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RELICS & RITUALS

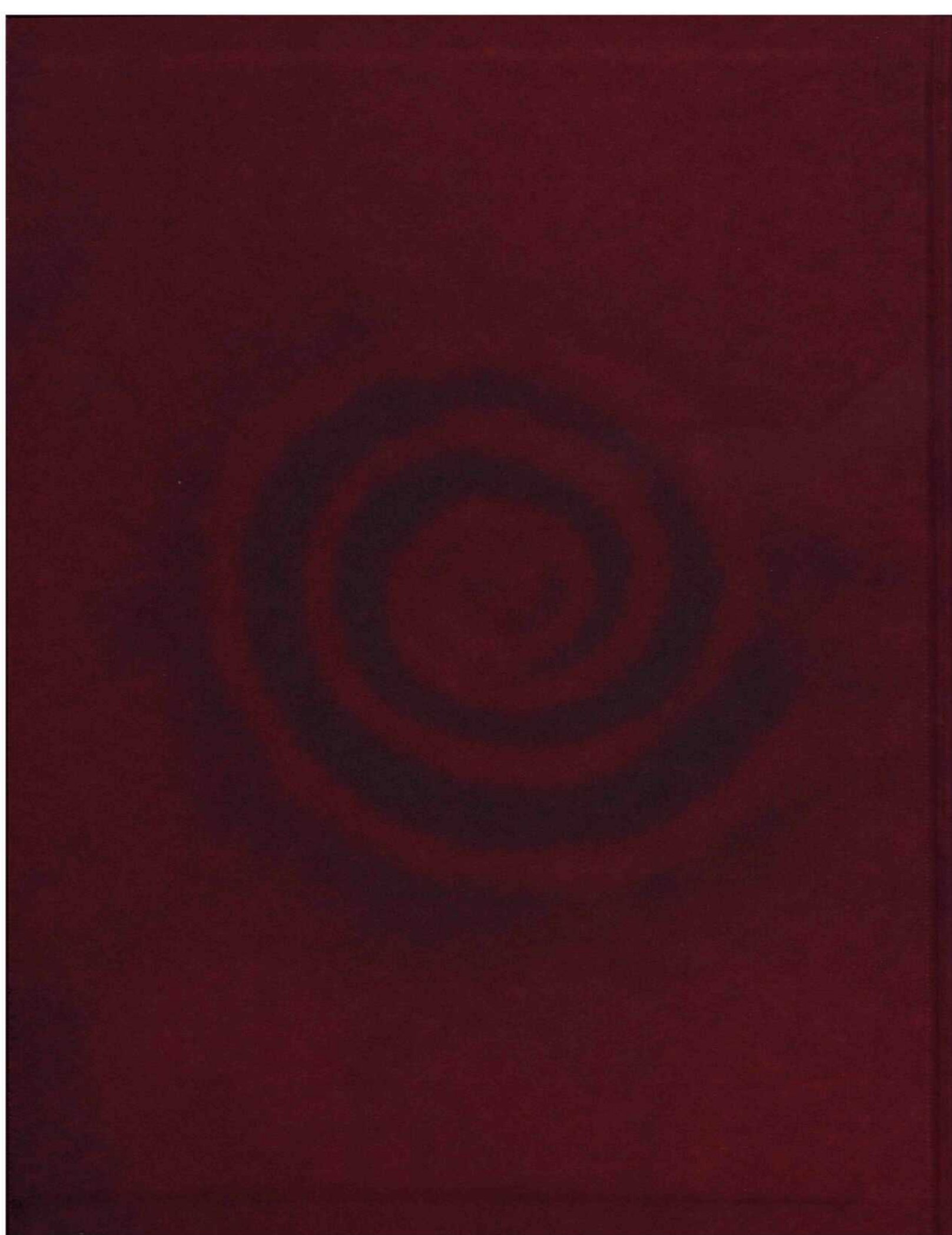
LOST LORE



U2Z~5CT2JF7Z.NTF\$U37-EZUM



A sourcebook for 3rd edition fantasy role-playing





RELICS & RITUALS

LOST LORE

II

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Preface

By Monte Cook

When we heard that White Wolf Publishing was forming Sword and Sorcery Studio to publish d20 material, we knew that the d20 “experiment” was a success. If a publisher of such regard, with such a successful record of its own would begin to produce d20 material, it not only proved that the task was worth doing, but that it was worth doing well. Back in those early days, when I still worked for Wizards of the Coast, we were thrilled at the whole prospect of quality material coming out for our game, but created by someone else. It harkened back to the early days of D&D and the Judge’s Guild. Often, true innovation doesn’t come from the market leader — the “big boys” — but from a smaller company. While a larger publisher might want to (might *have* to) remain conservative to hang onto a larger audience, smaller companies could risk more daring moves, and thus more original creations.

When *Relics & Rituals* was published, it didn’t set the bar for d20 quality, it created it. It presented great and wondrous creations — imaginative new spells, interesting and well-conceived prestige classes and exciting new magic items, artifacts and rules. More than a year later, it remains a hallmark of the d20 industry that has grown in its wake.

This book, a sequel of sorts, you might say, simply offers more of the same. That, however, would be a short-sighted observation.

If you’re a music fan, you never stop trying new music. No movie fan ever says “I’ve seen all the movies I need to see.” No fantasy RPG player, then, should ever find himself or herself in the mindset of not being interested in new ideas for magic. Introducing new spells and magic items into your game is like trying new foods, or traveling to new places. Magic is one thing that you never want to have become predictable, mundane, or dull. Bringing in new spells, items, or classes keeps things fresh. When the players encounter some new magical effect for the first time, they really do have a sense of wonder and sometimes even awe — exactly the kind of reaction you want magic to provoke.

Fantasy roleplaying games are about ideas. Every great adventure you’ve ever been a part of is grounded in some wonderful or intriguing idea (or two, or three, or a dozen). This book that you hold in your hands is

simply a book of ideas — wonderful, innovative, and creative ideas.

Relics & Rituals 2: Lost Lore introduces astrological effects, cabalism, and miracles into your game. You’ll find tattooed witches, serpentine assassins, and time-mastering sages in these pages, as well as new spells for every spellcasting class. Of course, the book offers a plethora of new magic items and artifacts for your PCs to discover or for NPC villains to wield against them.

What’s more, this tome covers not only magic, but psionics, as the ancient legacy of a time-lost race. A variant secondary disciplines table created by *Psionics Handbook* author Bruce Cordell offers a new take on acquiring powers. Fans of psionics should be thrilled to see new psionic prestige classes, including the evil, shadow-dwelling cultists of the shade, and the insane warped ones.

In my campaign, when the player characters encounter a new character, they never know what to expect. What strange, obscure sorcery has this individual come across? What new sorts of magic items does she wield? Is she a member of some arcane society that has taught her new, fantastic abilities? This feeling of excitement is part of why I think the players keep coming back from week to week. Not only for the surprise of what comes next, but for the discovery of what they themselves will find as they delve deeper and deeper into the fantasy world.

While I come up with most of these new features on my own, the real secret I have is my collection of idea troves like *Relics & Rituals 2: Lost Lore*. Although much of what you find here seems deeply rooted in the Scarred Lands (an imaginative and innovative setting in its own right), you’ll find virtually all of it is easily adapted into any campaign world. I know, for example, that I will be using some of it in my own game. It’s just too good not to. And if you don’t have a campaign setting that you’re using now, you will probably find the references in this book intriguing enough so that you’ll want to check out the Scarred Lands.

This book is a patch of ripe, magical fruit waiting to be picked as immediately or as gradually as you wish, to add into your own game as you please. You need only use those pieces that are to your liking, and you can use them in any manner you wish.

Who could pass up an offer like that?

Monte Cook
Renton, WA
April 2002

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Introduction

Welcome back. Oh, yes, I have tales aplenty yet to tell, rest assured. Why, we've only just begun to look at this war-torn Ghelspad, you young pup. Termana, Asherak, Fenrilik, the Dragon Lands — all these still have stories to tell! For now, though, let us take another look at magic, shall we? Oh, think you know these stories, do you? Then shall I skip the Wheel of the Heavens and the secrets for stealing power from the Names of the Gods? Shall I demur about miracles, virtues, and the taint of Titans, and of angels in the blood of sorcerers? Would you learn about the Ladies of Serpents, or the Jordeh, or perhaps the Sons of Mirth from far-off Termana? Then be silent, you young tusker, and let me speak!

— Yugman the Sage, to some adventurer or another.

Allow us to echo the cantankerous old sage Yugman. Welcome back to the Scarred Lands.

It would seem that there is yet magic to examine here — there are certainly stories aplenty. Magic in the Scarred Lands pervades all things. It is as powerful and elemental a force as the fire beneath the earth and the storms in the heavens. Perhaps that's why a titan wore the face of the Sire of Sorcery; those who would tell you that magic is unnatural need only look to the titans, whose greatest sin, it might be argued, was being *too* natural. Nature is wild and fierce, oft-times too much so.

So, too, is magic.

Whether that magic dances and crackles barely contained at the fingertips of some wildling sorcerer or is carefully controlled, measured and recorded somewhere in the Phylacteric Vault is irrelevant — magic is pervasive in the Scarred Lands. It touches nearly everything.

That is not to say that magic is *common*, however. It is a mighty weapon and is hoarded appropriately. The average person of the Scarred Lands knows that magic exists and has probably even seen some small peaceful workings of magic, even if just from some adventurer, priest, or scholar. But for the most part, magic is known as a fierce weapon. It was the primary offense and defense during the Divine War, and, in fact, of nearly all wars before and since. Soldiers may fight battles, but magic wins wars.

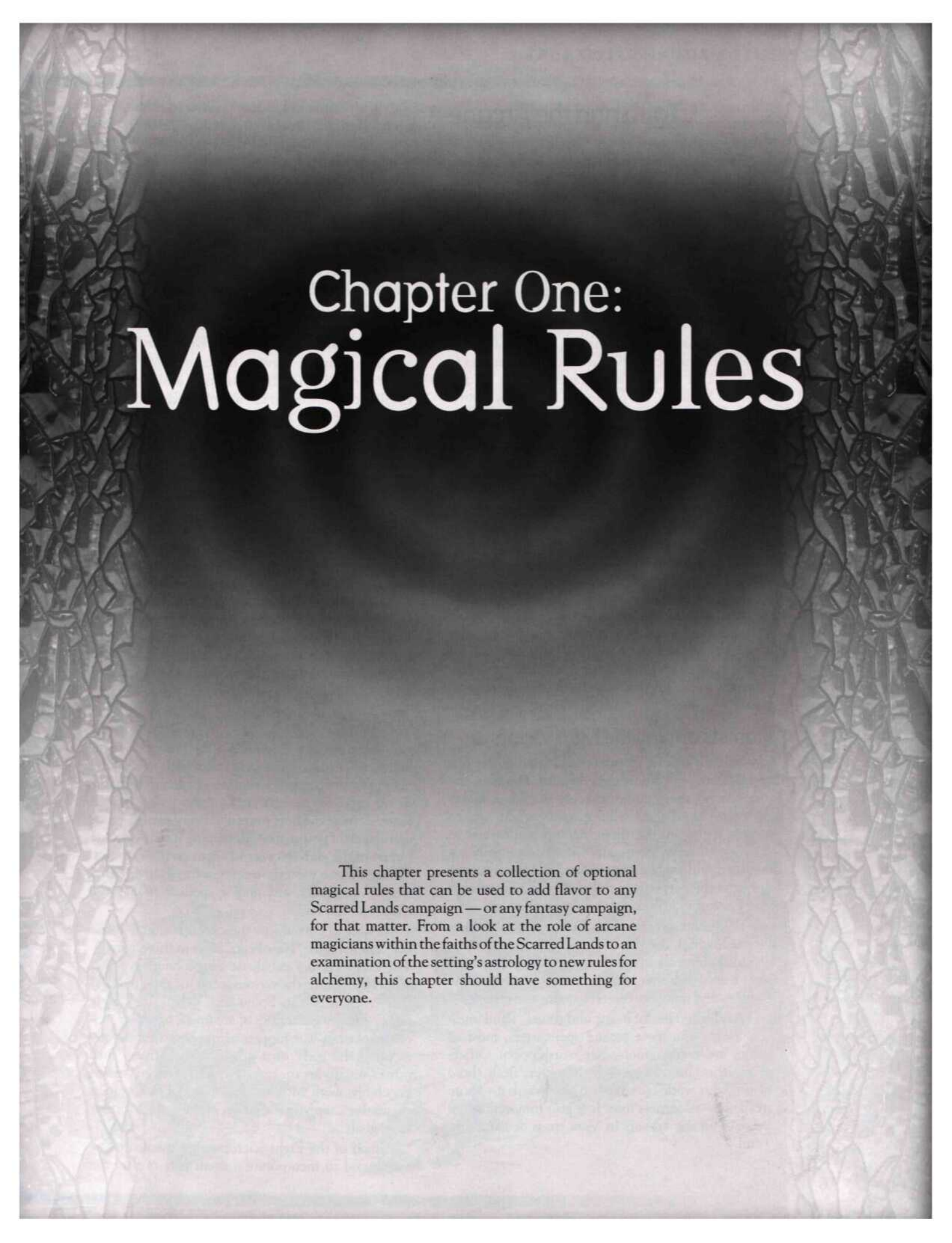
So remember this — the average person in the Scarred Lands doesn't tend to believe that magic is an Evil Thing taught by demons. Such superstitions have no place in a land as touched by sorcery and miracles as the Scarred Lands. Rather, magic is a tool, a weapon, but one of great power, potentially devastating. The wizard walking down a thoroughfare in the Scarred Lands, rune-staff in hand, is no different from a flak-jacketed soldier walking through our mall, assault rifle at the ready. He may not be the kind of person to use the lethal power at his disposal.

But do you want to take that chance?

Joseph Carriker
Sword & Sorcery Studios

This tome, yet another result of hard work, talent, and imagination on the part of both our fans and our regular writers, further establishes the Scarred Lands as a real and living place, full of adventure, danger, and ancient magic. I speak for both myself and my fellow developer Joseph Carriker, as well as the other creators of the Scarred Lands and the esteemed Monte Cook, when I thank the entire roleplaying community for their help in making Scarn one of the most popular and successful settings available today. Without the support and enthusiasm of those who buy and use our roleplaying products, the Scarred Lands would be but a shadow of its present self. *Relics and Rituals 2: Lost Lore* stands as tribute to them, and to the great products and settings that preceded it. Thanks for checking us out, and happy gaming!

Anthony Pryor
Sword & Sorcery Studios



Chapter One: Magical Rules

This chapter presents a collection of optional magical rules that can be used to add flavor to any Scarred Lands campaign — or any fantasy campaign, for that matter. From a look at the role of arcane magicians within the faiths of the Scarred Lands to an examination of the setting's astrology to new rules for alchemy, this chapter should have something for everyone.

Faith and the Arcane

Since the onset of the Divine War, arcane spellcasters have held a special place in the religions of the Scarred Lands. Before the Titanswar, wizards maintained a secretive, cult-like status, made up of a network of secret societies each dedicated to preserving their own techniques and secrets for stealing the power that rightfully belonged (at least by prevailing thought) to Mesos and the sorcerers of the titans.

While planning their uprising against the titans, the gods were forced to realize that they were at a disadvantage — the followers of the titans wielded both sorcerous and druidic magics, capable of wreaking absolute havoc on the battlefield. The armies of the gods had no such advantages. Acting on the advice of Miridum, the goddess of lore and wizardry, the gods and their agents approached various wizardly societies and secret schools, asking for their help. Many refused; but just as many agreed to aid them. Many of those who agreed to help assault the titans already served the gods — the necromancers among the charduni and the wizards of Miridum foremost among them.

