, the caster cannot Turn or Rebuke undead or cast any additional spells.

Sorcerer or Wizard: The caster gains a +5 competence bonus on all Will saves, +2d4 Intelligence score enhancement, and ranks in Spellcraft equal to those possessed by the revenant in life for the duration of the spell. While the spell is in effect, the caster may cast any gleaner spell she could normally cast and may use *spiritstone*, *reliquary*, and *focal charms* abilities except for *invoke revenant*, *avatar* or *greater avatar*. She cannot Turn or Rebuke undead.

If the GM chooses not to use the gleaner class in his game, at his discretion this could be a 7th-level sorcerer/wizard spell; however, it would still require the caster to somehow acquire an attuned *reliquary*.

Focus: An attuned *reliquary* is required to use this spell.

Activation Cost: 10 activation points.

BACKWIND

Auramancy or Evocation

Level: Brd 1, Elm 1, Sor/Wiz 3

Components: V, S, F

Casting Time: 1 action

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

Effect: Gust of wind (5 ft. wide, 5 ft. high) emanating out from you to the extreme of the range

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes

As with *create draft* you create a breeze, but *backwind* evokes a moderate wind (11 to 20 mph). It has a 50% chance of extinguishing small unprotected flames.

Focus: A tiny leather bellows.

BARREL OF WATER

Aquamancy
Level: Elm 1
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 10 gallons of water
Duration: Permanent
Saving Throw: None
Spell Resistance: No

A more powerful version of *create food and water*, this spell allows you to condense about ten gallons of water from the air into a barrel, pan, or other receptacle. The result is enough fresh water to provide for a small family for a day.

BREAKING THE SURF

Aquamancy
Level: Elm 3
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Waves part around you.
Duration: 1 minute/level
Save: Fort negates
Spell Resistance: No

You can cause large waves, both natural and magical and up to 30 ft. high, to naturally break around you and your companions. The waves will flow around you, crashing in a grand display. The waves themselves will knock down targets around you if a successful Fortitude save is not made.

BURGEONING RIVER

Aquamancy
Level: Elm 8
Components: V, S, M
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Effect: A river floods an area equaling the caster's level in square miles
Duration: 1 day/level
Saving Throw: None
Spell Resistance: No

You can cause a river of any size to flow over its banks and cause a flood. Anyone within the area of the spell will suffer as if affected by a flash flood. Make a Fortitude save vs. the spell's DC: Large or smaller creatures who fail the save are swept away by the rushing water, taking 1d6 points of subdual damage per round (1d3 on a successful Swim check); Huge creatures who fail are knocked down and face potential drowning; Gargantuan and Colossal creatures are checked, but they only drown if the waters rise above their heads. The waters rise and recede over the course of the spell's duration.

Material Component: An aquamarine stone.

CALL RAIN OR SNOW

Auramancy
Level: Elm 3
Components: V, S, M
Casting Time: 1 round
Range: Long (400 ft. + 40 ft./level)
Effect: One rainstorm
Duration: 2d4 hours
Saving Throw: None
Spell Resistance: No

You cause rain clouds to gather over a spot you designate over the course of one day. After that time, it begins to rain. The rain reduces visibility by half, giving a -4 penalty to Spot and Search checks. It extinguishes unprotected flames and has a 50% chance to extinguishing protected flames. Ranged weapon attacks and Listen checks are at a -4 penalty. The rain lasts 2d4 hours.

The season has an effect on this spell: in late fall, early spring, and winter the spell may call snow instead of rain, at the GM's discretion. Snow reduces visibility as rain, and once on the ground reduces movement by half. It has a 50% chance of extinguishing small unprotected flames.

Material Component: A piece of shale.

CALL THE SNOWSTORM

Auramancy
Level: Elm 4
Components: V, S, M
Casting Time: 1 minute
Range: 1 mile
Area: 40 ft./level radius around a point you designate
Duration: 2d4-1 hours
Saving Throw: None
Spell Resistance: No

This spell summons snow clouds to the area over the course of an hour. When the clouds have gathered, a light snowstorm begins. Visibility ranges are reduced by $\frac{3}{4}$, imposing a -8 penalty to all Spot, Search, and Listen checks. It makes ranged weapon attacks impossible, except for siege weapons, which have a -4 penalty to attack. The wind automatically extinguishes unprotected flames and has a 50% chance of extinguishing protected flames

This spell is affected by the season: in winter, early spring, and late autumn the snow will not melt and leaves up to 1d6 inches of snow afterward, which reduces movement by half. In the summer, the snow melts on contact with the ground.

Material Component: Air bottled during a snowstorm.

CHAOS WAVES

Aquamancy
Level: Elm 6
Components: V, S
Casting Time: 1 round
Range: Long (400 ft. + 40 ft./level)

Target: A lake
Duration: 1 minute/level
Saving Throw: None (see text)
Spell Resistance: Yes

You can cause waves on a lake to become violent. They will churn and froth, as if they are under the influence of a powerful thunderstorm. The waves are big enough to capsize and sink small sailing boats, row boats, and rafts. Sailors and fishermen who ply the waves must make a successful Profession (sailing) skill check against the spell's DC or risk their ship capsizing.

CIRCLE OF DREAMS

Divination
Level: Brd 5, Drm 5, Sor/Wiz 4
Casting Time: 1 action
Components: V, S, M
Range: 10 ft
Target: All willing creatures within a 10-ft. radius centered on you
Duration: Instant
Saving Throw: No (voluntary effect)
Spell Resistance: No

This spell is similar to *dreamwalking*, but it allows the caster to take allies with him into a designated dream. The caster scatters moonstone dust around in a circle. Upon casting, the spellcaster and all willing participants in the area of effect immediately fall into a deep slumber. The chance to reach the intended dream is the same as that described in *dreamwalking*.

Material Component: 500 gp worth of powdered moonstones.

CLAP OF THUNDER

Auramancy [Sonic] or Evocation [Sonic]
Level: Elm 2, Sor/Wiz 2
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: Up to 4 sq. ft./level
Duration: Instantaneous
Saving Throw: Fortitude negates (character); Will negates (object)
Spell Resistance: Yes

You cause a clap of thunder at a point you designate. The thunderclap is a sonic attack that causes deafness as per the *blindness/deafness* spell, but for 5 rounds per level.

Against objects it also works as an area attack, as per those rules for *shatter*.

CLOUDFORM

Auramancy or Universal
Level: Brd 0, Elm 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 round
Range: Line of sight
Target: One or more clouds

Duration: 5 rounds/level
Saving Throw: None
Spell Resistance: No

You can craft clouds within your line of sight into a variety of shapes, usually for the amusement of others.

COLORS SMOKE

Auramancy or Universal
Level: Brd 0, Elm 0, Sor/Wiz 0
Components: V, S, M
Casting Time: 1 action
Range: 10 ft.
Target: The smoke from a small fire
Duration: 1 hour
Saving Throw: None
Spell Resistance: No

You can change the color of smoke, and make it form vague shapes of your choosing. The smoke must be from a small fire. Like *prestidigitation*, this spell is usually used to entertain.

Material Component: A handful of colored sand. The sand is thrown into the fire during casting.

COLUMN OF FIRE

Ignamancy [Fire]
Level: Elm 6
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 5 ft.-diameter column of fire
Duration: 1 round/level
Saving Throw: Reflex negates; Fortitude halves
Spell Resistance: Yes

You cause a bonfire to erupt into a burning column of fire. The column reaches 100 feet into the air. Anyone adjacent to the fire who fails his Reflex save catches on fire.

COLUMN OF WIND

Auramancy
Level: Elm 8
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: A column of wind 100 feet high lifts one creature
Duration: 1 round/level
Saving Throw: Reflex negates; Fortitude halves
Spell Resistance: Yes

You can cause nearby winds to form a powerful updraft, lifting a target 100 feet into the air. The winds hold him aloft for the duration. If the target makes his Reflex save, he is not taken by the winds. When the duration is over, the magic suddenly fails; the target falls one hundred feet, and takes 10d6 falling damage. If he makes a Fortitude save he takes half damage.

COMET

Ignamancy [Fire] or Evocation [Fire]
Level: Elm 9, Sor/Wiz 9
Components: V, S, XP
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Area: 100-foot radius
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

You call a huge fireball from the sky to blast your enemies. The fire comes from the Elemental Plane of Fire and causes a great explosion upon impact. With the ensuing conflagration, this spell has been known to destroy entire cities. The explosion does 20d10 points of fire damage to everything within its circumference. Unfortunately, the caster of this spell must exchange a part of his personal energy for the fireball, so many ignamancers do not learn this spell, and clerics will call upon this spell only in times of great need.

XP Cost: 2,500 XP

COOL THE CONFLAGRATION

Ignamancy [Cold]
Level: Elm 6
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Cools up to a house fire
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: None

You can destroy the heat source in a huge fire up to a house fire. The effect causes the fire to burn a purplish white in color, and anyone in the fire feels it sapping their heat instead of radiating it. Such characters suffer 1d6 points of subdual cold damage per round that they are in the fire, and frostbite (treat as fatigued).

CREATE AIR

Auramancy
Level: Clr 1, Elm 1,
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Creates 2 cubic feet/level of fresh air
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell allows the auramancer to create two cubic feet of fresh air/level (or just over 59 $\frac{3}{4}$ quarts of air/level). The air is sweet, refreshing, and safe to breathe. When cast underwater, the spell creates a bubble that floats to the surface. (Note that for a Medium-sized character, a typical breath takes in $\frac{1}{2}$ quart of air, while the lungs can actually hold about 4 quarts of air; a relaxed breathing rate is around 12 breaths per minute, so this spell lets one character breathe normally in an enclosed environment for about 10 minutes per level.)

CREATE DRAFT

Auramancy or Evocation
Level: Brd 0, Elm 0, Sor/Wiz 0
Components: V, S, F
Casting Time: 1 action
Range: Personal or Touch
Target: You or one creature
Duration: 5 min./level
Saving Throw: None
Spell Resistance: Yes

This spell creates a light breeze (0 to 10 mph), similar to that produced by *gust of wind* but much less strong and of longer duration. The wind feels cool to the touch and may cause chills to run up and down one's spine; it has little or no game effect. *Create draft* is often used at parties or when one wants to feel cool.

Focus: A tiny leather bellows.

DISCERN AIR

Auramancy or Divination
Level: Clr 0, Drd 0, Elm 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Locates contaminants in the air (see text)
Duration: Instantaneous
Saving Throw: None (harmless)
Spell Resistance: No

This spell allows you to sense with a whiff if the air in a room is safe to breathe or not. With a successful Wisdom check (DC 20), you can determine the exact type of contaminant that is in the air, and where it is most concentrated (usually the source). If you have the Track feat, this spell adds a +2 to one Wilderness Lore check for that purpose.

DISPEL POWERFUL STORM

Auramancy
Level: Elm 7
Components: V, S, F
Casting Time: 1 minute
Range: Line of sight
Effect: Clears weather phenomena (see text)
Duration: Concentration, 1d4 minutes
Saving Throw: Will negates
Spell Resistance: No

As *dispel storm*, but you can clear or dissipate powerful storms up to the force of a blizzard or tornado.

Focus: A fan of exceptional quality.

DISPEL STORM

Auramancy
Level: Elm 5
Components: V, S, F
Casting Time: 1 minute

Range: Line of sight
Effect: Clears weather phenomena (see text)
Duration: Concentration, 1d4 minutes
Saving Throw: Will negates
Spell Resistance: No

You can clear the sky within your line of vision of meteorological activity up to the strength of a thunderstorm, snowstorm, or windstorm with this spell, making such activity move on. This spell can clear a weather phenomenon that is natural or magical. The weather takes a few minutes to clear, and during that time you must concentrate on it. This spell only affects meteorological activity in progress at the moment of casting. Magical weather must make a Will save in order to successfully resist the spell.

Focus: A fan of exceptional quality.

Douse

Aquamancy or Ignamancy
Level: Elm 0
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: The air around a small flame
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell allows you to put out small candles and small fires. In both versions, you douse the heat that generates the fire. Aquamancers condense water out of the air around the flame, causing the candle to snuff out. Ignamancers actually leech out the heat energy of the fire.

Dream Mastery

Enchantment (Compulsion) [Mind-Altering]
Level: Brd 6, Drm 9, Sor/Wiz 6
Casting Time: 1 action
Components: V, S, M
Range: Personal
Target: You
Duration: Special (see text)

This spell strengthens the mind of the caster and gives him a greater ability to control dreams that he inhabits as a lucid dreamer. For the duration of this spell, the spellcaster receives a bonus of ten ranks to his Lucid Dreaming skill and an additional fifty dream points (this already includes the bonus from the extra ranks of Lucid Dreaming).

The effects of this ritual last for eight hours or until the caster has had at least six hours of restful sleep, whichever comes first.

Material Components: 500 gp worth of powdered moonstones and a *potion of wisdom*. Both are consumed during the casting of the spell, and the spell effects negate the effects of the potion.

Dreamwalking

Divination
Level: Brd 4, Drm 3, Sor/Wiz 3
Casting Time: 1 action
Components: V, S, M
Range: Personal
Target: You
Duration: Instant

This ritual allows the caster to enter the dreams of another being. When the caster performs this spell, he immediately falls into a deep sleep, and his mind begins to dream. If he has not specified a target, he will enter the dreams of a random nearby sleeping creature. However, the caster can attempt to enter the dreams of a specific individual by making a Lucid Dreaming skill check. Like *srying*, the caster's ability to reach his target depends both on his knowledge of his intended target and the physical connection he has with the target, as shown below:

Knowledge	DC
None	20
Secondhand (you have heard of the subject)	15
Firsthand (you have met the subject)	10
Familiar (you know the subject well)	5

Connection	Lucid Dreaming Check Bonus
Likeness or picture	+5
Possession or garment	+8
Lock of hair, nail clippings, etc.	+10

If the caster fails the roll by between one and five points, he ends up on the fringes of his target's dreams and will have to work his way in. Think about the nature of the target, and then blend his dreams with those of another individual. Perhaps the dreams of the great sage who was the target share a border with the bloody nightmares of an orcish chieftain; the caster will have to fight his way into the sage's dream realm! If the caster misses the skill check by over five points, the ritual fails completely and he wakes up.

Material Components: 50 gp worth of powdered moonstones.

Drought

Aquamancy
Level: Elm 7
Components: V, S
Casting Time: 1 hour
Range: A 10-mile radius
Effect: Prevents rain from falling in the range of the spell
Duration: 1 day/level (D)
Saving Throw: None
Spell Resistance: No

This spell prevents rain (or snow in winter) from falling; rain clouds still form, and the effects of cold and wind are still a danger, but no precipitation falls. The result is a drought for the duration of the spell. Humans who depend on rain for a water supply may suffer dehydration before the rains return.

Dry Breath

Aquamancy

Level: Elm 1

Components: V, S

Casting Time: 1 action

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

Area: A cone with a radius of 5 feet

Duration: Instantaneous

Saving throw: Fortitude negates

Spell Resistance: Yes

You can dry up 5 gallons of water per level with your breath. This includes magical water and magical creatures made of water, if they fail a Fortitude save. Magical water creatures that fail their save take 1d4 damage per level of the spell. A successful use of this spell against a water creature requires a ranged attack.

Earth Shards

Terramancy or Transmutation

Level: Elm 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: A cone that extends 10 ft./level

Target: 5 creatures in a 15-degree arc

Duration: Instantaneous

Saving Throw: Reflex halves damage

Spell Resistance: No

The caster shoots forth a spray of obsidian shards from his hand towards his target, causing 1d4 + 1d4 per level piercing damage (to a maximum of 12d4 damage).

Earth's Teeth

Terramancy

Level: Drd 7, Elm 7

Components: V, S, M

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Effect: Causes marble columns to rise from the earth

Duration: 1 day/level

Saving Throw: Reflex negates

Spell Resistance: No

This spell causes 2d6 great marble columns to instantly rise from the ground. The columns are very slim cones, resembling human canine teeth or menhirs. Anyone standing over the spot where a column erupts is impaled on the column, suffering 3d10 points of piercing damage, and then another 2d6 points of impact damage if he falls the twenty feet to the ground. The menhirs can be arranged in a circle, a row, or two rows according to the caster's desires. The columns rise to a height of 20 feet, and after the duration they are sucked back down into the earth.

Material Component: A small cone crafted out of marble.

Elemental Stride

Common Elementalist Spell [Teleportation]

Level: Elm 4

Components: V, S, F

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level or until expended (see text)

You gain the ability to enter fires, fog banks, lakes, or boulders and move to other fires, fog banks, lakes, or boulders (or similar element-related phenomena and objects, at the GM's discretion), as a druid or ranger using the *tree stride* spell does trees. Each elementalalist can only enter the medium of his attuned element, and the medium must be of his size increment or larger (bonfires, house fires, or other fires 4 ft. to 8 ft. or larger in dimension for Medium-sized characters, for example). By moving into the medium, you instantly know the location of all other suitable destinations within range, may choose to step back out of the medium you moved into. You may choose to pass to any suitable medium within range shown in the following table:

Elemental Medium	Range of Transport
Colossal	3,000 feet
Gargantuan	2,000 feet
Large or Huge	1,500 feet
Small* or Medium	1,000 feet
Fine,* Diminutive* or Tiny*	500 feet

* It is only possible to stride through this size of medium if you are the same size increment or smaller.

You may move into a medium up to one time per level. The spell lasts until the duration is expended or you exit a medium. Each transport is a full-round action.

You can remain within a medium without transporting, though you are forced out when the spell ends. If the medium in which you are concealed is destroyed, you are slain if you do not exit before the process is complete.