The first assault on the titans — the magical attack upon Mesos himself — is well documented. Though entire magical traditions died that day, their lore lost forever to the Scarred Lands, many others survived, earning for themselves the status of heroes among divine races. To this day, if an arcane spellcaster is going to be trusted, he is likely to be a wizard, for even a century and a half after the fall of the titans, sorcerers' role as the priests of the titans is yet remembered.

Arcanists among the Eight Victors

Wizards serving Corean the Champion are few and far between. Where they do exist, however, the folk around them could scarcely ask for a better defender. More than willing to use their arts to protect those around them, arcane spellcasters in service to Corean are usually wizards, especially adventurers, militants, and smith-mages. Most sorcerers dislike being perpetually mistrusted and most bards find Corean's ideals too stringent for their taste.

Bards and sorcerers are often drawn to the service of Madriel, the Angel of Mercy, whose creed is goodness above all. Many of Madriel's largest temples have a few bards that lead the choral worship of the goddess, and many sorcerers frequent the temple.

As the goddess of music and travel, Tanil arguably boasts the most arcane spellcasters, most of whom are bards, among her worshippers. Others revere the Huntress as well, however, from those mages who work closely with the Vigils to those steeped in wilderness lore. It is also rumored that a lodge of arcane archers in Vera-tre is dedicated to Tanil.

With the demise of his daughter Miridum, righteous Hedrada adopted many of her wizardly worshippers into his fold. As a result, there are many wizards in the faith of the Lawgiver who treasure his creed of civilization, memory, and lore. There are usually few sorcerers and bards among the faithful of Hedrada, whose dogma they often find far too inflexible and ordered.

Fey and madcap, Enkili is often invoked by spellcasters seeking to access powers of shapechanging and the storm. Enkili's faith has welcomed sorcerers and bards with open arms; indeed, some sailing vessels maintain that the best way to avoid being caught in a sudden squall is by having a bard aboard.

The Slaver's service includes many arcane spellcasters who use their powers to enslave others. Even necromancers in Chardun's service adhere to this philosophy — they don't revel in the black arts for their own sake, but rather, for them, necromancy is just a way of enslaving the dead as well as the living.

The Witch of the Moon, Belsameth, wields powers steeped in darkness and the cold realm of death. Her witches, spellcasters of various non-clerical classes, are made up of equal parts adepts, bards, sorcerers, and wizards.

Vangal, Lord of the Apocalypse, attracts all manner of folk who revel in destruction and death. Wizards and sorcerers alike can be found in the faith of Vangal, invariably demonstrating madness and sociopathic tendencies; relatively few bards are comfortable in the presence of those dedicated to destruction and misery, however, rather than creation and beauty.

Cabalists

Wizards have long known the power of words and sigils — indeed, they used such tools to steal the very power of Mesos for themselves. It should come as no surprise, then, that at some point wizards learned to use the holy runes and liturgies of the gods as a source of power, as well, tapping into the divine nature of the gods in order to augment their magics. Though these esoteric secrets were discovered by wizards originally, any arcane spellcaster may use these techniques.

Those who would use these secrets must take the Cabalist feat (see "New Feats" later in this chapter). The Eight Victors' cabalistic secrets have been disseminated among the various secret societies (cabals) that teach this feat. Some such cabals are simply power-hungry gatherings of arcanists; others are societies of titan-worshippers who see cabalism simply as using the gods' own power against them. Still others, usually arcane casters who have taken vows as lay clergy, work within the auspices of the temples themselves, tapping the power of the gods to further their goals.

Each of the Eight Victors has a cabalistic formula (said to incorporate a small part of the true

name of that god) that may be incorporated into the casting of an arcane spell by one knowledgeable in such hieratical study. Each formula has a different effect depending on the nature of the deity, and is read aloud from a holy text of the faith in question. Thus, using such a formula gives the spell both Verbal and Focus components (the holy text counts as the focus) even if it does not normally have them, and increases the spell's casting time to a minimum of 1 full round. Cabalistic spells may not be affected by metamagic feats or other abilities that allow the caster to ignore these components — in order to augment a spell through the Cabalist feat, verbal and focal components must be used, and the spell cannot be quickened.

Unlike normal invocation benefits, the bonuses gained from cabalistic casting are limited to spellcasters whose alignments do not oppose that of the deity in question, for the caster is tapping into the vital essence of the god in question. Thus, while any smith, no matter how wicked, may ask for Corean's blessing on her forge because Corean is the god of smithing, only non-chaotic and non-evil spellcasters may draw upon Corean's purifying flames.

Corean

Invocation of the Purifying Flames: The spellcaster may call upon Corean's purifying flames when casting spells with the [fire] descriptor. This increases the spell save DC against such spells by +3 for evil targets. This benefit cannot be used by chaotic or evil spellcasters.

Litany of the Smith: The spellcaster may call upon Corean's name in his smith aspect to augment spells whose target is a weapon (such as *magic weapon* or *flame/frost weapon**). This increases the spellcaster's effective caster level for such spells by +1. This benefit cannot be used by chaotic or evil spellcasters.

Madriel

Incantation of the Feather: The spellcaster may call upon Madriel's essence to aid him in spells that lift him off the ground, or return him safely there. The caster casts Transmutation spells that allow him to defeat gravity (*jump*, *feather fall*, *fly*, or similar spells) at +1 effective caster level.

Lightbringer's Invocation: The spellcaster may call upon Madriel to aid him when casting spells with the [light] descriptor, thereby increasing the spellcaster's effective caster level for such spells by +1. This benefit cannot be used by evil spellcasters.

Tanil

Archer's Invocation: The spellcaster may call upon Tanil to aid him when casting spells that benefit from aim, invoking the Huntress to steady his hand. Those who do so gain a +1 bonus to hit with spells that require a ranged touch attack. This benefit cannot be used by lawful or evil spellcasters.

Beast Song: By invoking Tanil as the Lady of Animals, the spellcaster gains +1 effective caster level to spells that either summon animals (whether normal or outsider versions) or that grant the caster animal attributes (such as *Yaral's totemic transforma-*



tion*). This does not apply to spells simply named for animals, such as *cat's grace*. This benefit cannot be used by lawful or evil spellcasters.

Hedrada

Armor of Hedrada: The spellcaster may call upon Hedrada to aid him when casting spells that protect, in accordance with Hedrada's divine role as defender of cities. When casting spells from the Abjuration school upon a non-chaotic target, invoking Hedrada grants +1 effective caster level. This benefit may not be used by chaotic spellcasters.

Hammer of Law: The spellcaster may call upon the power of Hedrada to aid him in smiting those who bring chaos to the world. When casting spells with the [force] descriptor, the spell save DC is increased by +3 against chaotic targets, where applicable. This benefit may not be used by chaotic spellcasters.

Enkili

Name of the Storm: By using one of the secret names of Enkili, the one uttered by the sky with every stroke of lightning, the spellcaster may tap into the power of the storm that Enkili wields. When casting spells with either the [electricity] or [sonic] descriptor, invoking Enkili raises the spell save DC by +1 (maximum +1, even if the spell has both descriptors). This benefit may not be used by lawful spellcasters.

Trickster Invocation: This invocation allows the spellcaster to cast spells that alter his form with more skill, granting +1 effective caster level to Transmutation spells that change the physical form of the caster. This benefit may not be used by lawful spellcasters.

Chardun

Chains of the Dead: The spellcaster may call upon Chardun's name to aid in binding the dead to his will, granting an increase of +1 effective caster level to Necromancy spells that control or summon undead. This benefit cannot be used by chaotic or good spellcasters.

Litany of Power: Invoking the most sacred of Chardun's secret names may aid in controlling the will of others. When casting Enchantment spells of the (compulsion) subtype, invoking Chardun grants an increase of +2 to the spell save DC. This benefit may not be used by chaotic or good spellcasters.

Belsameth

Name of the Dark Siren: The very utterance of Belsameth's cabalistic name in her aspect as the Dark Siren aids one's powers of beguiling. When casting Enchantment spells of the (charm) subtype, invoking Belsameth grants an increase of +2 to the spell save DC. This benefit may not be used by good spellcasters.

Vulture-Hag's Invocation: Using the cabalistic invocation of Belsameth as the Vulture-Hag grants increased power with the essence of death. When casting spells of the Necromancy school that inflict

damage (including ability damage, but not negative levels) or some ill effect, those who invoke Belsameth gain a +2 bonus to the spell save DC. This benefit may not be used by good spellcasters.

Vangal

Apocalypse Invocation: The spellcaster may call upon Vangal's destructive essence to help fuel her own destructive spells. Invoking Vangal when casting any spell that inflicts a dice-based variable amount of damage allows the caster to reroll the die with the lowest result. This second roll must be taken, even if it is lower than the initial roll. This benefit may not be used by lawful or good spellcasters.

Prayer of Contagion: The spellcaster may call upon Vangal as the Father of Plague, gaining increased effectiveness with spells that inflict disease or deal ability damage (such as *ray of enfeeblement*). Those who invoke Vangal for this purpose gain a +2 bonus to the save DC of such spells. This benefit may not be used by lawful or good spellcasters.

Houses of the Gods

The Titanswar reached into the heavens themselves at the peak of the fighting, and entire constellations were dashed from the night sky. When the war finally ended, the gods set their servants the task of rebuilding Scarn, but they put their own efforts toward the heavens. It is generally held that Hedrada was the one to oversee the ordering of the days and nights, and that he was the one to dictate the new calendar. And to oversee the calendar, he and his fellow gods set the divine houses of the zodiac.

Because of the recent upheaval of the Titanswar, astrology and astromancy are relatively new arts in the Scarred Lands; all works on these topics dated previous to the Titanswar were rendered obsolete by the change of the signs and the months. Nonetheless, the stars still hold power. The regular passage of the moon through the sixteen constellations of the zodiac exerts a slight pull on the forces of magic, and the spellcasters of the Scarred Lands have discovered — or rediscovered — that the zodiac's influence offers greater power over a particular school of magic (see the Zodiac Focus metamagic feat later in this chapter). Some who study this power go on to master the secrets held in the very stars (see the high astrologer prestige class in Chapter 2).

The cycle of the zodiac is balanced, but is not precisely ordered; it spins somewhere between chaos and law, good and evil. The houses are arranged not by their influence over the mortal world, but rather follow each other in an order that has yet to be fully explained. Each zodiacal house is the seat of a powerful entity, the spirit of the constellation it represents. These entities are not quite gods, yet are more than simple outsiders; they are not embodiments of good or evil, but are of the celestial order.



Astrological lore holds that the birth sign of a person has some influence over his or her personality; this is not universally true, but some people, especially sorcerers, do tend to share a mystical connection with the zodiac sign of their birth. Astrologers also associate each house with the god that governs its month; with a particular metal or gemstone considered especially conducive to the energies of the house; with one of the four elements; and with a particular school of magic. These associations are mostly esoteric, of little mundane value, but a skilled astrologer can use these associations to make powerful magic.

Ursos, the Bear (Corot)

Legend holds that Ursos was a massive bear called to the battlefield by Titanspawn druids during the course of the Titanswar. The druids gave Ursos intelligence and even a measure of their own power in hopes of creating a perfect weapon, but the newly awakened bear turned on them, choosing rather to use its new powers to heal rather than destroy. The druids slew Ursos in anger, but the gods honored the bear's sacrifice by raising it to the first house of the zodiac, there to oversee the month of strength.



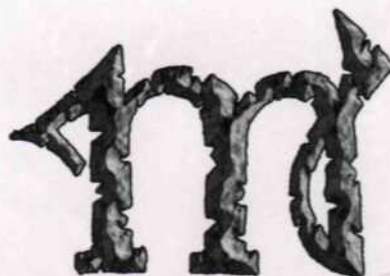
Those born under Ursos are said to be stubborn and faithful, trusting in their own ability to make the right choices and accomplish the tasks given to them. Those who exhibit the Bear's best qualities are valiant and of strong virtue; those who manifest its flaws are slothful and apathetic, unwilling to stir themselves unless the need is dire. The Bear is an auspicious sign for healers, midwives, apothecaries, foresters, and those seeking to atone for past wrongs.

The house of Ursos is associated with the element of earth, the stone hematite, and the god Corean. The Bear strengthens conjuration magic, and is said to be a favorable house for healing spells in particular. Astrologers call the month of the Bear a fortunate time for rebuilding or for healing old wounds.

Lycaeus, the Wolf (Tanot)

Legends of Lycaeus maintain that he was the only wild animal to enter the Titanswar of his own accord. The great Wolf was neither controlled nor befriended by titan or god, but when his own forest was trampled under a titan's foot (which titan varies with the legend's telling), he chased after the titan and bit at its heels in anger. Much impressed by his bravery, the gods lifted Lycaeus to the heavens at the close of the war, and gave him the month of hunting for his own.

Those born under the sign of the Wolf are said to be perceptive and persistent, unwilling to admit any obstacle too great until they have tried and failed at every possible approach. At their finest, they are keen-witted and valiant; at their worst, they are overwhelmingly proud, overconfident, and obsessive. Lycaeus is deemed an auspicious sign for hunters, constables, mercenaries, elves, guides, and judges.



Lycaeus' correspondences are with silver, the goddess Tanil, and the element of fire. When the moon is in the Wolf, divination magic is more powerful, and star-sorcerers choose this month as the time to scry out their targets.

Rukha, the Roc (Enkilot)

According to astrological lore, the Roc was elevated to its place in the zodiac not for its role in the Titanswar, but for being the greatest of the sky-creatures. Hedrada determined that among the houses of the zodiac, it was necessary to include a creature that epitomized the power and majesty of wind and sky — so he chose Rukha the Thunder-Winged, the greatest and swiftest of all rocs, to oversee the month of storm.



Those born under the sign of Rukha are said to exhibit a stormy, passionate personality, freely moving from place to place and lover to lover. At their best, they are fervent and enthusiastic friends and allies; at their worst, they are moody and ill-tempered. The Roc is considered a lucky sign for messengers, heralds, athletes, weather wizards, and barbarians.

Rukha's house is linked to bloodstone, the goddess Enkili, and the element of air. The sign of the Roc strengthens evocations, echoing the wild lightning storms of Enkilot. Star-mages prefer to work on magics involving flight, electricity, or wind when the moon is in Rukha.

Sikklos, the Scythe (Belot)

The constellation governing the month of death was, according to legend, never an earthly scythe at all. At the close of the war, the gods' divine servants attempted to gather together all the weapons that had tasted the blood of an avatar. Corean forged what weapons they found into a single gigantic scythe, and Hedrada placed it into the heavens, so that no mortal could wield them again.



Those born under Sikklos tend to demonstrate incisive personalities, carefully analyzing the problems that face them. They are sometimes thought rather cold and unemotional, even draconian, but on the other hand can be brilliant thinkers and sages. The Scythe is considered a fortunate sign for harvesters, strategists, butchers, loggers, executioners, and necromancers.

Sikklos is associated with jade, the element of water, and the goddess Belsameth. The house of the Scythe favors Necromancy, and is particularly auspicious for death-magic spells and rituals cast during this time.

Destrios, the Warhorse (Chardot)

According to legend, Destrios was a mortal warhorse of great speed and intellect who served courageously in the Titanswar. Neither good nor evil, Destrios simply served without question, the epitome of the perfect soldier. When one of the gods (most say Chardun, although tales vary) needed to replace a steed lost in battle, he chose Destrios. At the close of the war, the spirit of the Warhorse was elevated to one of the empty houses of the zodiac, to preside over the month of war.



Those born under the Warhorse are prone to solidity of both mind and body; they tend to be loyal to their allies, families, or superiors, but not particularly outgoing or friendly to strangers. They tend to be unassuming and stoic; some manifest the house's strengths of confidence and fearlessness, while others show the house's flaws of blind obedience or a lack of imagination. Destrios is considered a lucky sign for soldiers, manual laborers, warriors, teamsters, farriers, and those who work with horses or other domesticated animals.