Focus: An element-related phenomena or object

Enforced Return

Necromancy

Level: Gln 1, Necromancer 2, (Sor/Wiz 6)

Casting Time: 1 minute

Components: V, S

Range: Touch

Target: One dead creature

Duration: Instantaneous

Saving Throw: Special (see text)

Spell Resistance: No

It is a well known fact that the dead cannot be restored to life if the spirit does not wish to return to the body. However, this rule can be broken by one who has spent her life binding spirits to her will. A gleaner does not possess the power to return the dead to life. But working in conjunction with one who can — a cleric with knowledge of *raise dead*, for example — the

gleaner can force an unwilling spirit to return to the flesh. The ritual takes a full minute to perform, and at the end of this period the gleaner and the target should make an opposed check, both using their Will saving throws. If the gleaner's result is greater than that of the target, another character may immediately use *raise dead*, *resurrect*, or *reincarnate* to return the target to life, regardless of his wishes. If the target's save is greater than that of the gleaner, the gleaner immediately takes 2d4 points of damage and the spell fails.

At the GM's discretion, this spell could also be available as a 6th-level sorcerer/wizard spell.

Essential Air

Auramancy

Level: Elm 9

Components: V, S, XP

Casting Time: 1 minute

Range: 1 ft. + 1 ft./level

Effect: Conjures 1 cubic inch of *essential air*

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You can conjure the distilled essence of air from the Elemental Plane of Air. The *essential air* that is conjured is magical in nature and cannot be dispelled, except by placing it in the presence of *essential earth*.

If poured over an item or inhaled by a person, *essential air* imparts liteness and lightness, permanently reducing its weight to 0; this means the person or object floats weightlessly but has no control over direction or speed (this is an extraordinary ability, and creatures can activate it at will). Creatures also gain a +5 inherent Dexterity score bonus. This is a permanent effect, and 1 cubic inch is enough to treat a Medium-sized character completely.

XP Cost: 1,000 XP

Essential Earth

Terramancy

Level: Elm 9

Components: V, S, XP

Casting Time: 1 minute

Range: 1 ft. + 1 ft./level

Effect: Conjures 1 cubic inch of *essential earth*

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You can summon the elemental essence of earth from the Elemental Plane of Earth with this spell. The *essential earth* that is conjured is magical in nature and cannot be dispelled, except by placing it in the presence of *essential air*.

If the *essential earth* is rubbed onto an object or person, that object or person becomes magically toughened. An object so treated gains a bonus to its Hardness of +10, and a person gains an inherent +5 Constitution score bonus and can *meld into stone* at will as a spell-like ability. This is a permanent effect,

and 1 cubic inch is enough to cover a Medium-sized character completely.

XP Cost: 1,000 XP

Essential Flame

Ignamancy

Level: Elm 9

Components: V, S, XP

Casting Time: 1 day

Range: 1 ft. + 1 ft./level

Effect: Conjures 1 cubic inch of *essential flame*

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell conjures *essential flame* from the Elemental Plane of Fire. The *essential flame* that is conjured is magical in nature and cannot be dispelled, except by placing it in the presence of *essential water*.

Anyone or anything touching the flame is instantly covered with a glowing warmth. Objects so treated gain the *flaming* melee weapon special ability, which is always activated. Characters gain a +5 inherent Charisma score bonus and the Body Flames supernatural ability of a balor at will. This is a permanent effect, though it diminishes the *essential flame* upon application. 1 cubic inch is enough to treat a Medium-sized character completely.

XP Cost: 1,000 XP

Essential Water

Aquamancy

Level: Elm 9

Components: V, S, XP

Casting Time: 1 day

Range: 1 ft. + 1 ft./level

Effect: Conjures 1 cubic inch of *essential water*

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell allows you to summon the very essence of water from the Elemental Plane of Water. The *essential water* that is conjured is magical in nature and cannot be dispelled, except by placing it in the presence of *essential fire*.

If poured over an item, *essential water* makes it permanently *waterproof* as per the spell. Creatures who imbibe it gain a +5 inherent Strength score bonus and can take Aqueous Form as an extraordinary ability, activated at will. This is a permanent effect, and 1 cubic inch is enough to treat a Medium-sized character completely.

Aqueous Form allows the character and his belongings to melt into a body of water that he touches, becoming water as well. He is still sentient in his water form; the water that makes up his body is attracted to itself and is capable of independent thought and movement, though it cannot be injured by poison or critical hits any more than mundane water can (he also gains

Appendix Two: GRIMOIRE

Damage Reduction 20/+1 in water form). The character can maintain this form as long as he wishes while submerged in water; as he emerges from the water, he regains his solid form. Aqueous Form is as the description of the spell *gaseous form*, with certain modifications; for instance, rather than flying, the character is able to swim (speed 10 ft., maneuverability perfect), though he is subject to currents. He is not able to cast spells or use special abilities while in this form.

XP Cost: 1,000 XP

FIRE Speech

Ignamancy

Level: Elm 5, Drd 6

Components: V, S, F/DF

Casting Time: 1 day

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: 1 minute/level

You gain the ability to speak with fires, which then relate to you who or what they have seen in the area. The fire will relate complete descriptions if someone promises to feed it (fire, by necessity, is selfish). Note that a fire's perspective, perception, and knowledge may prevent it from providing certain details you are looking for (as determined by the GM). You can speak with any fire, natural or magical.

Focus: Any fire

FIRE Walk

Ignamancy

Level: Elm 3, Clr 3, Rgr 3

Components: V, S, DF

Casting Time: 1 day

Casting Time: 1 action

Range: Touch

Target: Creature (Gargantuan or smaller) touched

Duration: 1 round/level or until subject stops moving

Saving Throw: None

Spell Resistance: Yes (harmless)

The creature affected can walk through fire or over coals with no damage from the flames or smoke, and the subject's clothes, hair, and equipment are also safe from catching on fire. The effect ends when the subject stops moving.

You can cast *fire walk* on a specially trained mount so it can be ridden through flames. You train a mount to *fire walk* with the Handle Animal skill (*fire walking* counts as an unusual task).

FLOAT

Aquamancy

Level: Elm 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 creature or object

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

You can use this spell to cause creatures of Large size or smaller, mundane objects, or magical items to float in water. If a Will save is made, the object sinks down to the bottom of the lake, or the creature gets to tread water. This is a common spell to cast on weapons using *permanency*.

Material Component: A body of water for the target to float in

FURY OF THE TORNADO

Auramancy or Evocation

Level: Brd 6, Elm 6, Sor/Wiz 6

Components: V, S, F

Casting Time: 10 minutes

Range: Unlimited

Effect: Funnel cloud emanating from a location within your line of sight

Duration: Concentration, up to 1 round/level (D)

Saving Throw: Fortitude halves

Spell Resistance: Yes

As *gust of wind* but more powerful. You quicken a small breeze to tornado force (175 to 300 mph), making it strong enough to uproot trees and cause significant damage to structures. Characters must make a Fortitude save DC 30; on a failure, Large and smaller creatures are blown away, Huge creatures are knocked down, and Gargantuan and Colossal creatures are checked. Those who come into contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round before being violently expelled (1d6 points of damage per 10 feet for falling damage may apply, to a maximum of 20d6). Ranged attacks and siege weapon attacks are impossible. All flames are extinguished. Listen checks are impossible. The funnel moves forward at 30 mph, and may change direction randomly.

Focus: A tiny leather bellows.

GALE'S BREATH

Auramancy or Evocation

Level: Brd 2, Elm 2, Sor/Wiz 2

Components: V, S, F

Casting Time: 1 action

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

Effect: 10 ft. by 10 ft. gust of wind emanating from you to the extreme of the range

Duration: 1 round

Saving Throw: Fortitude negates

Spell Resistance: Yes

As *gust of wind*, but you augment an already-existing wind to strong speeds (21 to 30 mph) that then blows before you. Creatures must make a Fortitude save DC 10. On a failure, creatures of Tiny or smaller size are knocked down, while Small and larger creatures are unaffected. Ranged attacks and Listen checks suffer a -2 penalty. Unprotected flames are extinguished.

Focus: A tiny leather bellows.

GEYSER

Aquamancy or Terramancy

Level: Elm 8**Components:** V, S, M, F**Casting Time:** 1 round (D)**Range:** Medium (100 ft. + 10 ft./level)**Target:** One target, or location of your choice**Duration:** Permanent**Saving Throw:** Reflex halves**Spell Resistance:** Yes

You can cause a geyser to open up in the ground under a subject or at any point you desire. The hot water is scalding hot, and deals 10d6 points of damage to your foe. Targets who make a Reflex save may take only half that damage. Since the spell is permanent, the geyser will erupt at regular times at the GM's discretion.

Material Components: a bit of earth, some water from a hot spring, and a pint of umber hulk blood.

Focus: A stone from a geyser's cone.

GLOBE OF WATER

Aquamancy

Level: Elm 2**Components:** V, S**Casting Time:** 1 action**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** 1 creature**Duration:** Instantaneous (see text)**Saving Throw:** Reflex negates**Spell Resistance:** No

You cause the water in the air to instantaneously condense into a one-gallon globe of water over your opponent's head. You can hold it there for up to 1 round per level, after which time or at your command it will drop over your opponent, drenching him. A fire elemental or other creature with the Fire subtype takes 2d4 points of damage per caster's level.