Destrios is associated with turquoise, the element of fire, and the god Chardun. The Warhorse governs the Evocation school, and war mages of many lands (particularly Calastia) deem it favorable to begin new campaigns while the moon is in Destrios.

Khepira, the Scarab (Madrot)

No text dating from before the Titanswar mentions the peculiar insects called solar scarabs, which leads most scholars to believe they were created after the war. Astrological legend states that they were a creation of the goddess Madriel, and that the first one created — the model for the species — she placed in the zodiac as Khepira, governor of the month of the radiant sun.



Those born under the Scarab are said to be forthright and truthful, not given to deception or double-talk. Those who demonstrate Khepira's greatest virtues are trustworthy and wise, with great insight and unwavering honesty. Those who demonstrate its faults are intolerant and judgmental, prone to assume the worst of others. The Scarab is considered a lucky sign for farmers, bodyguards, knights, librarians, candlemakers and glassblowers.

Khepira's correspondences are topaz, the element of air, and the goddess Madriel. The Scarab's association with light lends extra power to illusion spells, particularly those that draw on light and color rather than shadow magic. Astrologers call Khepira a lucky month for research and the gathering of information.

Imperatus, the Emperor (Hedrot)

In star-charts dating before the Titanswar, the Emperor was a constellation that hung in the northern sky; it was not considered part of the zodiac at all. Legend holds that when the War shook the heavens and sent many stars hurtling earthward, the spirit of

Imperatus exhausted its power attempting to limit the damage to the firmament. As a reward, the Emperor was forged anew and set in the zodiacal circle, presiding over the month of wealth.

Those born under the Emperor are said to be forceful and dynamic, strongly committed to their own goals and ideals. At their best, they are charismatic and jovial, sharing their wisdom and strength with others. At their worst, they are pompous, overbearing, and even tyrannical. Imperatus is deemed auspicious for merchants, traders, fathers, priests, and sorcerer



Imperatus is associated with gold, the element of earth, and the god Hedrada. It exerts a favorable influence on the school of Transmutation, and in particular those spells that affect stone and metal. Star-mages advocate the Emperor's month for trade agreements and business enterprises.

Drachys, the Dragon (Vangalot)

The constellation of Drachys, the two-headed Dragon, was allegedly once a mortal pair of twin dragons. The two clutchmates fought on different sides of the Titanswar, however, and struggled against one another to the extent of ignoring all other foes. Finally, the two were evenly matched, and agreed that it was pointless to fight each other any longer, so they agreed to join the side of whomever next spoke with them. As fate would have it, the two quarreling siblings chose the side of the gods. They were raised to the heavens at the end of the war as one composite being, there to oversee the month of disasters.

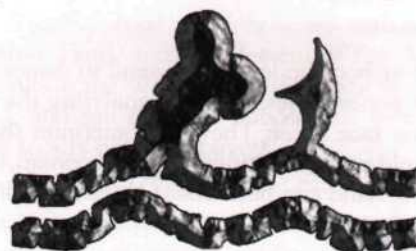


Even today, Drachys is a sign of duality. Those born under the Dragon have a tendency to be people of extremes, equally capable of great good or overwhelming evil. Twins born under the Dragon are said to be destined to strive against each other. Drachys is considered a lucky sign for all those who work on borders, thresholds, or during twilight or dawn.

The sign of Drachys is associated with ruby, the element of water, and the god Vangal. The Dragon's power to withstand misfortune and violence gives it dominion over the Abjuration school. Star-mages cite Drachys' month as favorable for breaking (or placing) curses and other evil magic.

Charys, the Siren (Charder)

According to legend, Charys was a mermaid of the Blossoming Sea blessed with the most beautiful voice of all her people, who are as a rule the greatest singers in the mortal world. Her voice was so clear and powerful that, unaided, it could calm a choppy sea or reduce a mighty storm to a cloudless sky. Tales state that the gods appointed her keeper of the month of servitude partly out of appreciation for her exquisite voice, but also because they knew she might have undone nations with her song had she bothered to try



Those born under the Siren are frequently gregarious and charming individuals, happier among a crowd of strangers than they ever would be alone. They value good friends, although some prefer fawning admirers to a relationship of equals. At their best, they may be faultlessly diplomatic and captivating; at their worst, they may be domineering, petty, and vain. The Siren is considered a lucky sign for bards, musicians, diplomats, young lovers, actors, and politicians, although some consider it an unlucky sign for sailors and sea voyages.

Charys' correspondences are lapis lazuli, the element of water, and the god Chardun. The Siren naturally strengthens the power of enchantment spells, particularly those that rely on speech or conversation. Astrologers claim that the Siren's month is ideal for forming political alliances and treaties.

Astarra, the Mother (Madrer)

Astarra is said to have been one of Denev's most trusted and faithful druids, a woman who called on the powers of the very earth and sky to defend the lands under her protection. Eventually, she was slain by those against whom she sought to defend her lands, but Denev insisted that Hedrada reward the mortal by letting her spirit live on to govern the month of the harvest.

Those born under the Mother are said to be nurturing and caring individuals to friend and stranger alike. At their finest, Astarra's children are loving and giving, able to lighten others' burdens and pains. At their worst, they are controlling and manipulative, unwilling to let other people make their own

decisions. The Mother's month is said to be fortunate for parents, herders, teachers, newlyweds, brewers, druids, and those who minister to the ill or unfortunate.



Astarra is associated with jacinth, the element of earth, and the goddess Madriel. The Mother lends extra power to transmutation magic, particularly those spells that affect living creatures. Star-mages favor Astarra's month as an auspicious time for weddings as well as for experiments in life magic (such as the creation of homunculi).

Kylos, the Wheel (Enker)

Perhaps the most peculiar of the houses, the sign of the Wheel is said to be the essence of the previous zodiac that was torn asunder by the Titanswar. Legend states that, out of respect for its previous position, Hedrada took the tattered remnants of the old zodiac and remade them into a new constellation — much reduced, but whole once more. However, it's also said that although Hedrada was the one to set Kylos over the month of travel, Enkili was the one to set it spinning once again.



People born under the Wheel are often dreamers and seekers, their gazes fixed on the far horizon. Some are wanderers who travel the lands; others indulge their fancies in artistic pursuits. The greatest strengths granted by the Wheel are imagination and vision; the greatest failings of the sign are a lack of practicality or discipline. Kylos is considered a favorable sign for artists, magicians, gamblers, travelers and pilgrims.

Kylos' corresponds with quicksilver, the element of air, and the god Enkili. The Wheel lends its power to enchantment spells, and is a favorable sign for all manner of beguilements. Many astrologers wait for the moon to enter Kylos before embarking on any far-ranging quests.

Malneus, the Hammer (Corer)

The sign of the Hammer is the cause of some religious controversy. The church of Corean claims that it was the same hammer Corean used to forge his sword on the anvil of Golphagga, raised to the heavens as a tribute to its great work. However, the church of Hedrada argues that it is the sign of the Lawgiver, placed among the zodiacal houses in order to ensure that the calendar runs smoothly. The truth of this matter remains unclear, but the general influence that Malneus exerts over the month of crafting seems to give the Coreanites the slight edge in the argument.

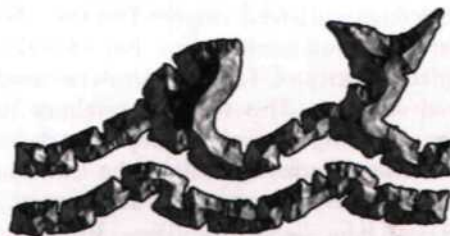


Those born under Malneus are said to exhibit a degree of industry that makes them excel at their chosen professions. At their best, those born under the Hammer are capable and efficient, attacking their chosen tasks with enviable intensity. At their worst, they can be blunt and tactless, unable to relate to people outside their profession. Malneus is deemed a fortunate sign for crafters, smiths, dwarves, alchemists, and cooks.

Malneus is linked to iron, fire, and the god Corean. It extends its influence over the school of Conjunction, in particular the creative use of magic to make inanimate objects from thin air. Astrologers consider the month of the Hammer especially favorable for the creation of magic items.

Delphos, the Dolphin (Taner)

The sign of the Dolphin is said to be the immortal form of a mortal dolphin who, during the Titanswar, guided many merfolk and sailors to safe waters while Lethene battered the seas in her fury. Such noble service did not go unnoticed, and Delphos was raised to the thirteenth house of the zodiac to oversee the month of good fortune.



Those born under the Dolphin are said to be optimistic, easygoing folk possessed of an excellent sense of humor. Delphos is said to grant deep understanding of the natures of the various divine races as well as great powers of intuition; however, irresponsibility and hyper-sensitivity are also said to be the mark of Delphos. The Dolphin is deemed a fortunate sign for oracles, sailors, fortune-tellers, and children.

Delphos is linked to the stone commonly called serpentine, the element of water, and the goddess Tanil. The Dolphin enhances the school of Divination, particularly when used to glimpse visions of the future. Star-mages call the month of Delphos an ideal time for beginning or concluding sea voyages.

Vespis, the Bat (Belsamer)

Lore holds that when the gods sought to kill Mormo, they almost didn't find her. However, her presence was betrayed by a flock of bats that took wing from the forest where she hid, and the gods discovered her there. As a reward, the entire flock was merged into a single constellation, and granted the honor of overseeing the month of darkness as Vespis, the Bat.



Those born under Vespis are generally energetic and perceptive, and are prone to be light sleepers. At their best, they are alert and quick-witted; at their worst, short-sighted and flighty. The Bat is an auspicious sign for watchmen, tavern-keepers, prostitutes, and others who conduct their business by night.

The house of the Bat's correspondences are onyx, the element of air, and the goddess Belsameth. Vespis strengthens illusion magic, in particular that magic dealing with shadow. Star-mages consider the month of the Bat best for enchanting objects with the power of darkness, or for rituals that must be performed by night.

Turros, the Tower (Heder)

The titans utterly destroyed countless cities during their reign and later during the Titanswar, leaving scattered ruins all across Scarn. But when Kadum trampled the city of Tammengarn, one tower remained standing. This tower was rebuilt in the heavens, standing as a symbol of hope over the month of protection. Turros symbolizes the fact that the titans' destructive power was not absolute.

Those born under the Tower are said to be socially capable and well-organized, with a tendency to value their friends and allies highly. At their best, they are excellent leaders and compassionate allies;

at their worst, they are clannish and insular. Turros is an auspicious sign for builders, architects, military officers, stonemasons, jailers, and innkeepers.



Turros is associated with sapphire, the element of earth, and the god Hedrada. The month of the Tower strengthens abjuration magic, and astrologers consider it an excellent time to create defensive enchantments.

Nekheros, the Vulture (Vanger)

Astrological lore states that Nekheros was the first of the carrion-birds to descend on the first battlefield where god and titan fought, and the first creature to eat of the flesh of a dead titan. The food made him strong, and Nekheros became a common sight during the war. He managed to eat corpseflesh every day of the entire Godswar, until, old and half-blind, he was placed in the house of the month of pestilence to commemorate his perseverance.

Those born under the Vulture are said to be resourceful and imaginative, able to seize even the slightest opportunity when it comes to them. At their best, Nekheros' children are survivors who can withstand any setback and remain smiling; at their worst, they are miserly and gluttonous, unwilling to part with anything that might benefit them. Nekheros is said to be a lucky sign for miners, prospectors, nomads, thieves, halflings, and the impoverished.

Nekheros is linked to the metal of lead, the element of fire, and the god Vangal. Necromancy of all sorts is more powerful when the moon is in the Vulture, the last month of the year. Necromancers who follow astrology often wait until Nekheros is prominent before beginning particularly ambitious projects of animation.



Scarred Lands Alchemy

The drastic changes wrought to the Scarred Lands by the Divine War seem to have echoes even in the most innocuous of places. The very art of alchemy was radically changed by the exposure of many of the alchemist's basic components to titanic essence. Where once simple sand or stone were of little use to the average alchemist, now many of these base elements can be distilled and purified into strange and powerful substances by a combination of the alchemist's art and the lingering taint of the titans.

Argent Essence

An oil made from alchemically-treated silver, argent essence is commonly rubbed onto weapons. The oil soaks into the metal or wood of the weapon when so applied and then held over a source of heat. Thereafter, for a time, the weapon is treated as though it were a silver weapon for the purposes of ignoring the damage resistance of creatures struck by the weapon.

One vial of argent essence contains enough oil to treat one Large weapon, two Medium-size weapons, four Small weapons, or twenty pieces of ammunition. Argent essence wears off after one strike from ammunition or Small weapons, two strikes from Medium-size weapons, and three strikes from Large weapons.

Flakeiron

An oil crafted from distilled Blood Sea waters, flakeiron is used to treat any weapon crafted of ferrous metal (iron or steel). The weapon so treated becomes slightly brittle, and rife with sharp, jagged splinters of rusted iron. When a flakeiron-treated weapon strikes a target, metal shards splinter off in the wound, causing excruciating pain. The victim suffers a -2 morale penalty to all actions for 2d4 rounds due to the pain of the splinters working their way out of the victim's body.

Any time the wielder of a flakeiron-treated weapon rolls a critical hit, the weapon itself suffers 1 point of damage. Weapons made entirely of metal that have been treated with flakeiron have a hardness of 2 points lower than normal.

Hardshell

Hardshell lacquer can be painted on any hard surface, most commonly clay, wood, or metal. After an hour's drying time, the lacquer forms a seamless silvery-gray coating that effectively increases the coated object's hardness by 4 points. A pint of hardshell lacquer covers approximately 100 square feet of material.

Plague Mud

A virulent concoction derived from a mixture of muck and sludge dredged up out of the Mourning Marshes, plague mud swarms with all manner of disease. Clay vessels of plague mud are generally thrown as missile weapons (see PHB, Chapter 8, "Combat," Grenadelike Weapons). Any creature struck directly by the mud is fully exposed to swamp

rot (see *Wilderness & Wasteland*, page 43), while for those merely within the splash radius, the DC of the Fortitude save against the rot is reduced by -5.

Slipshod

A grenade filled with a mixture of viscous greases and slippery oils, a single slipshod flask covers a roughly 20-square-foot area when hurled. Anyone moving or fighting within this area must make a Balance skill check (DC 15) each round to avoid slipping and falling.

Item	Alchemy DC	Cost
Argent essence	25	50 gp
Flakeiron	25	200 gp
Hardshell	20	350 gp
Plague mud	20	750 gp
Slipshod	20	50 gp

New Feats

This section introduces a number of new feats. Further, it also introduces several new feat categories. Each category is unique to a type of spellcaster, demanding knowledge in a type of spellcasting before the secrets of those feats are unlocked. These categories are miracle, scion, and virtue feats.

Albadian Sorcery [General]

Tavern tales of scantily clad Albadian sorceresses have circulated throughout Ghelspad for centuries. Although downplayed by the dour clerics of Hedrad, there is more truth to these tales than fiction. Having been trained in the north, the caster can channel the heat created through arcane spellcasting in order to stay warm for extended periods.

Prerequisite: Con 13+, trained in Albadia to cast arcane spells.

Benefit: The caster's resistance to cold and cold effects gained from casting arcane spells (see *Relics and Rituals*, page 26) lasts for 10 minutes per level of any spell cast, rather than only 1 round.

Cabalist [Metamagic]

The spellcaster is privy to cabalistic formulae, those arcane secrets inherent in the signs and words of the gods themselves.

Prerequisites: Knowledge (arcana) 6 ranks, Knowledge (religion) 6 ranks

Benefit: The caster gains the use of the cabalistic bonuses detailed under "Cabalists" earlier in this chapter. Upon taking this feat, she learns a number of cabalistic invocations equal to 1 + her Intelligence modifier. Note that she must adhere at all times to the alignment restrictions of these cabalistic invocations.

Casting a spell cabalistically adds both a verbal and a spell focus component to the casting (the focus being an appropriate sacred or profane text), regardless of whether the spell normally has such components. Further, the casting time of the spell



increases to a full-round action. Those spells that are already full-round actions or longer do not have their casting time increased.

Special: This feat may be taken multiple times, granting new cabalistic invocations each time.

Ritualist [Metamagic]

The use of ritual magic has become a widespread avenue to greater power in the Scarred Lands. Many who practice its secrets gain aptitude in the use of ritual magic.

Prerequisites: Ritual Casting 4 ranks.

Benefit: A character with this feat who performs ritual magic (see *Relics & Rituals*, pages 127–130) reduces the total time required by 25%, although this bonus applies to combined ritual casting only if the character is the one leading the ritual. Additionally, the XP cost for casting true rituals is reduced by 25% for a caster with this feat.

Specialist Dispelling [Metamagic]

Specialist wizards have dedicated their lives to understanding the strange arcane powers that fuel the spells of their specialty school. Some have learned to use this knowledge in disrupting the casting of others' spells.

Abjurers banish enemies' arcane energies as they are created, while conjurers actually pull a portion of the energies away, disrupting the opposing spell as it is cast. Diviners and enchanters fill the forming pattern with excess divination or enchantment energy, rendering it useless as it forms. Evokers charge the spells of enemies with disruptive power, while illusionists render part of the forming spell into harmless shadow-stuff. Necromancers corrode and decay the forming spell, while transmuters reshape and reduce the very energies being woven.

Prerequisites: Specialist wizard class levels.

Benefit: The specialist wizard is able to counterspell (see PHB, Chapter 10, "Magic," Counterspells) by expending a prepared spell from his school of specialization, rather than the exact spell being cast. In order to counter spells of his opposed school, the counterspeller must use a spell of a level equal to or higher than that of the spell to be countered; all other spells require a spell at least one level higher than the one being countered. Specialists may not use this feat to counter spells of their own school; they must use normal counterspelling for those spells.

Star-Lucky [General]

The stars of the character's birth-sign have blessed her with luck and with a particular aptitude for that sign's favored attributes or skills.

Benefit: The character receives a +2 luck bonus to all saving throws while the moon is in the zodiac house that presided over her birth (see "Houses of the Gods" earlier in this chapter). Additionally, she always gains a +1 luck bonus to certain checks related to that sign, as listed on the following chart:

Zodiacal Sign	+1 Luck Bonus to:
Ursos, the Bear	Heal, Profession (herbalist); untrained Wis checks
Lycaeus, the Wolf	Intuit Direction, Wilderness Lore; untrained Wis checks
Rukha, the Roc	Diplomacy, Gather Information, Wilderness Lore
Sikklos, the Scythe	Concentration, Knowledge (anatomy); untrained Int checks
Destrios, the Warhorse	Handle Animal; untrained Str checks
Khepira, the Scarab	Diplomacy, Knowledge (any one); untrained Wis checks
Imperatus, the Emperor	Diplomacy, Knowledge (arcana, religion); untrained Cha checks
Drachys, the Dragon	Intimidate, Spot
Charys, the Siren	Gather Information, Perform; untrained Cha checks
Astarra, the Mother	Heal, Wilderness Lore; untrained Con checks
Kylos, the Wheel	Craft (any artistic), Intuit Direction; untrained Int checks
Malneus, the Hammer	Craft (any crafting) and Profession (any)
Delphos, the Dolphin	Profession (sailor), Sense Motive, Swim; untrained Wis checks
Vespiis, the Bat	Listen, Search; untrained Int checks
Turros, the Tower	Any Craft or Knowledge pertaining to building; untrained Cha checks
Nekheros, the Vulture	Bluff, Pick Pocket, Profession (miner)

Special: This feat may only be taken at 1st level.

Student of Ritual [Special]

A rare few sorcerers have the latent ability to use those rare and unique true rituals of the Scarred Lands. Generally, such ability is taught in service to one of the titans by the cults associated with the Defeated.

Prerequisites: Sorcerer class levels.

Benefit: Sorcerers with this feat gain the ability to understand, prepare, and cast true rituals as wizards. The sorcerer must prepare the ritual, studying its form from a text and investing power into it when it is cast, using a sorcerer spell slot of an appropriate level to do so. Sorcerers may only cast rituals of spell levels they may normally cast.

Normal: Sorcerers cannot normally use true rituals.

Zodiac Focus [Metamagic]

The true student of astrology is aware of the added power each zodiac sign offers to its corresponding school of magic, and is able to tap the stars' power for his own use.

Prerequisite: Intelligence 13+, Knowledge (astrology) 4 ranks

Benefit: During any given month, the caster's save DCs for spells from the school augmented by that month's zodiac sign is raised by 2. For instance, in Chardot, under the sign of Destrios, the DC to save against any of the caster's evocation spells is raised by 2. When the month passes to Madrot, the sign of Khepira, this bonus to evocation spells ends, but the DC for illusion spells is then increased by 2. This bonus stacks with that from the Spell Focus feat.

Miracle Feats

These feats are available only to the primary servants of the gods, those who channel the very essence of the divine: only clerics may choose these feats. Miracle feats grant a cleric other uses for channeling positive or negative divine energy, directing this energy into abilities appropriate to the ethos of the cleric's faith. Using a miracle feat always uses up one of the cleric's daily turn or rebuke undead attempts. These feats aren't merely about channeling positive or negative energy, however — they are unique blessings that clerics are taught as part of their vocation.

Healer's Benediction [Miracle]

Clerics of any healing god may learn this feat, which teaches the cleric to channel the positive energies of their god to healing ends, augmenting the healing power of the cleric. In the Scarred Lands, this feat is taught only by the church of Madriel, although it may be taught by Madrielites to allied clerics, especially those of Tanil and Corean.

Prerequisites: Cleric levels, ability to channel positive energy (turn undead).

Benefit: By expending a turn undead attempt while casting any cure spell, the cleric may maximize the result of a number of dice of healing potential from that spell equal to her Charisma modifier (minimum of 1 die). Thus, a *cure light wounds* spell cast by a cleric with a 15 Charisma (+2 bonus) using this feat would do 8 + caster level points of healing (rather than 1d8 + caster level), and a *cure serious wounds* so cast by the same cleric would heal instead 1d8 + 16 + caster level, rather than the usual 3d8 + caster level points of healing — two of the three dice for the spell are maximized due to the cleric's +2 Cha bonus.

Reaver's Sacrament [Miracle]

The powers of negative energy are not merely for control over the undead. Some clergy of dark powers learn to channel this power into their melee attacks, inflicting wicked wounds that are difficult to heal. In the Scarred Lands, this feat is taught among the clergy of Vangal, who thus bless their weapons to carnage.

Prerequisites: Cleric class levels, ability to channel negative energy (rebuke undead).

Benefit: By expending one rebuke undead attempt, the cleric may charge a melee weapon that he holds with negative energy, enabling it to inflict deadly wounds that resist magical healing. Weapons so empowered remain charged for a number of rounds equal to the cleric's Charisma bonus (minimum 1 round); all wounds inflicted by the weapon during that time cannot be healed by magic, but must heal normally.

This negative energy effect may be negated by any creature capable of channeling positive energy if the creature makes a turning check (see PHB, Chap-



ter 8, "Combat," Turning Checks) and rolls high enough to effectively turn a creature with Hit Dice equal to the level of the cleric who used Reaver's Sacrament.

Sacred Defender [Miracle feat]

The power of gods who grant positive energy may be channeled to aid in the defense of the faithful. With a touch and a prayer, the cleric may channel power into herself or an ally, bolstering the target against damage. In the Scarred Lands, this is normally taught by the clergy of Corean and Hedrada.

Prerequisites: Cleric class levels, ability to channel positive energy (turn undead).

Benefit: By expending one turn undead attempt, the cleric may channel positive energy by touch, granting the recipient a sacred bonus to AC equal to the cleric's Charisma bonus (minimum +1). This bonus lasts for 1 round per cleric level.

Scion Feats

These feats apply only to those who have the very essence of magic running through their blood: only sorcerers may choose these feats. Each scion feat includes a list of spells that, by virtue of the sorcerer's ties of blood to a particular heritage, must be chosen by her at the earliest opportunity, before all other spells, by level advancement. The sorcerer scion always casts these spells at +1 caster level (this bonus does not apply to these spells cast from magic items such as scrolls or wands).

Scion feats also grant the sorcerer some other ability, usually a skill bonus or special ability appropriate to her background. Scion feats need not be taken at 1st level — many sorcerers don't discover and begin exploring the source of their magics until well into their careers as spellcasters. Others discover their heritage through exposure to the types of beings from whom they are descended.

Although it is possible to choose scion feats more than once, it is rare to have multiple heritages in this fashion. The GM should always approve such decisions.

Special: Anyone who witnesses the character with this feat casting one of her scion spells may make a Spellcraft check (DC 25 minus spell level) to identify the energy signature that indicates the possession of this feat.

Bloodline of Power [Scion]

Since the destruction of Mesos, many sorcerers have demonstrated the energies associated with this feat. But even before that, Mesos' chosen high priests, sorcerers of great power and respect, were generally known for these traits as well. A sorcerer with this feat is undeniably touched by the power of Mesos, manifesting a strange six-armed sigil in the form of a birthmark or the like on their bodies.

Prerequisites: Sorcerer class levels.

Benefit: Sorcerers with this feat must take the spells associated with it at the earliest opportunity in their level advancement (see below). They also gain a +1 effective caster level when casting these spells. Sorcerers with this feat gain a +2 to all Spellcraft checks. The spells associated with Bloodline of Power are:

0-lvl — *detect magic*, *prestidigitation*; 1st — *identify*, *magic missile*; 2nd — *protection from arrows*, *spectral hand*; 3rd — *dispel magic*, *haste*; 4th — *minor globe of invulnerability*, *remove resistance**; 5th — *dismissal*, *teleport*; 6th — *analyze dweomer*, *globe of invulnerability*; 7th — *limited wish*, *spell turning*; 8th — *rapid journey**, *symbol*; 9th — *Mordenkainen's disjunction*, *wish*.

*From *Relics & Rituals*.

Child of the Heavens [Scion]

Titanic blood is not the only source that lends the spark of magic necessary to sorcerers — there are those who, while not half-celestial themselves, are perhaps distantly descended from celestial beings, thus gaining the power to ward against or combat evil, to create light, and to call upon celestial beings to aid them. Children of the heavens are always marked in some way, usually with white-gold hair or pale blue eyes.

Prerequisites: Sorcerer class levels.

Benefit: Sorcerers with this feat must take the spells associated with it at the earliest opportunity in their level advancement (see below). They also gain a +1 effective caster level when casting these spells. Sorcerers with this feat gain a +2 to all Sense Motive checks. The spells associated with Child of the Heavens are:

0-lvl — *disrupt undead*, *light*; 1st — *protection from evil*, *summon monster I*; 2nd — *daylight*, *summon monster II*; 3rd — *magic circle against evil*, *summon monster III*; 4th — *purifying flames**, *summon monster IV*; 5th — *contact other plane*, *summon monster V*; 6th — *power word, thunder**, *summon monster VI*; 7th — *plane shift*, *summon monster VII*; 8th — *summon monster VII*, *sunburst*; 9th — *gate*, *summon monster IX*.

*From *Relics & Rituals*.

Special: The creatures summoned through the use of *summon monster* spells must be celestial creatures.

Witch of the Old Blood [Scion]

Those having the blood of Mormo coursing through their veins often manifest certain powers denoting an ophidian taint: powers of acid and poison and the assumption of serpents' traits and other such horrors. Those with this feat often have some kind of birthmark or physical deformity that marks them of the brood of Mormo, from a patch of scales to a serpent-shaped birthmark to an angry red area that looks like a snakebite. In the Scarred Lands, most, if not all of those who manifest this feat are women.

Prerequisites: Sorcerer class levels.

Benefit: Sorcerers with this feat must take the spells associated with it at the earliest opportunity in their level advancement (see below). They also gain a +1 effective caster level when casting these spells. Sorcerers with this feat gain a +2 bonus to all Fortitude saves against poison. The spells associated with Witch of the Old Blood are:

0-lvl — *daze*, *detect poison*; 1st — *acid spittle**, *chameleon skin**; 2nd — *Melf's acid arrow*, *summon swarm*; 3rd — *animal infusion**, *haste*; 4th — *Evard's black tentacles*, *Yaral's totemic transformation**; 5th — *greater familiar**, *nethergaze**; 6th — *acid fog*, *awaken titan avatar**; 7th — *Mormo's serpent hands**, *sever**; 8th — *horrid wilting*, *power word, blind*; 9th — *power word, kill*, *shapechange*.

*From *Relics & Rituals*.

Special: The spells from this feat's heritage always have a distinctly ophidian nature; in any case where an animal must be chosen or rolled randomly, the result is always snakes or serpents, where possible.

Virtue Feats

These feats apply only to those warriors who have sworn their oaths before Corean to uphold the highest of virtue: only paladins may choose these feats. Virtue feats allow a paladin to draw additional strength from those sterling merits that define her oaths as a paladin; additionally, those paladins of 3rd level or higher may also channel positive energy through the feat (using turn undead attempts), granting them appropriate special abilities that aid them in upholding their strict code of honor and justice.

Courage [Virtue]

Courage is one of the foremost virtues cultivated by paladins. The paladin must be an example for all godly folk, standing bravely in the face of adversity and difficulty, steady in his faith that the gods and his own righteousness will bear him up, and thereby aiding others in finding their own courage.

Prerequisites: Paladin class levels.

Benefit: For a 1st-level paladin, this feat simply grants a +4 sacred bonus to saves against fear effects. If the paladin is 2nd level or higher, this feat increases the range of her aura of courage ability, granting all those within 30 feet of the paladin a +4 morale bonus on saving throws against fear.



A paladin capable of channeling positive energy (i.e., turning undead) can gain greater benefit from this feat. If she is subject to any effect with the [fear] descriptor, the paladin may channel positive energy through the Courage feat as a free action, expending one of her daily turn undead attempts; by doing so, the paladin gains the effects of a *bless* spell for as long as the fear duration would have lasted.

A paladin may also aid an ally caught in the grip of a fear effect by speaking to him of courage and bravery while simultaneously expending one turning attempt, all as a standard action. Doing so grants the ally a second save against the fear effect with a sacred bonus equal to the paladin's class level -2.

Finally, a paladin may strengthen her aura of courage ability through the use of positive energy as a standard action. By expending one turn undead attempt, the paladin increases the morale bonus against fear saves to +6 for all allies within 30 feet for a number of rounds equal to the paladin's Charisma bonus.

Special: At the GM's option, overtly cowardly behavior may cause the paladin to lose the ability to channel positive energy through this feat until such time as she *atones* for her cowardice.

Mercy [Virtue]

An important virtue for paladins is mercy. Paladins have great power, and they must demonstrate the ability to wield it with a conscience, slaying only when necessary. They must comfort the wounded and spare their enemies if there is to be any hope of redemption for the wicked.

Prerequisites: Paladin class levels.

Benefit: This feat grants the paladin an effective +2 sacred bonus to Charisma, but only for the purposes of determining how many points of healing he may administer through the use of his *lay on hands* ability.

A paladin of 3rd level or higher, however, with but a touch and a prayer (as well as the expenditure of a turn undead attempt), may relieve pain and suffering for a number of hours equal to his Charisma modifier (minimum 1 hour). This effectively heals half of any subdual damage currently suffered by the recipient, and negates any penalties that creature currently suffers due to pain (such as those from a *symbol of pain*).