GREATER AVATAR

Necromancy

Level: Gln (Foc) 5**Casting Time:** 1 action**Components:** V, S, F, A**Range:** Personal**Target:** You**Duration:** 1 minute/level

The effects of this spell are identical to those of *Avatar*, with two exceptions: the duration of the spell is considerably longer, and the caster only needs to make a Will save versus a DC of 20 to recover specific memories from the possessing spirit. However, there is one drawback; if the caster wishes to cancel the spell, he must make a Will save versus a DC of 25, as the unbound spirit is considerably more powerful than one kept in a *reliquary*.

Focus: An attuned *focal charm* is required to use this spell

Activation Cost: 15 activation points

Hydrokinesis I

Aquamancy

Level: Elm 1**Components:** V, S**Casting Time:** 1 action**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** 20 gallons of water**Duration:** Concentration, 1 round/level or instantaneous**Saving Throw:** Will negates (object); Fortitude prevents knock down (see text)**Spell Resistance:** Yes (object) (see text)

You can control up to 20 gallons of water (the amount in 2 standard fish tanks), moving it in any direction to the extent of the spell's range, for a duration of 1 round per level. Or you can instantaneously hurl it at a single foe (after which the spell ends), using an attack roll (your base attack bonus + Intelligence modifier) to hit for 1d4 points of impact damage; the target must also make a Fortitude save on a successful attack roll to keep from being knocked down. Other than during this kind of impact attack, the water manipulated by hydrokinesis has the consistency of normal water ... creatures can pass through it with no damage other than getting a little wet. A creature made of water can be affected by this spell, providing it is of a size that is within the caster's target limits, but it is allowed a Will save to negate the effect. The spell will end if the distance between you and the water ever exceeds the spell's range.

Note: Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 lbs.

Hydrokinesis II

Aquamancy

Level: Elm 3**Components:** V, S**Casting Time:** 1 action**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** 200 gallons of water**Duration:** Concentration, 5 rounds/level or instantaneous**Saving Throw:** Will negates (object); Fortitude prevents knock down (see text)**Spell Resistance:** Yes (object) (see text)

As *hydrokinesis I*, except that you control up to 200 gallons of water (the amount in a small hot tub), and can do up to 3d6 points of impact damage per foe by hurling it at foes in a spot 10 feet in diameter (the player has the option of using less water for the attack, and so can specify any die amount of damage up to the maximum given here). Also, you can now move it for 5 rounds per level.

Hydrokinesis III

Aquamancy

Level: Elm 5**Components:** V, S**Casting Time:** 1 action

Appendix Two: GRIMOIRE

Range: Medium (100 ft. + 10 ft./level)
Target: 2000 gallons of water
Duration: Concentration, 1 minute/level
Saving Throw: Will negates (object); Fortitude prevents knock down (see text)
Spell Resistance: Yes (object) (see text)

As *hydrokinesis II*, except that you control up to 2000 gallons of water (the size of a wading pool), and can do 4d10 damage per foe by hurling it at foes in a spot 20 feet in diameter. You can also move water for 1 minute per level, and using the spell to make an attack no longer ends the spell. You can move it for 1 minute per level.

Hydrokinesis IV

Aquamancy
Level: Elm 7
Components: V, S
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Target: A small lake
Duration: Concentration, 1 hour/level
Saving Throw: Will negates (object) (see text)
Spell Resistance: Yes (object) (see text)

As *hydrokinesis III*, except that you control up to a small lake full of water, and can do 8d10 damage per foe by hurling it at foes in a spot 40 feet in diameter; targets hit by this attack are automatically knocked down, with no Fortitude save allowed at this level. You can control individual droplets in a rainstorm, causing driving rains to strike your enemies, and you have the power to control the form the water takes, changing rain to snow or hail, or freezing part of a lake solid to create a wall of ice; you can move clouds and fog, snow and rivers, for 1 hour per level.

Hydrokinesis V

Aquamancy
Level: Elm 9
Components: V, S
Casting Time: 1 action
Range: Line of sight
Target: An unlimited amount of water
Duration: Concentration
Saving Throw: None
Spell Resistance: No

As *hydrokinesis IV*, except you can control as much water as you can see at one time. Creatures made of water are no longer allowed Will saves. Attacking with the full force of this spell causes damage equivalent to flash floods and hurricanes or stronger. You can control the water for as long as you concentrate on it.

Ice Daggers

Auramancy, Aquamancy, or Transmutation
Level: Elm 4, Sor/Wiz 4
Components: V, S
Casting Time: 1 action

Range: A cone that extends 10 ft./level
Targets: 5 creatures in a 15-degree arc
Duration: Instantaneous
Saving Throw: Reflex halves damage
Spell Resistance: No

This spell has the same effects, whether powered by air or water. That is, the water from the air is spontaneously frozen and the caster shoots forth shards of ice toward his target that are as sharp as daggers. The shards cause 1d4 + 1d4 per level of piercing damage to the target in question (to a maximum of 12d4 damage).

Ice Flames

Ignamancy [Cold] or Transmutation [Cold]
Level:Clr 5, Sor/Wiz 6, Elm 5
Components: S, V
Casting Time: 1 action
Range: 10 ft./level
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell transforms the flames of any size fire (up to a large bonfire) into startling formations of yellowish orange ice. The result is very cold to the touch. When the duration elapses, the ice melts and the fire resumes. This spell can be cast at fire elementals and creatures with the Fire subtype. The creature must make a Will save or be flash frozen and immobilized as it is transformed into ice.

Imago

Illusion (Shadow)
Level: Brd/Hrd 5
Components: V, S, M, XP
Casting Time: 12 hours
Range: Touch
Effect: One imaginary character
Duration: 1 week/level
Saving Throw: None
Spell Resistance: No

The grand ritual *imago* brings a hero from myth and legend to semi-life. During the casting of this spell, the bard creates a frame cut from living wood and fills it with mud, moss, and earthworms; elemental shadow animates the frame and completes the illusion. The resultant creature is a character of the caster's design of 12th level or lower. The character can be of any race, including monsters using the monsters as races rules variant, if the GM permits. The GM is the final arbiter of what kinds of characters are allowed.

The imago has only 51 to 60 percent (50% + 1d10%) of the hit points of a non-illusory character of the same level. Likewise, any spells or spell-like abilities are only three-fifths (60%) as effective as spells cast by a "real" magic user.

At all times the imago remains under the caster's absolute command. No special telepathic link exists, so command must be exercised in some other manner. The imago has no ability to become more powerful. It cannot increase its level or abili-

ties. If destroyed, it reverts to inert wood and muck. A complex process requiring at least 1 day, 100 gp per hit point, and a fully equipped magical laboratory can repair damage to the imago.

Material Components: In addition to the frame and earth, the imago must be fed a manuscript worth at least 100 gp and containing an epic poem about the hero the imago emulates. Players are strongly encouraged to create their own legend.

XP Cost: 100 XP per level of the imago.

Improved Control Weather

Auramancy or Transmutation
Level: Clr 9, Drd 9, Ele 8, Sor/Wiz 9
Components: V, S
Casting Time: 1 minute (see text)
Range: 10 miles
Area: 10-mile radius circle, centered on you (see text)
Duration: 1d3 days (D)
Saving Throw: None
Spell Resistance: No

This spell is as *control weather*, but it works much more quickly and gives the caster control over the weather phenomena. It takes 1 minute to cast the spell and another minute for the effects to manifest, as per the season chart for control weather. You control the direction and intensity of the wind, as well as where lightning strikes and the exact path of a tornado. When you select a certain weather condition to occur, the weather assumes that condition 1 minute later. Contradictory conditions are not possible simultaneously, though.

Improved Pyrokinesis

Ignamancy [Fire]
Level: Elm 9
Components: V, S
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Area: One fire source (see text)
Duration: Concentration, up to 5 minutes/level
Saving Throw: see text
Spell Resistance: No

As in *pyrokinesis*, you can use this spell to control the intensity or movements of one fire source, but now of any size and whether it is of natural or magical origins. Uses not listed in *pyrokinesis* are allowable at the GM's discretion.

Improved Weather Prediction

Auramancy or Divination
Level: Drd 5, Elm 5, Sor/Wiz 5
Components: S, V
Casting Time: 1 round
Range: Personal
Effect: Predicts the local weather for the next week
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

As *weather prediction*, but you gain a good general impression of what the weather will be like for the next week. The spell gives the same details as the lesser *weather prediction*. The spell has an accuracy of 90%.

Intense Air

Auramancy
Level: Elm 2
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Doubles a fog bank's size
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

This spell allows you to increase the size of a fog bank to twice its previous volume.

Material Component: A violet amethyst.