Alternately, the paladin may channel positive energy through his melee weapon, allowing him to wield that weapon to inflict subdual damage. By expending one turning attempt, the paladin may deal subdual damage without suffering the usual -4 penalty to his attack rolls for a number of minutes equal to his Charisma modifier (minimum 1 minute).

Chapter Two: Prestige Classes

Something you must understand, my child. You have learned powerful spells. You can wield the very powers of the storm and the inferno. Yet what you know is only a beginning — just as the ability to read the written word is but the key to wielding magic, so too is the ability to cast spells but the first step into greater Mysteries.

— Aloraea the Grey, Mistress of Novices,
Phylacteric Vault

The powers and ways of magic are many — only the most foolish would think that simple spellcasting grants them access to *all* the secrets of the universe. For every culture, every god and titan, every theory of magic, every untapped secret of the land, there is a collection of magical secrets. From the secrets of the Blood Bayou's priests of rot to the academic endeavors of the Phylacteric Vault to the mysteries of the Witchmount in frozen Albadia, there are myriad magical paths of knowledge.

Prestige Classes in the Scarred Lands

Though the place of those prestige classes presented in Scarred Lands supplements is obvious, what might not be readily apparent is where the basic prestige classes from the DMG fit in. What follows is a description of how each of these classes is appropriate for use in the Scarred Lands; ultimately, however, these are simply suggestions for the GM, who always has the final word on such things in her campaign.

Arcane Archer

In the Scarred Lands, the traditions of this prestige class were first practiced by the high elves of Termana. To these folk, the marriage of powerful battlefield magics and the elegant elven bows was a natural conclusion. Indeed, the name "arcane archer" is a translation of the title the original brotherhood took for itself: *Kyalhia Erianna*. But, as with so much of the high elven culture, the Titanswar destroyed the last vestiges of the brotherhood of arcane archers.

To be sure, there are those still who know its secrets, even the greatest secrets of the *arrow of death*. But the brotherhood itself is no more. Rumor has it that small lodges of arcane archers remain among the elves of Uria and Vera-tre in Ghelspad, however, carrying on the original intent of the high elven brotherhood.

Assassin

The Cult of Ancients is a name rarely spoken — and even then only in whispers. Practitioners of murder and a unique form of hedge wizardry, these assassins practice their art for the glory of Belsameth and to further the goals of their organization.

Blackguard

In a land so directly influenced by the gods themselves, it is little wonder that there are as many blackguards as there are. It is said that Chardun looked upon the favored champions of Corean and grew jealous; the Slaver vowed that, rather than create his own champions, he would steal one of his brother's. In short order, Chardun corrupted a paladin (whose name changes with each teller of the tale) and created the first of the blackguards, who then found others with the appropriate temperament

and taught them to wield both arms and the very powers of hell in Chardun's name.

In the modern Scarred Lands, blackguards are normally found in the service of Chardun's church; indeed, the training techniques of the Black Dragons produce more blackguards than do those of any other group. Still, the thorn generals of Chorach are also blackguards. And Chardun isn't the only god to attract the kind of fervor required to make a wicked man into a champion of evil — it is said that many highly placed members of the church of Belsameth and the Cult of Ancients count blackguards among their personal defenders, and stories tell of the Hellriders, blackguards with fiendish warhorses who ride among the Horsemen of Vangal.

Dwarven Defender

It is said that the only reason the Dwarven Imperium lasted as long as it did in spite of the pleasure the titans gained from sending their spawn to assault it was the Brotherhood of Shields.

The elite defenders of the Dwarven



Imperium were often sent at the forefront of armies to help safeguard those settlements of humans and other non-dwarves who allied themselves with the Imperium as client-states in return for protection from the predators created by the titans.

Thousands of years have passed since that time. The Brotherhood of Shields is no more, though the techniques they taught for standing fast in the face of assault are still remembered. It is said that the defenders are among the reasons why Burok Torn yet stands; it is also said that charduni defenders remained in Dunahnae to defend the Wall of Bone when the Charduni Empire sent its troops to conquer the heart of Ghelspad.

Loremaster

In the libraries of Lokil the first loremasters discovered their deep secrets, and that learned settlement has been known for its sages and loremasters ever since. In the years since, however, sages have traveled to learn among the loremasters of Lokil and then departed for other places. Thus, loremasters can be found in many places, from Hollowfaust to Hedrad.

It is rumored that sages with abilities similar to those of the loremasters may be found among the high elves of Termana; indeed, some Termanan elves claim that it was one of their half-blooded offspring who founded the loremaster tradition in Lokil. According to some, Tored Fenex, Chief Historian of Burok Torn, has sent a group of his most promising apprentices to Lokil, asking for training as loremasters in exchange for dwarven lore unknown to the sages there.

Shadowdancer

Those who discover the very heights of Drendari's mysteries are rare indeed. Gifted with the ability to become one with the in-between places that are Drendari's own, those who would learn to dance the shadows must first seek out one who serves Drendari.

The shadowdancers are often caught up in a holy crusade against the penumbral lords, who took the lore stolen from Drendari's mind by the Slarecians and turned it to their own whims, forcing shadows to bend to their will rather than becoming one with them.



Helliann (Hel)

The Helliann Sisterhood is an ancient order of Albadian witches whose origin is lost in the depths of history. High in the Stormtooth Mountains of eastern Albadia is the cloud-shrouded peak of the Witchmount, Mt. Helliath. The path that leads to the cloister of the Sisterhood, perched atop the mountain, is treacherous and protected by guardians in the service of the Sisterhood.

Once the Helliann Sisterhood was dedicated to the titanesses Mormo, Lethene, and Denev; during the Titanswar, the Sisterhood fell to an internal struggle that ended in spellbattle and bloodshed. With the ascension of the gods, the Helliann Sisterhood rededicated itself to the service of the goddesses Denev, Madriel, and Belsameth, although even to this day it is whispered that some of the Sisterhood may yet revere the Lady of Storms and the Hagqueen.

A council of three Elders, the Mother of Light, who serves Madriel; the Mother of Darkness, who serves Belsameth; and the Mother of the Land, who serves Denev, rules the Witchmount. The Helliann Elders' word is law in the Sisterhood.

More than even most Albadian sorceresses, the Helliann are known for their mastery of tattoo magic, bearing far more enchanted tattoos than is seemingly possible. They are also known for their immunity to the extreme cold common throughout Albadia.

Though the influence of the Witchmount has waned among city folk in recent years, the nomadic tribes of Albadia still give the Helliann the same reverence they have for centuries. Every tribe has one or more witches who act as counselors, defenders, and priestesses for the tribe (even if they are not divine spellcasters). The nomadic tribesmen of Albadia would never dream of treating one of the Sisterhood disrespectfully, much less raising a hand in violence to her.

Once it was customary for all Albadian chieftains to be wedded to a priestess of the Witchmount, but this custom, like so many of the Old Ways of Albadia, has fallen out of favor with those who dwell in the cities of southern Albadia. Although High-King Thalos does allow a gathering of Helliann sisters to dwell at his court, he does not lend their word the credence that the northern tribes feel he should, which only contributes to their growing discontent with his rule.

Customarily, druids and sorceresses most commonly become Helliann, but in recent years the Helliann Elders have accepted clerics of Belsameth and Madriel into their ranks, provided they swear an oath to forego the normal bickering and rivalry in which the clerics of those goddesses normally engage. Wizards are never accepted onto the Witchmount, by ancient custom.

The special powers gained by the Helliann are often symbolized by tattoos. Many of these tattoos

have no innate power in themselves; rather, they symbolize those Mysteries of the Witchmount to which the Helliann has become privy.

Hit Die: d4.

Requirements

To qualify to become a Helliann (Hel), a character must fulfill all the following criteria:

Feats: Albadian Sorcery, Craft Magic Tattoo.

Race: Human, half-elf, or half-orc of native Albadian blood.

Gender: Female.

Skills: Craft (tattoo) 5 ranks, Diplomacy 3 ranks, Spellcraft 8 ranks.

Spellcasting: Ability to cast 2nd-level spells.

Special: Must have an enchanted tattoo. Must make the pilgrimage to the Witchmount and be accepted as an initiate Helliann.

Class Skills

The Helliann's class skills are Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Ritual Casting (Con, exclusive skill), Scry (Int, exclusive skill), Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: A Helliann is proficient with all simple weapons. She gains no proficiency with any armor or shields.

Spells per Day: Helliann continue to advance in spellcasting ability. When a new Helliann level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). Essentially, she adds the level of Helliann to the level of some other spellcasting class she has, then determines spells per day and caster level accordingly. If the character had more than one spellcasting class before she became a Helliann, she must decide to which class she adds each level of Helliann for purposes of determining spells per day when she gains the new level.

Tattoo of the Witchmount: Placed on the right hand of the initiate, this is a specially enchanted tattoo depicting the ancient sigil of the Helliann Sisterhood. The tattoo of the Witchmount does not take up enchanted tattoo ranks as do normal tattoos (*Relics & Rituals*, page 197). The tattoo of the Witchmount grants the Helliann a +2 bonus to

Concentration checks. Further, it enhances certain spells that she commonly uses: the Helliann chooses one spell she is able to cast when the tattoo is placed on her hand, and then one more spell for every level she gains in this prestige class (adding a small detail to her tattoo of the Witchmount with each such selection); she gains a +2 bonus to the save DC of these spells. Finally, due to the link forged between the magic of the tattoo and her source of power, the Helliann is able to substitute her spellcasting ability score for her Constitution when determining the maximum number of ranks she may have in tattoos (druids, clerics, and adepts use Wisdom; sorcerers use Charisma).

Witchskin: As the Helliann advances in her knowledge of the strange magical currents of frigid Albadia, she learns to better resist extremes of cold. At 1st level, she gains cold resistance 5, increasing to cold resistance 20 at 5th level. Finally, at 7th level, she becomes wholly immune to cold damage.

Tattoo Bonus: At 2nd level the Helliann's maximum number of ranks in enchanted tattoos increases by +2. Thus, a 2nd-level Helliann of sorcerous background with a Charisma of 16 may have 8 ranks worth of tattoos. This bonus increases to +4 at 5th level and +6 at 8th level.

Blessings of the Witchqueens: At 3rd level the Helliann is granted one of the strange tattoos referred to as the Blessings of the Witchqueens. She gains another at 6th level and the third (and last) at 9th level.

There is one such tattoo for each of the patron goddesses of the Helliann, and the tattoos may be chosen in any order, as each Helliann wishes. However, the first of these tattoos is always placed just below the hollow of the throat. The second is done just below the breasts, and the third is scribed around the navel.

Each of these tattoos grants a bonus to a single type of saving throw and allows the bearer to ignore 4 ranks of tattoos associated with that tattoo's goddess. Thus, a Helliann witch with Mark of the Morn and 6 ranks of Madriellan tattoos is treated as having only 2 ranks of tattoos for the purpose of determining her maximum ranks (see the "Tattoos of the Helliann" sidebar for details on which tattoos are associated with which goddess). The tattoos are as follows:

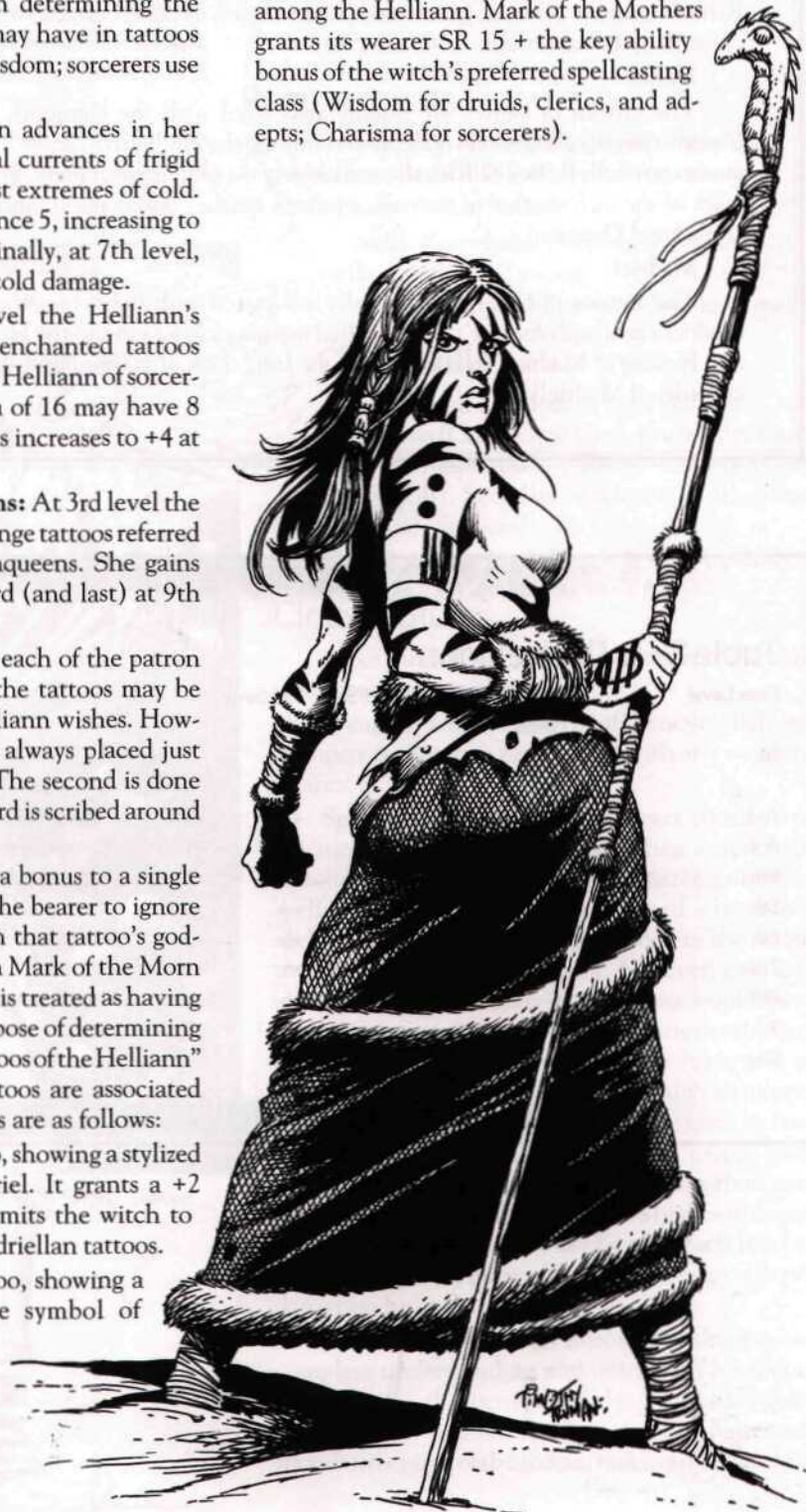
Mark of the Morn: This tattoo, showing a stylized sunburst, is the symbol of Madriel. It grants a +2 bonus to all Will saves, and permits the witch to ignore up to 4 ranks worth of Madriellan tattoos.

Mark of the Moon: This tattoo, showing a stylized crescent moon, is the symbol of Belsameth. It grants a +2 bonus to all Reflex saves, and permits the witch to ignore up to 4 ranks worth of Belsamethan tattoos.

Mark of the Mount: This tattoo, showing a stylized mountain, is the symbol of Denev. It grants a +2 bonus to all Fortitude saves, and permits the witch to ignore up to 4 ranks worth of Denevian tattoos.

Tattoo Mastery: At 4th level the Helliann is able to craft magical tattoos (per the feat) at only 75% of the XP and GP cost.