Invoke Revenant

Necromancy
Level: Gln (Spr) 0
Casting Time: 1 action
Components: V, S, A
Range: Personal
Target: You
Duration: 1 round/level

This spell allows a gleaner to temporarily draw on the knowledge of one of the spiritual fragments trapped in her *spirit-stone*. When a revenant is initially absorbed, the gleaner should pick one of the skills that the spirit possessed while alive and make a note of it. Casting this spell temporarily provides the gleaner with skill ranks equal to those possessed by the original spirit, with the following limitations: the gleaner cannot gain more than one rank for every gleaner level that she possesses, with a bonus equal to her Intelligence modifier. If the gleaner already possesses the skill use whichever value is higher, the gleaner's original value or the value provided by the spell; the two do not stack.

In addition to the skill bonus, the caster may make a Will save (DC 25) to try to draw on the memories of the spirit that is sharing her body. This requires intense concentration; attempting to recover a specific memory requires a full action.

A person can only share her mind with one spirit at a time. If the caster uses *avatar*, *major avatar*, or if she casts a second *invoke revenant* spell, the effects of this spell are immediately cancelled.

Activation Cost: 2 activation points

Ire of the Windstorm

Auramancy or Evocation
Level: Brd 4, Elm 4, Sor/Wiz 4
Components: V, S, F

Appendix Two: GRIMOIRE

Casting Time: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Effect: 20 ft. by 20 ft. gust emanating from you to the extreme of the range
Duration: Concentration, up to 1 round/level (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

As *gust of wind*, but you augment an already-existing wind to windstorm speeds (51 to 74 mph) that then blows before you. Creatures must make a Fortitude save DC 18. On a failure, creatures of Small or smaller size are blown away, Medium-sized creatures are knocked down, Large or Huge creatures are checked, and Gargantuan or Colossal creatures are unaffected. Ranged attacks are impossible and siege weapons suffer a –4 penalty to attack. Unprotected flames are extinguished and protected flames have a 75% chance of blowing out. Listen checks are at –8.

Focus: A tiny leather bellows.

LAKE OF FLOATING ICE

Aquamancy
Level: Elm 7
Components: V, S, M
Casting Time: 1 minute
Range: Long (400 ft. + 40 ft./level)
Target: A small lake
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

You can create a navigational hazard on large lakes, seas, or oceans with this spell. The spell causes large areas of water to freeze, creating jagged pieces of ice. The ice juts out of the body of water, and can cause damage to any sailing vessel upon it. Sailors must make a Profession (sailing) check against this spell's DC each time they encounter one of these small icebergs, or the ice will scrape against the boat's hull, each one causing 4d6 damage to the boat. The spell creates 1d10 chunks of ice, located anywhere the caster desires within the range of the spell.

Material Component: A hailstone the size of a golf ball.

Landslide

Terramancy
Level: Elm 7
Components: V, S, M
Casting Time: 1 round
Range: Long (400 ft. + 40 ft./level)
Effect: Causes a landslide to the extent of the range, with a 30-ft. bury zone and a 10-ft. slide zone on either side of that area
Duration: Instantaneous
Saving Throw: Reflex halves or negates (see text)
Spell Resistance: No

You cause a landslide either by making loose rocks flow down a slope, or by collapsing a cliff of your choice. This spell can also be cast on a slope saturated with water, causing a slow but

powerful landslide. Every character in the bury zone, which is the direct path of debris, takes 8d6 points of damage, or half that amount if they make a successful Reflex save. All characters in the bury zone are pinned.

Characters in the slide zone sustain 3d6 points of damage, or no damage if they make successful Reflex saves. Those who fail their saves are pinned.

Pinned characters take 1d6 points of subdual damage per minute while pinned. If a pinned character falls unconscious, he or she must make a Constitution check (DC 15) or take 1d6 points of normal damage each minute thereafter until freed or dead.

Material Component: A piece of clay, which is crushed in your hand during casting.

LAVA BURST

Terramancy [Fire] or Conjuraction [Fire]
Level: Elm 6, Sor/Wiz 6
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/level, no two of which can be more than 30 ft. apart
Duration: 1 round/level
Saving Throw: Reflex for partial damage
Spell Resistance: Yes

You can cause a small eruption of lava under your foes. Each is immersed in hot, scalding lava that deals 20d6 points of damage per round of exposure. Those who make their Reflex save take 2d6 points of damage per round from being splashed with the molten rock. Damage from lava continues for 1d3 rounds after exposure ceases at the end of the spell's duration, but this additional damage is only half of that dealt during actual contact (1d6 or 5d6 damage per round).

An immunity to heat or fire serves as immunity to the lava. However, such creatures might still drown if completely immersed in lava. The lava will cool into rock naturally and might pin or encase certain foes.

MAJOR REVENANT MANIFESTATION

Necromancy
Level: Gln (Foc) 5
Casting Time: 1 action
Components: V, S, F, A, XP
Range: Special (see text)
Target: Special (see text)
Duration: Special (see text)
Saving Throw: Special (see text)
Spell Resistance: Yes

Through care and devotion, a gleaner can raise the power of a spiritual revenant until the soul ember is well on its way to becoming a demigod. With this ritual, the caster invokes the power of the unbound spirit and asks it to intercede on the Material Plane.

OCCULT LORE

As with the other *revenant manifestation* spells, the gleaner must choose a path for the spirit to follow from amongst the clerical domains. Domain selection must be approved by the GM.

When this spell is invoked, it can have one of the following effects:

- Duplicate any spell of up to 8th level within the specified clerical domain. The saving throw, range, target, and duration of the spell are all based on the nature of the spell that is selected.
- Create any effect whose power level is in line with the above effects and that fits within the general theme of the spirit's clerical domain.

For the purposes of creating new effects, consider this spell to be a weaker version of the spell *miracle*, and judge the request accordingly. The spirit is not a god, and does not have the power of one (yet); the request should have a greater chance of being granted if it is closely in line with the spirit's specified path. Using the spell in this way costs the caster 3,000 XP. This experience is directly sacrificed to the spirit, and if the spell is used too frequently, the GM may decide that the spirit has grown in power and can no longer be influenced by this spell, or that it demands additional experience in exchange for its services.

Focus: An attuned *focal charm* is required to use this spell

Activation Cost: 15 activation points

XP Cost: 3,000 XP

Make the Gemstone

Terramancy or Transmutation

Level: Elm 7, Sor/Wiz 8

Components: S, M, XP

Casting Time: 10 minutes

Range: Touch

Target: Base object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You can cause your base material components to become a certain gemstone. Any gemstone may be made from any suitable mineral material, except a diamond, which requires a more advanced process known only to Alchemy. Strange and wondrous gems have been created through this spell. For example, Ghatri the terramancer created a fluorescent, many-colored quartz from several sands.

Material Component: Sand, dirt, or other mineral substance as base material

XP Cost: 200 XP per 50 gp value of the gemstone created

Minor Revenant Manifestation

Necromancy

Level: Gln (Rel) 1

Casting Time: 1 action

Components: V, S, F, A

Range: Special (see text)

Target: Special (see text)

Duration: Special (see text)

Saving Throw: Special (see text)

Spell Resistance: Special (see text)

Some say that the gods were once simple spirits, but have gained supreme power through time and worship. When a gleaner teaches this spell to a *reliquary* spirit, he is starting it down the path to divinity.

When the spirit is originally dedicated to this spell, the gleaner needs to select a path for the spirit to follow. This can be any existing clerical domain, or the GM and gleaner can work out a new domain for the fledgling spirit to pursue. This indicates the basic nature of the spirit and the ways in which it can affect the world. The domain selection must be approved by the GM; it should be in line with the original nature and personality the revenant possessed in life. The spirit of a barbarian would be well-suited to the Strength or War domains, for example, but Knowledge would be an inappropriate choice.

When this spell is invoked, it can duplicate any spell of up to 3rd level within the *reliquary* revenant's specified clerical domain. The saving throw, range, target, and duration of the spell are all based on the nature of the spell that is selected.

Focus: An attuned *reliquary* is required to use this spell

Activation Cost: 1 activation point

New Land

Terramancy

Level: Elm 9

Components: V, S, XP

Casting Time: 1 hour

Range: Long (400 ft. + 40 ft./level)

Area: 5 square miles of land can be created

Duration: Permanent

Saving Throw: None

Spell Resistance: No

The opposite of *new sea*, this spell makes a small area of the sea floor to rise up and become land. This change causes violent waves that can overturn boats whose captains do not make a successful Profession (sailor) check (DC 20).

XP Cost: 5,000 XP

New Sea

Aquamancy

Level: Elm 9

Components: V, S, XP

Casting Time: 1 hour

Range: Long (400 ft. + 40 ft./level)

Area: 5 square miles of sea can be created.

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Appendix Two: GRIMOIRE

The opposite of *new land*, this spell allows you to make land sink low enough to allow water to flood it and create a new shallow sea. Such an act causes a massive flash flood. This flood forces creatures in its path to make a Fortitude save (DC 15). Large or smaller creatures are swept away by the flood, taking 1d6 points of subdual damage per round (1d3 points on a successful swim check). Huge creatures are knocked down and face potential drowning.