Mark of the Mothers: At 10th level the Helliann gains this tattoo, given only to those who achieve the greatest heights of knowledge and experience among the Helliann. Mark of the Mothers grants its wearer SR 15 + the key ability bonus of the witch's preferred spellcasting class (Wisdom for druids, clerics, and adepts; Charisma for sorcerers).



Tattoos of the Helliann

In the arcane lore of the Witchmount, many enchanted tattoos are considered to be "ruled" by one of the three patrons of the Helliann. The Witchmount assigns different names and patterns to some well-known tattoos as well (see **Relics & Rituals**, pages 198–200, and see also Chapter Six in this book), as noted below.

Belsameth

The tattoos of Belsameth are usually associated with darkness, curses, death, withering, shapechanging, poison, spirits, and necromancy. *Belsameth's servant* and *wraith hand*, from **Relics & Rituals**, and *eye of night*, *ghost-hand pattern*, *mark of the bellsamaug*, and *witch eye* from this book are considered Belsamethan.

Denev

The tattoos of Denev are usually associated with the elements, nature, animals and the land. *Corean's forge* (called *bosom of the Mother* among the Helliann), *Denev's sending*, *elder rod*, *muskhorn*, and *titanspawn* from **Relics & Rituals**, and *cloak of the wild*, *familiar mark*, *greater familiar mark*, *horor's paw*, *mark of the owl*, *mother of animals*, *mother's tongue*, *oaken shield*, and *stone sigil* from this book are considered Denevan.

Madriel

The tattoos of Madriel are usually associated with light, blessings, healing, growth, and flight. *Madriel's light* and *observer's shawl* (called *morning's grace* among the Helliann) from **Relics & Rituals**, and *blessing of Madriel*, *countenance of the sun*, *cloak of the sun*, and *three feathers* from this book are considered Madriellan.

Table 2—1: The Helliann

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Tattoo of the Witchmount, Witchskin 5	+1 level of existing class
2nd	+1	+0	+3	+3	Tattoo bonus +2	+1 level of existing class
3rd	+1	+1	+3	+3	Blessing of the Witchqueens	+1 level of existing class
4th	+2	+1	+4	+4	Tattoo mastery	+1 level of existing class
5th	+2	+1	+4	+4	Tattoo bonus +4, Witchskin 20	+1 level of existing class
6th	+3	+2	+5	+5	Blessing of the Witchqueens	+1 level of existing class
7th	+3	+2	+5	+5	Witchskin (immunity)	+1 level of existing class
8th	+4	+2	+6	+6	Tattoo bonus +6	+1 level of existing class
9th	+4	+3	+6	+6	Blessing of the Witchqueens	+1 level of existing class
10th	+5	+3	+7	+7	Mark of the Mothers	+1 level of existing class

High Astrologer (Has)

There are those whose study of secrets found in the stars takes them beyond the simple astrology of a fortuneteller, and even beyond that astromancy practiced by those who know how to use the wheel of the zodiac to strengthen their spells. These rare few are the high astrologers.

Equal parts academic and star-priest, the high astrologer has not only discovered that the spirits of the zodiac exist, but has contacted them. High astrologers have discovered the power within the zodiac, flowing from one sign to the other as the moon moves through each of the houses.

The study of high astrology is perhaps best known among the forsaken elves of Termana. After the end

of the Divine War and the restructuring of the firmament, the Termanan elves were quick to explore the secrets held in the new patterns in the sky. To their surprise, they discovered that the touch of the gods, who set the shattered wheel back in its place, had wrought changes in the very power of the zodiac.

Their discoveries have subsequently spread to other places, notably along the southern coast of Ghelspad. Indeed, there is a small guild of high astrologers recently formed in Shelzar that calls itself the Convocation of the Wheel.

Hit Die: d4.

Requirements

To qualify to become a high astrologer (Has), a character must fulfill all the following criteria:

Feats: Zodiac Focus.

Skill: Knowledge (astrology) 8 ranks, Scry 5 ranks, Spellcraft 8 ranks.

Spellcasting: Ability to cast 3rd-level spells.

Class Skills

The high astrologer's class skills are Concentration (Con), Craft (Int), Knowledge (any) (Int), Profession (Wis), Ritual Casting (Con, exclusive skill), Scry (Int, exclusive skill), Sense Motive (Wis), Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

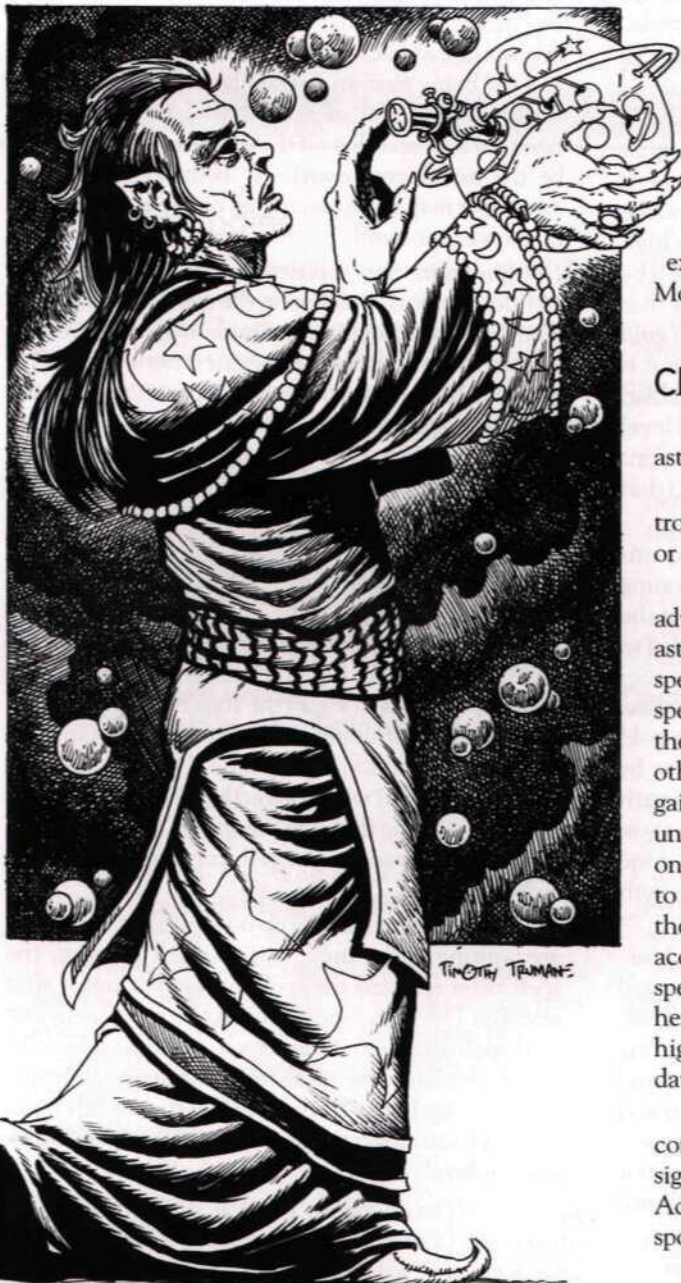
Class Features

All of the following are class features of the high astrologer prestige class.

Weapon and Armor Proficiency: High astrologers do not gain proficiency with any weapons or armor.

Spells per Day: High astrologers continue to advance in spellcasting ability. When a new high astrologer level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class she belonged to before she added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). Essentially, he adds the level of high astrologer to the level of some other spellcasting class he has, then determines spells per day and caster level accordingly. If the character had more than one spellcasting class before he became a high astrologer, he must decide to which class he adds each level of high astrologer for purposes of determining spells per day when he gains the new level.

Star-lucky: The high astrologer gains a more complete understanding and unity with his zodiac sign, gaining the benefits of the Star-Lucky feat. Additionally, he may choose one skill that corresponds to his sign of the zodiac, making it a class skill.



See the chart under the Star-Lucky feat (in Chapter One) for more information on appropriate skills.

Stellar Pattern: The high astrologer gains the ability to cast additional spells each day, the exact nature of which are dependent on the currently dominant sign of the zodiac. At 1st level, he gains a 0-level spell; with every high astrologer class level thereafter, he gains access to one additional level of spell. However, the high astrologer must be able to cast spells of a given level before he is able to benefit from the stellar patterns of that level. The spells available change as the moon passes through the signs of the zodiac. See the "Signs of the Zodiac" sidebar for more information.

Starry-eyed: At 2nd level the high astrologer's eyes seem always to reflect the light of the stars that he studies so obsessively. He gains the low-light vision ability. If he already has this ability, its range extends from double normal human range to triple.

Astrological Correspondences: At 3rd level the high astrologer learns to incorporate the material correspondence associated with a sign of the zodiac to augment his casting of spells associated with that sign. By adding the appropriate material component to any stellar pattern spell (this component cannot be negated using special abilities or feats), the high astrologer increases the spell save DC of that spell by +2. Note that this bonus does not stack with that granted by the Zodiac Focus feat. The value in gold pieces of the material required to gain this bonus is equal to the level of the spell x 10. Thus, using this ability to augment a Transmutation spell of 3rd level requires 30 gp worth of gold (the correspondent element of Imperatus, the Emperor) or jacinth (that of Astarra, the Mother).

At 8th level, the high astrologer may use quantities of the material correspondence when creating magic items to tap into the power of that sign of the zodiac, sparing himself some of the energy needed to craft them. When creating a magic item that uses spells of the school appropriate to a sign of the zodiac, the astrologer may spend an extra 50% of the gold piece requirement, thereby reducing the XP cost by 30%. This crafting can only be done in the month during which the appropriate sign is in the sky; thus, creating a *wand of fireball* this way must be done during the months of Chardot or Enkilot (which both have Evocation as their associated school).

Horoscope Casting: At 4th level the high astrologer learns to use the horoscopes of others to tell more about them. Constructing a horoscope regarding a particular target requires 10 minutes, a writing utensil, and a writing surface — whether a page and a quill, a wax tablet and a knife, or a patch of dirt and a stick. High astrologers generally construct a horoscope using the birth date of the target, but need not actually know the date of birth to construct a horo-

scope. After viewing a target for 1 minute, the high astrologer may make a Sense Motive skill check opposed by the target's Bluff check. If the high astrologer succeeds, he can then accurately formulate a horoscope for that target based on her actions and behavior.

Using a target's horoscope, the high astrologer can determine the target's alignment with a successful Knowledge (astrology) skill check (DC 20). Additionally, the high astrologer may use the horoscope he creates to read the target's fortune or discover something about her; doing so requires the target's horoscope as an additional focal component to each of the spells below.

At 4th level, the high astrologer may cast the equivalent of an *augury* spell once per day regarding the target creature. At 7th level, he may also cast *contact other plane* once per day; when doing so, the high astrologer actually contacts the spirit of the appropriate zodiac house, which risks ability decrease as if the being were an Astral Plane entity, but whose truthfulness is equivalent to that of an intermediate deity (or a greater deity if the zodiac spirit happens to be the astrologer's own). At 10th level, the high astrologer may cast a *vision* spell once per day as if the target were at hand.

Summon Star Spirit: At 5th level the high astrologer learns to call upon the spirits of the zodiac. The high astrologer can summon a reflection or servant of the spirit of the current month's sign. This is a spell-like ability, treated as a specialized *summon monster V* spell that can only summon one type of creature whose nature varies from month to month. See the "Signs of the Zodiac" sidebar for details about the spirit of each sign. A star spirit may be summoned once per day.

Spell in the Stars: At 6th level the high astrologer may "hang a spell in the stars," effectively casting the spell into the constellation of the presiding zodiac and storing it there for later use. Thereafter, as long as the open sky is in view (the stars need not actually be out), the astrologer can call upon the star-hung spell as a free action at any time. Only spells of the school associated with a given sign can be placed in the zodiac during that sign's month. Once the month of a given sign passes, any spells currently hung in the zodiac are lost.

Star-hung spells take up no spell slots while they are waiting to be used; once a spell is hung, the spellcaster recovers the spell slot used to cast it after one day. The high astrologer can also hang spells cast from spell completion items such as wands and scrolls, which depletes the spell from the item normally. Only one spell may be hung in the stars at 6th level. The high astrologer may hang two spells upon attaining 9th level.

Table 2–2: The High Astrologer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Star-lucky, stellar pattern (0-lvl)	+1 level of existing class
2nd	+1	+0	+0	+3	Starry-eyed, stellar pattern (1st)	+1 level of existing class
3rd	+1	+1	+1	+3	Astrological correspondences (spells), stellar pattern (2nd)	+1 level of existing class
4th	+2	+1	+1	+4	Horoscope casting (<i>augury</i>), stellar pattern (3rd)	+1 level of existing class
5th	+2	+1	+1	+4	Stellar pattern (4th), summon star spirit	+1 level of existing class
6th	+3	+2	+2	+5	Spell in the stars, stellar pattern (5th)	+1 level of existing class
7th	+3	+2	+2	+5	Horoscope casting (<i>contact other plane</i>), stellar pattern (6th)	+1 level of existing class
8th	+4	+2	+2	+6	Astrological correspondences (magic items), stellar pattern (7th)	+1 level of existing class
9th	+4	+3	+3	+6	Spell in the stars, stellar pattern (8th)	+1 level of existing class
10th	+5	+3	+3	+7	Horoscope casting (<i>vision</i>), stellar pattern (9th)	+1 level of existing class

Signs of the Zodiac

These are the essential correspondences for the signs of the Scarred Lands zodiac as they apply to the high astrologer. More information on the various signs, including their school, skill, and material correspondences, can be found in Chapter One, in "Houses of the Gods" and under the Star-Lucky feat.

Ursos, the Bear (Corot)

Month: Corot

Star Spirit: High astrologers who call upon the Spirit of Ursos are granted the service of one of Ursos' own children, a celestial brown bear.

Stellar Pattern Spells: 0-lvl – cure minor wounds; 1st – cure light wounds; 2nd – cure moderate wounds; 3rd – cure serious wounds; 4th – cure critical wounds; 5th – healing circle; 6th – heal; 7th – greater healing circle*; 8th – mass heal; 9th – true resurrection.

Lycaeus, the Wolf

Month: Tanot

Star Spirit: The Wolf sends one of its pack, a celestial dire wolf, to aid those who call upon the Spirit of Lycaeus.

Spells: 0-lvl – detect poison; 1st – detect snares and pits; 2nd – circle of sounds*; 3rd – locate object; 4th – locate creature; 5th – commune with nature; 6th – find the path; 7th – true seeing; 8th – discern location; 9th – foresight.

Rukha, the Roc

Month: Enkilot

Star Spirit: A lesser reflection of the Roc (use the stats for a Medium-size arrowhawk) answers the summons of those who call upon the Spirit of Rukha.

Spells: 0-lvl – spark; 1st – flash; 2nd – battlecry*; 3rd – lightning bolt; 4th – call lightning; 5th – ice storm; 6th – chain lightning; 7th – Enkili's lightning storm*; 8th – whirlwind; 9th – Denev's fury* (causes lightning storms).

Sikklos, the Scythe

Month: Belot

Star Spirit: A vicious 6-HD scythe-wielding fiendish harpy (see **Creature Collection**) answers those who invoke the Spirit of Sikklos.

Spells: 0-lvl – bleeding disease; 1st – grim feast*; 2nd – death knell; 3rd – vampiric touch; 4th – enervation; 5th – slay living; 6th – circle of death; 7th – destruction; 8th – horrid wilting; 9th – wail of the banshee.

Destrios, the Warhorse

Month: Chardot

Star Spirit: A dread, flame-touched warhorse (use nightmare stats) answers those who summon the Spirit of Destrios.

Spells: 0-lvl – flare; 1st – flame bolt*; 2nd – flaming sphere; 3rd – fireball; 4th – flame strike; 5th – fire shield; 6th – wall of fire; 7th – fire storm; 8th – delayed blast fireball; 9th – meteor swarm.