XP Cost: 5,000 XP

NOCTURNAL STABILITY

Enchantment (Compulsion) [Mind-Altering]

Level: Drm 7, Sor/Wiz 5

Casting Time: 1 action

Components: V, S

Range: Personal/Special

Target: You

Duration: Special (see text)

This ritual empowers the mind of the caster to provide stability to a dream that he inhabits. The caster can simply use this to protect his own dreams from those who might wish to enter them; or, if he uses *dreamwalking* or other means to enter the dreams of another character, these effects will affect the dream he currently inhabits when he casts the spell.

- The caster or the host of the dream the caster inhabits is protected from the spell *nightmare*.
- The DC for others using *dreamwalking* to enter the caster's dreams or the dream he inhabits is increased by 15.
- The usual random flow of dream reality is halted; the setting of the caster's dream or the dream he inhabits will not shift despite uses of Lucid Dreaming skill.
- Any attempt to use Lucid Dreaming to modify or mimic things in the caster's own dream or the dream he inhabits will suffer a –10 penalty to the skill check.

The effects of this ritual last for eight hours, or until the caster has had at least six hours of restful sleep, whichever comes first.

OIL RAIN

Auramancy

Level: Elm 7

Components: V, S, M

Casting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Area: 50-foot radius centered a point you designate

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell requires a rainstorm to be in progress at the point that you designate. In the area around the point you designate, the rain becomes fine droplets of flammable oil. The result is that everything on the ground is covered in this oil. Slipperiness becomes an issue, as anyone who does not make Balance a check (DC 15) (once each minute over long dis-

tances) will slip and fall to the ground. Also, plants are unable to photosynthesize food while they are covered in the oil, and birds are unable to fly. If the oil is ignited somehow, everyone in the area of effect must roll Reflex (DC 15) every round to avoid catching on fire.

Material Component: A handful of lard.

ONEIRIC BOLT

Enchantment (Compulsion) [Mind-Altering]

Level: Drm 4, Onr 3

Casting Time: 1 action

Components: V, S

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

Effect: Ray

Duration: Instantaneous

Saving Throw: Will halves

Spell Resistance: Yes

This is a mental weapon that is only available to characters who specialize in the study of dreams — oneiromancers or clerics who have the Dreams domain. It allows the caster to damage lucid dreamers and the creatures that are figments or manifestations of dreams, but it also can be used to strike a dreamer's self-image to traumatize his physical body. There are three different variations of the *oneiric bolt* spell; when the caster is memorizing the spell, he must specify which one he is choosing. In all cases, the initial damage is halved if the target makes a Will saving throw.

Ego Bolt: Inflicts 1d6 points of damage for each rank of Lucid Dreaming skill possessed by the caster. If the target is an ego manifestation (see page 126), the save against this damage is made at –4.

If a character adventuring in dreams or the self-image of a dream host is destroyed by this damage, the physical body of the victim takes another 1d6 points of subdual damage for each rank of Lucid Dreaming that the caster has, in addition to any other damage suffered as a result of death in dreams. A second Will saving throw halves this damage.

Id Bolt: Inflicts 1d8 points of damage for each rank of Lucid Dreaming skill possessed by the caster. In addition, if the target fails the saving throw, he must immediately attack the caster and continue to do so for 1d4 rounds. If the target is an id manifestation, the save against these effects is made at –4; if the target is a superego manifestation, the spell has no effect.

If a character adventuring in dreams or the self-image of a dream host is destroyed by this damage, the victim is overwhelmed by primal urges. Upon waking, he will find that he cannot cast any spells or use any Wisdom- or Intelligence-based skills for a period of time equal to 15 minutes for every rank of Lucid Dreaming possessed by the caster; during this time he will also find it difficult to resist his desires for food, sex, or other creature comforts. A second Will saving throw negates these effects.

Superego Bolt: Inflicts 1d4 points of damage for each rank of Lucid Dreaming skill possessed by the caster. In addition, if the target fails the saving throw, he cannot take any sort of hostile action for 1d4 rounds; this effect is canceled if the target is

attacked. If the target is a superego manifestation, the save against these effects is made at -4; if the target is an id manifestation, the spell has no effect.

If a character adventuring in dreams or the self-image of a dream host is destroyed by this damage, upon waking the victim will find that he cannot take any form of aggressive or immoral action for 15 minutes for every rank of Lucid Dreaming possessed by the caster. A second Will saving throw negates this effect, and the effect will be cancelled if the victim is attacked.

PERFECT WEATHER CONTROL

Auramancy

Level: Ele 9

Components: V, S

Casting Time: 1 round (see text)

Range: Unlimited

Area: Unlimited

Duration: 1d10 days (D)

Saving Throw: None

Spell Resistance: No

This spell is as *improved control weather*, but it works even more quickly and gives the caster complete control over the weather phenomena. It takes 1 round to cast the spell and another round for the effects to manifest. You choose which weather phenomena you want to manifest, and are not limited to seasonal considerations or the phenomena listed on the *control weather* season table. Contradictory conditions are now possible simultaneously. You control the direction and intensity of the wind, as well as where lightning strikes and the exact path of a tornado. When you select a certain weather condition to occur, the weather assumes that condition 1 round later.

PUTRIFY FOOD AND DRINK

Aquamancy

Level: 0 Elm

Components: V, S

Casting Time: 1 action

Range: 10 ft.

Target: 1 cubic ft./level of food and water

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes (object)

This spell is the opposite of *purify food and drink*, poisoning 1 cubic foot/level of food and water. If used on water, it makes the water smell awful and its color turns to brown; food rots instantaneously. Anyone who eats the food or drinks the water will contract *blinding sickness*.

Unholy water and similar food and drink is purified by putrify food and drink, but the spell has no effect on creatures of any type nor upon magic potions.

Note: Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 lbs.

Pyrokinesis

Ignamancy [Fire]

Level: Elm 5

Components: V, S

Casting Time: 1 action

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

Area: One non-magical fire source up to one 1 sq. ft./level (see text)

Duration: Concentration, up to 1 minute/level

Saving Throw: see text

Spell Resistance: No

You can use this spell to control the intensity or movements of one non-magical fire source with a base equal to or less than one square foot/level. Large fires cannot be controlled by this spell.

Control Flame: You can determine the direction and speed at which a fire moves. A fire that moves away from its bed of fuel will die as soon as the caster's control over it lapses.

Increase/Decrease Flame: You may increase or decrease a fire's size up to 1 square ft./level. Each 1-square-foot expansion increases or decreases the potential damage of the fire by 1 die. Reducing a fire's size to zero extinguishes it permanently.

Animate Fire: You can make a fire move as if it were a living creature. An animated fire moves with a speed of 30 feet. It can have any crude shape you desire: a humanoid, a beast, an animal, as long as the fire's volume does not exceed its original volume. Again, a fire that moves away from its bed of fuel will die as soon as the caster's control over it lapses.

The animated fire can be used to attack a target, using your base melee attack bonus to deliver unarmed attacks (using your unarmed attack damage) as if the fire had the Flaming Burst melee weapon special ability. It is otherwise incorporeal and is immune to non-magical attacks other than being drenched with water (the amount of water required is at the GM's discretion, based on the size of the fire being controlled).

RELEASE REVENANT

Necromancy

Level: Gln 1

Casting time: 1 action

Components: V, S

Range: Personal

Target: You

Duration: Instantaneous

This ritual allows a gleaner to release one of the spiritual fragments he has trapped in his *spiritstone*. The released revenant can either be placed in a previously prepared *reliquary*, returned to its original corpse if the body is nearby, or simply dismissed into the ether.

RETRACING THE PATH

Divination

Level: Brd/Hrd 2

Components: V,S

Casting Time: 1 full round

Range: Personal

Target: You

Duration: Concentration

As long as you concentrate, you can retrace the exact path you took to get to your present location, provided you have access to the same methods of transportation. This spell is most helpful when lost in the woods, crowded city streets, or dark, twisty passages. The spell can retrace your steps up to 500 feet per level, but casting the spell a second time does not continue your return along the original path. Instead, the second casting leads you back to the place you were when you cast the spell the first time.

REVENANT MANIFESTATION

Necromancy

Level: Gln (Rel) 4

Casting time: 1 action

Components: V, S, F, A

Range: Special (see text)

Target: Special (see text)

Duration: Special (see text)

Saving Throw: Special (see text)

Spell Resistance: Yes

This is another specialty of the gleaners. As the master gleaner continues to work with his spirits, he teaches them how to use their inherent powers to manipulate the physical world. However, the power of a single spirit is limited, and a gleaner must provide a clear path for the spirit to follow. When a *reliquary* is initially dedicated to this spell, the gleaner must select a clerical domain as the focus for the spirit, as defined under *minor revenant manifestation*. The domain selection must be approved by the GM and should be in line with the original nature and personality that the spirit possessed in life.

When this spell is invoked, it can duplicate any spell of up to 5th level within the specified clerical domain. The saving throw, range, target, and duration of the spell are all based on the nature of the spell that is selected.

Focus: An attuned enhanced *reliquary* is required for this spell

Activation Cost: 10 activation points

ROAD TELL

Divination

Level: Brd/Hrd 3

Components: V,S

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: 1 minute/level

You can talk to a road, from the humblest forest trail to the greatest king's highway. A road can relate to you who or what has traveled it, as well as where it leads. Note that the road's perspective, perception, and knowledge may prevent it from providing details you are looking for, as in the *speak with plants* spell.

SAIL THE ROAD

Transmutation

Level: Brd/Hrd 4

Components: V,S

Casting Time: 1 action

Range: Personal

Target: You + 50 lbs/caster level

Duration: Concentration

Saving Throw: Will negates

Spell Resistance: yes

You can magically merge with a road or manmade path and travel its length at amazing speeds. The spell works on you and any objects or creatures you touch up to 50 pounds per caster level; magical objects and creatures can make a saving throw if they wish. The speed you travel depends upon the condition of the path:

Example Condition	Speed	Concentration DC
Paved road, well maintained	1 mile/minute	5
Stone or wood bridge	80 feet/round	5
Paved road, poorly maintained	1 mile/minute	10
Unpaved road	10 miles/hour	10
Forest trail	6 miles/hour	15
Rope bridge	20 feet/round	20
Ruined road	3 miles/hour	20
Abandoned forest trail	1 mile/hour	25

You must make a Concentration check each time the path branches or changes in quality; failing the Concentration check ends the spell. Whenever the spell ends, you emerge from the road, and this emergence is always safe. If something is above you when the spell ends, you emerge at the nearest unobstructed point on the road.

While within the road, you remain in tenuous contact with its surface and are aware of the passage of time. Nothing on the road can be seen, but you can "feel" travelers of the road about you. The heavier the travelers or the greater their number, the easier they are to sense. For example, an army of ogres on a forced march can be "felt" by a road sailor dozens of miles away. (The GM may allow you to make Spot or Listen checks to pick out details, but at extremely high DCs.)

Take care when sailing an unfamiliar road or path, as you can make a wrong turn and wind up far from your intended destination. The GM can require you to make Knowledge (geography) checks for long trips in addition to Concentration checks.

Sailing a tolled road is a crime in lands that are aware of the spell, and spellcasters can craft *clackers* (see page 105) to interfere with road sailing.

SIGHT OF THE DOLPHIN

Aquamancy or Transmutation

Level: Clr 3, Drd 3, Elm 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Personal or touch

Target: You, or up to one creature/level

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes (harmless)

This spell converts your eyesight so that you may see clearly underwater as you would on land for 10 minutes per level.

Should the spell duration expire while you are still underwater, the magic fails slowly, with your eyesight growing steadily worse; the range of sight reduces to 200 feet, then reduces by 50 feet per round until you have normal underwater vision.

SLEEP OF THE JUST

Enchantment (Compulsion) [Mind-Altering]

Level: Brd 1, Drm 1, Sor/Wiz 1

Casting Time: 1 action

Components: V, S

Range: Personal

Target: You

Duration: Special (see text)

One of the most annoying things that can happen to an lucid dreamer is to be woken up right in the middle of a good dream. This ritual allows the caster to insure that he will get a set amount of uninterrupted sleep; this applies to the caster as either a lucid dreamer or a host dreamer. When the caster uses this spell, he falls into a deep state of sleep. As part of the casting ritual, he sets a duration for the spell, which can be up to 24 hours long; when this time has passed, the caster will immediately wake up. Otherwise, he will only wake up if he takes physical damage or uses the Wake at Will Lucid Dreaming action. The caster may also set one special waking trigger — hearing a tune, being touched on a particular part of the body, or some other audible or tactile cue that will immediately break the spell. Aside from these factors, nothing will wake the caster; he may ignore loud noises, bright light, or physical contact, and he never has to make Will saving throws to extend his time within a dream.

One of the first things an oneiromancer learns is how to use the Deep Sleep ability to enter a trance-like state similar to the spell *sleep of the just*. While in this trance, the oneiromancer will wake only if she voluntarily chooses to do so (using the Wake at Will action), if she dies in the world of dreams, or if she takes physical damage in the waking world. She will not be bothered by noises, and will not have to make Will saves to prolong the length of a dream.

SPRING OF WATER

Aquamancy

Level: Elm 5

Components: V, S

Casting Time: 5 minutes (D)

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

Target: Chosen point within range

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You cause ground water to burst forth from the ground, opening a natural spring of cold fresh water. The spring is permanent and the water flowing from it may form a small brook or stream that will flow to a lake, river, or the sea.

STALE AIR

Auramancy or Transmutation

Level: Elm 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: 40 ft./level

Area: 40 ft./level radius centered on you

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: No

You make the air in a room stuffy and stale for the duration of the spell, effectively making the space a low-oxygen area. Anyone attempting to do the equivalent of rigorous exercise (fighting qualifies) must make a Fortitude saving throw every round +1 per previous check, taking 1d6 points of subdual damage each time they fail. A character who sustains any subdual damage in this way is automatically fatigued. These penalties end when the character recovers the subdual damage he took from the stale air.

STAY THE MIGHTY FLOOD

Aquamancy

Level: Elm 7

Components: V, S

Casting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Target: A flood in progress

Duration: Concentration, 1 minute/level

Saving Throw: None

Spell Resistance: No

You can stop any flood, even a magical flood, from rising any farther for the duration of the spell. The flood will be stayed long enough for creatures to get head for high ground. The spell stops the water as if dammed, causing the water level to rise behind an invisible barrier, but not pour out.

STERILIZE WATER

Aquamancy or Necromancy

Level: Elm 8, Wiz/Sor 9

Components: V, S

Casting Time: 10 minutes

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

Target: A small lake

Duration: Permanent

Saving Throw: None (see text)

Spell Resistance: No

With this spell, you cause a pond, water hole, or small lake to become poisoned and dead. The water appears unnaturally clear and pristine, as no plant life or animals of any kind can grow or live in it. Creatures drinking from it will notice that it tastes acrid, and that dead animals litter its banks. Anyone of 100 or fewer hit points who drinks of the lake dies as if targeted by a *power word, kill* spell.

Summon Elemental I

Common Elementalist Spell

Level: Elm 1

Components: V, S, F/DF

Casting Time: 1 full round

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

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons a Small elemental that attacks your enemies. It must be an elemental of the same type as the elementalists' school specialization. It appears where the spellcaster designates and attacks immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the outsider, you can direct it not to attack, to attack a particular foe, or to perform some other actions. Summoned creatures act normally on the last round of the spell and disappear at the end of their turn. The GM can substitute a comparable creature at his discretion.

Focus: A tiny bag and a small symbol of your element. For instance, an ignamancer would use a piece of cinnabar, an auramancer would use a candle, a terramancer some dirt, and an aquamancer an aquamarine stone.

SUMMON ELEMENTAL

1st Level

1 Small elemental

2nd Level

2 Small elementals

3rd Level

3 Small elementals

1 Medium-sized elemental

1 mephit

4th Level

4 Small elementals

1 Medium-sized elemental and 1 Small elemental

1 mephit and 1 Small elemental

5th Level

5 Small elementals

2 Medium-sized elementals

2 mephits

1 Large elemental

6th Level

7 Small elementals

3 Medium-sized elementals

3 mephits

1 Large elemental and either 1 Medium-sized elemental or 1 mephit

7th Level

9 Small elementals

4 Medium-sized elementals

4 mephits

2 Large elementals

1 Huge elemental

8th Level

12 Small elementals

6 Medium-sized elementals

6 mephits

3 Large elementals

1 Huge elemental and 1 Large elemental

9th Level

8 Medium-sized elementals

8 mephits

4 Large elementals

2 Huge elementals

1 greater elemental

Summon Elemental II

Common Elementalist Spell

Level: Elm 2

Effect: Two summoned creatures, which cannot be more than 30 ft. apart

As *summon elemental I*, except that you can summon two Small elementals of the same type as the elementalists' school specialization.

Summon Elemental III

Common Elementalist Spell

Level: Elm 3

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon elemental I*, except that you can summon either three Small summoned elementals, one Medium-size summoned elemental, or one summoned mephit of the same type as the elementalists' school specialization.

Summon Elemental IV

Common Elementalist Spell

Level: Elm 4

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon elemental I*, except that you can summon either four Small elementals, one Medium-sized elemental and one

Small elemental, or one mephitis and one Small elemental of the same type as the elementalists's school specialization.

Summon Elemental V

Common Elemental Spell

Level: Elm 5

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon elemental I*, except you can summon either five Small elementals, two Medium-sized elementals, two mephitis, or one Large elemental of the same type as the elementalists's school specialization.

Summon Elemental VI

Common Elemental Spell

Level: Elm 6

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon elemental I*, except you can summon either seven Small elementals, three Medium-sized elementals, three mephitis, or one Large elemental and either a Medium-sized elemental or a mephitis of the same type as the elementalists's school specialization.