Khepira, the Scarab

Month: Madrot

Star Spirit: A massively powerful scarab (a celestial giant stag beetle), gleaming like the sun, answers the call of those who invoke the Spirit of Khepira.

Spells: 0-lvl – dancing lights; 1st – color spray; 2nd – hypnotic pattern; 3rd – major image; 4th – rainbow pattern; 5th – persistent image; 6th – project image; 7th – simulacrum; 8th – screen; 9th – weird.

Imperatus, the Emperor

Month: Hedrot

Star Spirit: A celestial griffon, one of those that crouch at the throne of the Emperor, answers those who summon the Spirit of Imperatus.

Spells: 0-lvl – *mending*; 1st – *magic weapon* (metal or stone weapons only); 2nd – *soften earth and stone*; 3rd – *meld into stone*; 4th – *rusting grasp*; 5th – *spike stones*; 6th – *move earth*; 7th – *statue*; 8th – *iron body*; 9th – *shapechange*.

Drachys, the Dragon

Month: Vangalot

Star Spirit: A lesser reflection of the Dragon (use a fiendish mock dragon with the ability to breathe a gout of flame that inflicts 3d6 fire damage instead of poison; see the **Creature Collection**) answers the summons of the Spirit of Drachys.

Spells: 0-lvl – *resistance*; 1st – *endure elements*; 2nd – *blazing shield**; 3rd – *explosive runes*; 4th – *fire trap*; 5th – *dismissal*; 6th – *repulsion*; 7th – *spell turning*; 8th – *prismatic wall*; 9th – *prismatic sphere*.

Charys, the Siren

Month: Charder

Star Spirit: One of the servants of the Siren, a water mephit, is sent when high astrologers invoke the Spirit of Charys.

Spells: 0-lvl – *daze*; 1st – *charm person*; 2nd – *command*; 3rd – *suggestion*; 4th – *charm monster*; 5th – *dominate person*; 6th – *mass suggestion*; 7th – *insanity*; 8th – *mass charm*; 9th – *dominate monster*.

Astarra, the Mother

Month: Madrer

Star Spirit: One of the Mother's treant servants, its bark black with glittering star-patterns, is sent when the Spirit of Astarra is invoked.

Spells: 0-lvl – *quick sober**; 1st – *animal infusion**; 2nd – *alter self*; 3rd – *Yaral's totemic transformation**; 4th – *polymorph self*; 5th – *animal growth*; 6th – *liveoak*; 7th – *changestaff*; 8th – *animal shapes*; 9th – *shapechange*.

Kylos, the Wheel

Month: Enker

Star Spirit: A creature of solid quicksilver (use silver golem stats, replacing the flame attack with an electricity attack; see **Creature Collection**) answers the summons of the Spirit of Kylos.

Spells: 0-lvl – *daze*; 1st – *hypnotism*; 2nd – *Tasha's hideous laughter*; 3rd – *suggestion*; 4th – *confusion*; 5th – *feeblemind*; 6th – *Rie's dance of seduction**; 7th – *insanity*; 8th – *Otto's irresistible dance*; 9th – *dominate monster*.

Malneus, the Hammer

Month: Corer

Star Spirit: A fire elemental (Medium-size) in the service of the Hammer answers invocations to the Spirit of Malneus.

Spells: 0-lvl – *ray of frost*; 1st – *grease*; 2nd – *web*; 3rd – *flame arrow*; 4th – *minor creation*; 5th – *major creation*; 6th – *wall of iron*; 7th – *daggers of Vault**; 8th – *incendiary cloud*; 9th – *gate*.

Delphos, the Dolphin

Month: Taner

Star Spirit: One of the Dolphin's own servants, a water elemental (Medium-size), answers invocations to the Spirit of Delphos.

Spells: 0-lvl – *guidance*; 1st – *deathwatch*; 2nd – *augury*; 3rd – *clairaudience/clairvoyance*; 4th – *divination*; 5th – *commune*; 6th – *legend lore*; 7th – *vision*; 8th – *discern location*; 9th – *foresight*.

Vespis, the Bat

Month: Belsamer

Star Spirit: Part of the flock that makes up the Bat is dispatched when the Spirit of Vespis is called upon, summoning three fiendish dire bats.

Spells: 0-lvl – *ghost sound*; 1st – *chameleon skin**; 2nd – *shadow images**; 3rd – *displacement*; 4th – *shadow conjuration*; 5th – *shadow weapon**; 6th – *shades*; 7th – *shadow walk*; 8th – *shadow twin**; 9th – *weird*.

Turros, the Tower

Month: Heder

Star Spirit: A spirit of solid marble (Medium-size earth elemental), part of the very make-up of the Tower, comes when the Spirit of Turros is summoned.

Spells: 0-lvl – *resistance*; 1st – *shield of faith*; 2nd – *protection from arrows*; 3rd – *magic vestment*; 4th – *minor globe of invulnerability*; 5th – *spell resistance*; 6th – *globe of invulnerability*; 7th – *spell turning*; 8th – *shield of law*; 9th – *Mordenkainen's disjunction*.

Nekheros, the Vulture

Month: Vanger

Star Spirit: A foul carrion-bird, child of the Vulture (use fiendish giant eagle stats), is called when the Spirit of Nekheros is invoked.

Spells: 0-lvl – *disrupt undead*; 1st – *ray of enfeeblement*; 2nd – *sleep of the dead**; 3rd – *animate dead*; 4th – *zombie form**; 5th – *imbue shadow**; 6th – *create undead*; 7th – *control undead*; 8th – *create greater undead*; 9th – *soul bind*.

*From Relics & Rituals.

Jordeh (Jor)

Of the many tales told of the Ganjus, probably the most prevalent are of the so-called "tree ghosts," mysterious figures that fade in and out of sight among the oaks of that mighty forest. More than one would-be invader has found himself suddenly surrounded by these elfin "spirits" and their oaken allies as the very woodland around him comes to life with one purpose — to prevent further trespass into the sacred Ganjus.

The deeps of the Ganjus harbor Vera-tre, the soaring, majestic tree city of the wood elfen folk. A city grown from the trees rather than built, Vera-tre is jealously guarded by its people, for there are many forces in the Scarred Lands that seek to destroy this bastion of Denev's worship. Foremost among the tree-city's guardians are the Jordeh ("Oakbrother" in the druidic tongue).

The Jordeh of Vera-tre are more than guardians of the Ganjus, however. The Jordeh — an organization that includes not just members of this prestige class, but also druids, rangers, and even the rare cleric of Tanil — are the link between the spirit of the forest and the wood elfen people. The Jordeh hold close council with the Conventicle of Trees, the elder treants of the Ganjus who serve Denev, relaying the will and advice of their mistress to her people. The Jordeh also serve their people as impartial advisors to the Verdant Seat of Vera-tre. Indeed, it is the Jordeh who administer the tests to find the latest incarnations of the Four Eldest Beasts.

The druid or ranger who would know the secrets of the Oakbrothers must seek out a patron among the treants of the Ganjus who is willing to teach him the secrets of the Jordeh. The treant mentor, usually referred to as Oakbrother, then grants the candidate a quest that not only tests his worthiness, but also teaches him of the delicate ecological and metaphysical balance in the Ganjus that they serve. If the seeker passes and is accepted, the treant gives him his *jordeh'lann* and his training begins.

The Jordeh are not merely forest guardians, however. They serve their people as scholars and diplomats to the outside world, often travelling extensively on behalf of Vera-tre and the Verdant Seat. The Jordeh work closely with the Ganjus Vigil; indeed, several of the vigilants of that Vigil are known to have been accepted by treants as Oakbrethren.

Hit Die: d8.

Requirements

To qualify to become a Jordeh (Jor), a character must fulfill all the following criteria:

Alignment: Any neutral.

Race: Wood elf or half-elf of wood elf descent.

Skills: Diplomacy 4 ranks, Hide 4 ranks, Knowledge (nature) 9 ranks, Speak Language (Sylvan, Treant).

Spellcasting: Ability to cast 2nd-level divine spells, including *speak with plants*.

Special: The character must already be a part of the Jordeh organization, having been accepted as an initiate, and in fact must have advanced at least one level while in the service of the Jordeh. Additionally, the character must approach a treant and request that it become his Oakbrother. The treant will undoubtedly test the character in order to ascertain his worthiness.

Class Skills

The Jordeh's class skills are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ritual Casting (Con, exclusive skill), Scry (Int, exclusive skill), Sense Motive (Wis), Spellcraft (Int), Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: The Jordeh has the same weapon and armor limitations as druids, though an elfen Jordeh may add the weapon proficiencies he gains from being an elf to those accepted under his oaths.

Spells per Day: Jordeh continue to advance in spellcasting ability. When a new Jordeh level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). Essentially, he adds the level of Jordeh to the level of some other spellcasting class he has, then determines spells per day and caster level accordingly. If the character had more than one spellcasting class before he became a Jordeh, he must decide to which class he adds each level of Jordeh for purposes of determining spells per day when he gains the new level.

Child of the Oak: At 1st level the Jordeh is named an Oakbrother and accepted as a student and friend by a treant, allowing him to call upon the treant for its aid and knowledge, assuming that such is to the benefit of the Ganjus as a whole. In doing so, the treant gives the Jordeh a staff, called a *jordeh'lann*, crafted from itself as part of that bond. This staff is considered a masterwork quarterstaff and may be enchanted (though it bears no magic when first given to the Jordeh).

When this staff is used as the focus for a *shillelagh* spell, the duration of that spell extends to 10 minutes/level and the staff is considered a +2 weapon. Additionally, if used as the focus for *spellstaff*, it may hold

either a single spell (as normal for the spell), or a number of spells whose combined spell levels equal that of the caster's Jordeh class level, maximum. If this staff is destroyed, it can be replaced, but not until the Jordeh has redeemed himself in the eyes of his Oakbrother.

The treant also teaches the Jordeh how best to use the sheltering boughs of the oak. This grants him a +10 competence bonus to all Climb, Jump, Hide, and Move Silently checks that involve an oak, be it hiding in the tree's shadow, scaling its boughs, or leaping silently among its branches.

Jordeh whose Oakbrothers die are bereft of the power of the Ganjus, oaken majesty, walking the Oaken Path, and sylvan spirit powers and qualities of this prestige class until he finds another treant willing to accept him as Oakbrother. This is rarely difficult to do, especially if the Jordeh did everything in his power to preserve the life of his Oakbrother, but there are tales of those who have been rejected and left to live a solitary, melancholy existence, bereft of the spiritual connection they once knew.

Power of the Ganjus: Part of a Jordeh's learning involves learning to tap into the ambient power of Denev's favored forest. While within the Ganjus forest, the Jordeh adds a +1 to the spell save DC of all divine spells he casts. This increases to +2 at 4th level, +3 at 7th level, and +4 at 9th level.

Whispers in the Leaves: At 2nd level the Jordeh learns to listen to the whispers in the leaves around him, which often echo what transpires elsewhere as the trees whisper from one to another throughout a forest. This grants the Jordeh a +5 competence bonus to Listen rolls when in a forest or heavily wooded area, as the leaves echo even the tiniest sounds that he might ordinarily miss.

This also allows the Jordeh to whisper a message to the trees and have them carry it to anyone else within the same forest who also has the whispers in the leaves ability (including any treant), allowing the Jordeh to communicate with one another anywhere in the Ganjus. Distant wood elven settlements often stay in contact with one another thanks to their resident Jordeh. The Jordeh has no way of knowing whether or not his target is in the forest through this method — he can only whisper his message and hope that the trees are able to deliver it to him. This is a supernatural ability that can be used a number of times per day equal to 1 + the Charisma bonus of the Jordeh (minimum of



once per day). There is no limit to the number of times per day he may receive such messages.

Oaken Resilience: At 2nd level the Jordeh begins to take on a tougher, darker skin, granting him a +1 natural armor bonus to AC. This bonus continues to increase as the Jordeh rises in level, becoming +2 at 5th level and +3 at 8th level. The skin of the Jordeh darkens as this power advances until it is a rich wooden hue at 8th level.

Tap the Roots: At 3rd level the Jordeh learns to tap the powerful energies of life found in the oak in order to speed the healing process of himself or others. The wounded character smears the recipient's wounds with sap from an oak and the being then sleeps beneath or in the tree. This doubles the normal healing processes, allowing the one so treated to heal double his character level in hit points with a simple night's sleep, or to heal quadruple his character level in hit points as well as 2 points of ability damage per full day of rest. The Jordeh can only tend to one being at a time in this fashion, himself included.

Oaken Majesty: The oak has often been called the King of Trees. At 4th level the Jordeh draws upon his learning to rebuke or command plant creatures. This ability operates as the granted ability for the clerical Plant domain in all ways. If the character already has this ability, oaken majesty doubles the number of times per day he may use it.

Sylvan Tongue: At 6th level the Jordeh learns the language of plants. He may cast *speak with plants* spontaneously by sacrificing 3 or more levels of spells. Note that these levels do not all have to come from the same spell — he may sacrifice multiple lower level spells in order to gain the 3 spell levels needed. Additionally, any time the Jordeh casts *speak with plants* by the Jordeh, even from a magic item, it lasts

10 minutes/level and the plant is considered to be friendly. Plants are still limited by their normal abilities and understanding, but are more likely to be able to communicate fully, as the Jordeh understands the plants' level of communication on the plants' own terms, rather than using the spell to force them to his (as is normal).

Walking the Oaken Path: At 7th level the Jordeh learns to become one with the oak, merging with it and transporting himself along the mystic ties that bind all oaks. He may cast *tree stride* spontaneously by sacrificing 5 or more levels of spells. Note that these levels do not all have to come from the same spell — he may sacrifice multiple lower level spells in order to gain the 5 spell levels needed. Additionally, the Jordeh may elect to nominate his Oakbrother treant as one of the trees in this jump, regardless of the distance, as long as they are currently located within the same forest.

Sylvan Spirit: At 10th level the character becomes one of the High Jordeh, achieving transcendence by way of the oaks and joining with his Oakbrother on a soul-deep level. In game terms, the Jordeh's creature type becomes "fey." Like a dryad to her oak, the High Jordeh is bound to his Oakbrother treant. Damage taken by one is felt (but the points of damage are not suffered) by the other. If one dies, the other must make a Fortitude save (DC 25) or likewise die.

Further, the Jordeh is able to cast *tree shape* as a spell-like ability at will. Additionally, he may cast *liveoak* spontaneously by sacrificing 6 or more levels of spells. Note that these levels do not all have to come from the same spell — he may sacrifice multiple lower level spells in order to gain the 6 spell levels needed.

Table 2-3: The Jordeh

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Child of the Oak, power of the Ganjus +1	+1 level of existing class
2nd	+1	+3	+0	+3	Whispers in the leaves, oaken resilience +1	+1 level of existing class
3rd	+2	+3	+1	+3	Tap the roots	+1 level of existing class
4th	+3	+4	+1	+4	Oaken majesty, power of the Ganjus +2	+1 level of existing class
5th	+3	+4	+1	+4	Oaken resilience +2	+1 level of existing class
6th	+4	+5	+2	+5	Sylvan tongue	+1 level of existing class
7th	+5	+5	+2	+5	Walking the Oaken Path, power of the Ganjus +3	+1 level of existing class
8th	+6	+6	+2	+6	Oaken resilience +3	+1 level of existing class
9th	+6	+6	+3	+6	Power of the Ganjus +4	+1 level of existing class
10th	+7	+7	+3	+7	Sylvan spirit	+1 level of existing class

Lady of Serpents (Los)

In the final days of the Titanswar, as the divine forces focused their attention on the Serpentqueen Mormo, they discovered a horrific secret — for the entirety of the war, Mormo's own loyal servitors had infiltrated their ranks. Although the more twisted of her ophidian servitors may have been the most memorable, the most versatile and effective may well have been her select assassin-seductresses, the ladies of serpents.