Summon Elemental VII

Common Elemental Spell

Level: Elm 7

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon elemental I*, except you can summon either nine Small elementals, four Medium-sized elementals, three mephitis, or a combination of one Large elemental and either one Medium-sized elemental or one mephitis of the same type as the elementalists's school specialization.

Summon Elemental VIII

Common Elemental Spell

Level: Elm 8

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon elemental I*, except you can summon either twelve Small elementals, six Medium-sized elementals, six mephitis, three Large elementals, or one Huge elemental and one Large elemental of the same type as the elementalists's school specialization.

Summon Elemental IX

Common Elemental Spell

Level: Elm 9

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon elemental I*, except you can summon either eight Medium-sized elementals, eight mephitis, four Large elementals, two Huge elementals, or one greater elemental of the same type as the elementalists's school specialization.

Sunder the Earth

Terramancy or Transmutation

Level: Elm 8, Sor/Wiz 9

Components: V, S

Casting Time: 2 actions

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

Effect: A fissure 5 ft wide and 20 ft. long opens up

Duration: up to 10 min./level

Saving Throw: Reflex negates

Spell Resistance: no

You cause a great crack in the earth to appear and widen. As the crack appears, the earth itself trembles underneath your feet and the feet of others. Huge and smaller creatures are knocked down, and Gargantuan or Colossal creatures are checked. Those who are of Large size or smaller standing on the edge of the crack will fall into the crack if they don't make their Reflex save. Those who have fallen in the crack have 10 min./level to try and climb out before the duration of the spell ends. Once it ends, the earth smashes back together, crushing anything inside (20d10 points of damage).

Touch of Frost

Ignamancy [Cold] or Necromancy [Cold]

Level: Elm 6, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One creature

Duration: 10 rounds/level

Save: Fortitude halves damage

Spell Resistance: Yes

Once cast, the spell makes your hand turn blue, while bluish white, wispy flames cover it. If you touch a target, you drain his body heat, causing 1d6 points of subdual cold damage/level, and frostbite (treat as fatigued). A Fortitude roll halves the damage, but the target still suffers frostbite.

Material Component: The necromantic version of the spell requires a hand from a cadaver, while the ignamantic version of the spell requires an icicle. Both are destroyed at the time of casting.

TOWER OF STONE

Terramancy
Level: Elm 8
Components: V, S, XP
Casting Time: 1 minute
Range: Close (25 ft. + 5 ft./2 levels)
Effect: You raise a tower of stone
Duration: Permanent
Saving Throw: None
Spell Resistance: No

You literally raise a stone tower from the earth. The tower is four stories high, and you must concentrate on the architecture of the place while you raise it. When finished, it will have unfurnished rooms such as a study, sleeping rooms, a laboratory, a kitchen and dining room, and basement. The tower is completely useable as a place of residence.

XP Cost: 2,000 XP

VOICE OF THE CRYSTAL LAKE

Aquamancy
Level: Elm 5
Components: V, S, F/DF
Casting Time: 1 round
Range: Personal
Target: You
Duration: 1 minute/level

You gain the ability to speak with any body of water; such as a river, lake, or pond. The body of water will tell you many things that it has seen, and will also reveal what is under its surface. It gives the details from its perspective and perception, so its descriptions may seem alien (as determined by the GM). You can speak with any body of water, natural or magical.

Focus: Any body of water

VOICE OF THE WIND

Auramancy
Level: Elm 5, Drd 6
Components: V, S, F/DF
Casting Time: 10 minutes
Range: Personal
Target: You
Duration: 1 minute/level

You gain the ability to speak with the wind, which will tell you of what it has seen during its travels. The wind also relates a complete description if asked to. The wind is necessarily a fast, fleeting thing, and will only give details based on its perspective and what it can see. So you might not get all the details you need (as determined by the GM). You may speak with any wind, natural or magical.

Focus: Any wind

VOLCANO SEED

Terramancy [Fire] or Conjunction [Fire]
Level: Elm 9, Sor/Wiz 9
Components: V, S, M
Casting Time: 1 hour
Range: Long (400 ft. + 40 ft./level)
Effect: Creates a volcano at the spot you choose
Duration: Permanent
Saving Throw: None
Spell Resistance: No

After casting this spell, you throw a stone, and where it lands, a hole opens up. Out of the hole spews forth poison gas, ash, and hot rock. The ash and rock forms a small cone, and soon the hole spews lava. The volcano planted by the *volcano seed* will grow at the rate of 200 feet per day until it reaches a height of 4000 feet and 5 miles around the base, at which point it will go dormant.

The eruption is dangerous to anything nearby. The poison gas is deadly, and will kill anything that does not make a Fortitude save at DC 30. The hot ash and lava will cause anything flammable to catch fire, and the lava deals 2d6 points of damage per round of exposure, or 10d6 points of damage per round in the case of total immersion, which continues at half damage for 1d3 rounds after exposure ceases. An immunity or resistance to heat or fire serves as an immunity to lava, but a creature immune to heat might still drown if completely immersed in lava.

Material Component: A chunk of igneous rock, which is thrown to complete the casting of the spell.

WATER SPRAY

Aquamancy [Force]
Level: Elm 1
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Shoots an arc of water
Duration: 1 round/level
Saving Throw: Fortitude
Spell Resistance: No

A jet of water is shot forth from your palm. If it is aimed at a target, the jet deals 1d4 points of impact damage per round; the spellcaster is free to change targets as long as the spell is in effect, but can only strike one target per round.

The spray of water is as pressurized as water coming out of a fire hose, so targets must also make a Fortitude saving throw or be knocked down. Since this spell throws a physical thing (water) there is no Spell Resistance against it.

WATER TO POISON

Aquamancy
Level: Assn 2, Elm 3
Components: V, S, M
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)

Target: A small amount of water or liquid
Duration: Instantaneous
Saving Throw: None (see text)
Spell Resistance: No

A favored spell of assassins as well, you can contaminate water with arsenic. Arsenic has a Fortitude DC of 13, and deals 1 Con initial damage and 1d8 Con secondary damage. A *purify food & drink* spell will change the poison back to water.

Material Component: a handful of powdered gold, worth 120 gp

WATERPROOF

Aquamancy and Transmutation
Level: Drd 2, Elm 2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: One creature or object
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes

You protect one mundane or magical object, or a creature of Large size or smaller, from water using this spell. The spell's magic repels water, preventing rust, the warping of wood, and other kinds of water damage. Creatures can still drown, since being underwater means there is no air available, and currents and other water hazards still affect them, but they emerge from water with their skin, hair, and belongings dry. This is a common spell to cast on weapons and valuables using *permanency*.

Material Component: a duck's feather

WATERSPOUT

Aquamancy
Level: Elm 8
Components: V, S, M
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Effect: Creates a waterspout
Duration: Concentration, 1 round/level
Saving Throw: None
Spell Resistance: No

You create a waterspout with this spell, causing the water in a body of water to erupt into a funnel rising 100 feet into the air. You can control its direction and path, but if it travels beyond your range it dissipates quickly. Anyone caught in the funnel takes damage as for a tornado. Sailors can make a Profession (sailing) check against a DC of 15 to avoid it during calm and clear weather.

Material Component: a funnel made of paper

WEATHER PREDICTION

Auramancy or Divination
Level: Drd 1, Elm 1, Sor/Wiz 1
Components: S, V
Casting Time: 1 round
Range: Personal
Effect: Predicts the local weather for the next day
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You have a good impression on what the weather will be like tomorrow. The magic gives you a general feeling about the temperature (cold, cool, mild, warm, or hot), wind speed (calm, light, moderate, strong, severe, windstorm, hurricane, or tornado), and the weather phenomena that will occur over the next day, such as precipitation and storms. It is 70% accurate.

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NYAMBE

MASKMAKERS OF NYAMBE-TANDA

Mask-making societies are "pseudosecret" organizations in Nyambe. These groups operate publicly, but members wear masks to conceal their identities. Traditionally, mask-making societies are open only to men, though in recent years, many have started to question this tradition.

A mask-making society is responsible for maintaining the history, mythology, and arcane lore of a community, as well as punishing criminals and enforcing morality. By concealing their identities, mask makers are able to operate without fear of reprisal.

A mask maker ritually assumes the identity of an orisha spirit by constructing and wearing an enchanted mask. The *Nyambe* sourcebook gives details on nearly forty of these wondrous items; here are just a few examples of the powers they imbue:

- **Cheetah:** Made from lightweight wood, painted yellow, and decorated with black spots, it allows the user to sprint at phenomenal speeds.
- **Lion:** Fashioned from the bones and skin of a dire lion, it allows the user to let out a supernatural roar that causes fear amongst foes.
- **Zombi:** This mask is carved from a light-colored wood and decorated with scales from a variety of serpents. Its user gains the protection of the fiendish spirit of serpents and the undead.
- **Dar!ak** is the fiendish orisha spirit of assassination and murder. His masks grant evil users the ability to deliver deadly sneak attacks.

Nyambe: African Adventures is a hardcover sourcebook for players and GMs to bring the flavor of fantasy Africa to their D20 system games.

**Download the FREE Mask Maker prestige class,
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