The lady of serpents has dedicated herself to Mormo's cause in exchange for the power to accomplish her own goals. Rare is the lady of serpents who remains slavishly loyal to Mormo; rather, the lady of serpents spends as much time serving her own ends as she does serving her patroness (or the more loyal followers thereof). If the lady of serpents happens to find a way to make those goals coincide, so much the better.

The ways of becoming a member of this prestige class are many. Some seek out rumors of these assassins, seeking to learn the ways of murder that the ladies practice. Others may have been orphans, taken in by a lady of serpents and raised to these skills. Some cults of Mormo sponsor small sects of these assassins — most notable are the Ophidian Sisterhood, a gathering of ladies of serpents under the command of the druidic Mormo-cults of Khirdet; and the Witches of Venom, the elite assassins of the Dar al Annot.

Hit Die: d6.

Requirements

To qualify to become a lady of serpents (Los), a character must fulfill all the following criteria:

Alignment: Any evil.

Feats: Great Fortitude, Improved Initiative, Improved Unarmed Strike.

Gender: Female only.

Skills: Alchemy 2 ranks, Diplomacy 7 ranks, Hide 4 ranks, Move Silently 4 ranks.

Special: Must survive the venomous bite of a serpent.

Class Skills

The lady of serpents' class skills are Alchemy (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Read Lips (Int, exclusive skill), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the lady of serpents prestige class.

Weapon and Armor Proficiency: The lady of serpents is proficient with light armor but gains no proficiency with shields. The lady of serpents is proficient with the crossbow (hand or light), dagger, dart, shortbow (normal and composite), short sword, and rapier.

Spells: Beginning at 1st level, a lady of serpents gains the ability to cast a small number of divine spells. To cast a spell, the lady of serpents must have a Wisdom score of at least 10 + the spell's level, so a lady of serpents with a Wisdom of 10 or lower cannot cast these spells. Lady of serpent bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the lady of serpent's Wisdom modifier (if any). When the lady of serpents gets 0 spells of a given level, such as 0 1st-level spells at 1st level, the lady of serpents gets only bonus spells. A lady of serpents without a bonus spell for that level cannot yet cast a spell of that level. The lady of serpents' spell list appears below. A lady of serpents prepares and casts spells just as a druid does.

Courtesan's Claws: At 1st level the lady of serpents learns to concoct a special fingernail lacquer from venoms, and may then deliver this poison through a scratch, be it an "accidental" one (especially useful if the venom is prepared with the spell *delay poison*) or one occurring during a passionate embrace. The lady of serpents also learns to keep her nails strengthened through various herbal and mineral treatments, allowing her to use them as a natural claw attack that deals 1d3 points of damage (plus Strength modifier, if any).

These claws are considered natural, poison-making weapons for the purpose of casting such spells as *magic fang* and *Sethris' potency*, despite the fact that the nails do not themselves, in fact, create poison.

Poison Use: Ladies of serpents are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade or to their claws.

Poison Resistance: Part of a lady of serpents' training involves being exposed to various venoms, allowing her effectively to develop a resistance to such toxins. At 1st level, the lady of serpents ignores the first 1 point of ability damage inflicted by any poison (as if she had the ability "poison resistance 1"). This increases to poison resistance 3 at 4th level and poison resistance 6 at 8th.

Potent Distillation: At 2nd level, the lady of serpents learns to use her Alchemy skill to make a poison more potent. To do so, she must have at least two doses of a particular type of poison. She refines the poison for one day, making an Alchemy skill check at the end of that period. Once she has done so, half of the doses of poison (round down) that she

began with have been distilled away. For every 5 points by which her Alchemy check result exceeds the poison's Fortitude save DC, she increases the resulting poison's DC by 2. The lady of serpents can distill a maximum of one dose per rank in Alchemy per day.

Uncanny Dodge: Starting at 3rd level, the lady of serpents gains the extraordinary ability to react to danger before her senses would normally allow her to even be aware of it. At 3rd level and above, she retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (She still loses her Dexterity bonus to AC if immobilized.)

At 6th level, the lady of serpents can no longer be flanked, since she can react to opponents on opposite sides of her as easily as she can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the lady of serpents. The exception to this defense is that a rogue at least 4 levels higher than the lady of serpents can flank her (and thus sneak attack her).

At 9th level, the lady of serpents gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus to Reflex saves made to avoid traps.

If the lady of serpents has another class that grants the uncanny dodge ability, add together all the class levels of the classes that grant this ability and determine the character's uncanny dodge ability on that basis.

Serpentine Reflexes: At 4th level the lady of serpents increases her reaction time through continued training, granting her a +1 bonus to all Reflex saves and initiative rolls. These bonuses increase to +2 at 8th level.

Poisoner's Intuition: At 5th level the lady of serpents learns to harness an intuitive sense regarding poisons and venoms, granting her the supernatural ability to *detect poison*, as the spell, at will. She need only concentrate for 1 round to use this ability.

Alluring Gaze: The consummate seductress, at 7th level the lady of serpents learns to hold the attention of her chosen prey. This ability is identical to the bardic *fascinate* ability, except that the lady of serpents makes a Diplomacy skill check rather than a Perform

check, relying on the wiles of seduction rather than the magic inherent in song to lull her prey.

Poison Immunity: Upon reaching 10th level, the lady of serpents become wholly immune to any and all nonmagical poisons. She retains her poison resistance to magical poisons.



Lady of Serpents Spell List

1st Level — *acid spittle**, *alibi**, *bifurcated tongue***, *animal infusion* (see the “Ophidian Spirit” sidebar), *chameleon skin**, *charm person*, *magic fang*, *Sethris’ potency**, *serpents’ stare***, *sleep*.

2nd Level — *assassin’s senses**, *beast soul** (see “Ophidian Spirit” sidebar), *cat’s grace*, *commanding presence**, *delay poison*, *hold person*, *hypnotic pattern*, *Mormo’s leeching grasp***, *sepia snake sigil*.

3rd Level — *greater magic fang*, *haste*, *neutralize poison*, *poison*, *serpenture***, *Yaral’s totemic transformation** (see “Ophidian Spirit” sidebar).

4th Level — *freedom of movement*, *Mormo’s serpent hands**, *polymorph self* (ophidian forms only), *rune of poison**.

*From *Relics & Rituals*.

**From this book (see Chapter Three).

Ophidian Spirit

Several of the spells in the ladies of serpents’ repertoire involve the assumption of animal traits. The lady of serpents who casts these spells manifests ophidian traits. The particulars of these bonuses are given below:

Animal Infusion

The lady of serpents may choose one of the following abilities or skills (note that these do not stack with those already possessed by the character, but instead replace them): Poisonous bite (must grapple first; Fortitude save DC 11, initial and secondary damage 1d6 Constitution); Balance +11, Climb +11, Hide +8, Listen +9, Spot +9.

Beast Soul

The lady of serpents may borrow the skills of any ophidian creature at 3rd level. These skills replace her own. At 5th level, she may borrow the skills and feats of the creature she chooses, and at 7th level, she may borrow skills, feats, and extraordinary abilities. The creature she borrows these from does not have access to them during the period in which she maintains them, as is usual for this spell.

Yaral’s Totemic Transformation

The lady of serpents who casts this spell is granted the archetypal powers of the totem serpent for the duration of the spell. She gains an additional bite attack at her normal attack bonus, though she is treated as though she had the Weapon Finesse (bite) feat. This bite inflicts 1d4 + Str modifier points of damage, and injects a poison (DC 13; initial and secondary 1d6 Constitution). She also gains the following modifiers to her skills: Balance +5, Climb +5, Hide +5, Listen +3, and Spot +3. Finally, she gains a +3 natural armor bonus, the scent special ability, and a +5 bonus to all Reflex saves.

Table 2–4: The Lady of Serpents

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1 st	2 nd	3 rd	4 th
1st	+0	+2	+2	+0	Courtesan’s claws, poison resistance 1, poison use	0	-	-	-
2nd	+1	+3	+3	+0	Potent distillation	1	-	-	-
3rd	+2	+3	+3	+1	Uncanny dodge (Dex bonus to AC)	1	0	-	-
4th	+3	+4	+4	+1	Poison resistance 3, serpentine reflexes +1	1	1	-	-
5th	+3	+4	+4	+1	Poisoner’s intuition	1	1	0	-
6th	+4	+5	+5	+2	Uncanny dodge (can’t be flanked)	1	1	1	-
7th	+5	+5	+5	+2	Alluring gaze	2	1	1	0
8th	+6	+6	+6	+2	Poison resistance 6, serpentine reflexes +2	2	1	1	1
9th	+6	+6	+6	+3	Uncanny dodge (+1 vs. traps)	2	2	1	1
10th	+7	+7	+7	+3	Poison immunity	2	2	2	1

Sage of the Phylacteric Vault (SPV)

The core of the vast repository of magical knowledge that is known as the Phylacteric Vault is made up of its sages. These wizards are dedicated to unveiling the magical secrets of the cosmos. Each pursues this end through intense study in one of four fields of knowledge: oneiromancy (magic of dreams), chronomancy (magic of time), planar geography (magic of multi-dimensional space), or pure alchemy (magic of transmuting matter).

The Phylacteric sages form a close-knit scholastic community in Darakeene. These sages generally know most other Vault scholars within their speciality (they generally prefer "speciality" to "specialty"), and many in the other disciplines as well. Their life is one of intense, dedicated scholarship. The Phylacteric sage conducts his research using a rigorous methodology, particularly since the reforms of Arch-Chancellor Nerith Alia. Their results are published in treatises that are debated, celebrated, reviled, or ignored, depending on popular prejudice, luck, talent, and reputation. The Phylacteric Vault is a highly scrutinized and structured environment in which to undertake magical scholarship. Those sages whose methods are unorthodox, or whose ideas are too controversial will find themselves shunned, regarded to some extent as pariahs. Even so, the bounds of scholarship are so deep that such renegades would not be turned away from attending scholarly meetings, or from visiting the Phylacteric libraries.

Hit Die: d4.

Requirements

To qualify to become a sage of the Phylacteric Vault (SPV), a character must meet the following criteria:

Feats: Skill Focus (specialty skill; see the "Specialities of the Phylacteric Vault" sidebar), Spell Mastery (at least one spell chosen must be from among those in the character's intended speciality; see the "Specialities of the Phylacteric Vault" sidebar).

Skills: Knowledge (arcana) 8 ranks, Spellcraft 8 ranks. Additionally, the sage of the Phylacteric Vault must also have 10 ranks in the specialty skill that corresponds to his intended area of specialization (see the "Specialities of the Phylacteric Vault" sidebar).

Spellcasting: Ability to cast prepared arcane spells, at least 5 of which must be from among those in the character's intended speciality (see the "Specialities of the Phylacteric Vault" sidebar).

Special: This prestige class is closed to specialist wizards (transmuters, illusionists, etc.). A specialist wizard has already focused his study in a different direction from the areas in which a typical arcane sage may specialize.

Class Skills

The class skills of the sage of the Phylacteric Vault are Alchemy (Int), Appraise

(Int), Concentration (Con), Craft (Int), Knowledge (all) (Int), Profession (Wis), Ritual Casting (Con, exclusive skill), Scry (Int, exclusive skill), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: Sages of the Phylacteric Vault gain no proficiency with weapons or armor.

Spells per Day: Sages of the Phylacteric Vault continue to advance in spellcasting ability. When a new sage of the Phylacteric Vault level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, how-



ever, gain any other benefit a character of that class would have gained (metamagic or item creation feats, and so on). Essentially, he adds the level of sage of the Phylacteric Vault to the level of some other spellcasting class he has, then determines spells per day and caster level accordingly. If the character had more than one spellcasting class before he became a Phylacteric sage, he must decide to which class he adds each level of sage of the Phylacteric Vault for purposes of determining spells per day when he gains the new level. Levels of wizard and Phylacteric sage do stack for the purposes of determining familiar abilities.

Speciality: At 1st level a sage of the Phylacteric Vault must choose an area of specialization. To choose an area as his speciality, the sage must have 10 ranks of the appropriate specialty skill, and must already know 5 arcane spells that appear on that speciality's spell list. The four most common areas of specialization (and their corresponding skills) are listed in the "Specialities of the Phylacteric Vault" sidebar.

A sage of the Phylacteric Vault gains a +2 competence bonus on any Spellcraft skill checks related to spells in his area of speciality. Also, sages of the Phylacteric Vault may prepare one additional spell per spell level each day, provided that spell comes from their speciality list. Thus, a 7th-level wizard/1st-level sage of the Phylacteric Vault can prepare 4 1st-level spells of his choosing, plus 1 spell from his specialty list, not including any bonus spells gained for having a high Intelligence score.

As they increase in level, Phylacteric sages continue to add spells to their spellbooks, gaining 3 spells every time they gain a sage of the Phylacteric Vault level. These spells must be from their area of specialization, however. If they already have all of the spells of a given level within their specialization they may learn others, but may learn a maximum of 2 non-speciality spells per level in this fashion.

A sage of the Phylacteric Vault has no restrictions as to what spells he may copy into his spellbooks from scrolls or from other wizards' spellbooks. A Phylacteric sage does, however, suffer a -2 penalty to

Spellcraft checks to learn or research a spell that falls outside of his area of speciality.

Profound Understanding: The sage of the Phylacteric Vault has gained a profound understanding of his area of speciality. He gains a +2 insight bonus to all skill checks using his speciality skill. This stacks with the speciality bonus to Spellcraft checks, as well as with Skill Focus bonuses.

Strength of Learning: At 2nd level the sage of the Phylacteric Vault gains a +2 bonus to the save DC of any spell from his speciality (see the "Specialities of the Phylacteric Vault" sidebar).

Metamagic Mastery: At 3rd level the sage of the Phylacteric Vault may subtract 1 spell slot from the cost of augmenting one of his speciality's spells with metamagic feats. This ability improves as the Phylacteric sage increases in level: at 6th level, he may subtract 2 slots from the metamagic cost, and at 9th level, he may subtract 3 slots. This may never reduce the effective spell level of the spell to below its normal level.

Spell Mastery: At 4th level and again at 8th, the sage of the Phylacteric Vault gains the Spell Mastery feat as a bonus feat, although he may choose only spells from within his speciality.

Greater Learning: Upon reaching 5th level, any time a sage of the Phylacteric Vault makes a skill check for the skill that corresponds to his speciality and the die result is lower than 10, it is calculated as though he had rolled a 10. This is an extraordinary ability.

Specialist Craftsman: At 7th level the sage of the Phylacteric Vault gains an improved ability to create magic items whose powers fall within his field of expertise. Any magic item that has at least one of the spells of his speciality as a crafting prerequisite costs only 75% of the normal gold piece and XP value. The sage must have the appropriate item creation feat(s), of course.

True Understanding: Upon reaching 10th level, the sage of the Phylacteric Vault has gained as close to a "true" understanding of his area of speciality as a mortal can realistically hope to achieve. He may always take 20 on skill checks using his speciality skill.

Table 2-5: The Sage of the Phylacteric Vault

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Speciality, profound understanding	+1 level of existing class
2nd	+1	+0	+0	+3	Strength of learning	+1 level of existing class
3rd	+1	+1	+1	+3	Metamagic mastery (1)	+1 level of existing class
4th	+2	+1	+1	+4	Spell Mastery	+1 level of existing class
5th	+2	+1	+1	+4	Greater learning	+1 level of existing class
6th	+3	+2	+2	+5	Metamagic mastery (2)	+1 level of existing class
7th	+3	+2	+2	+5	Specialist craftsman	+1 level of existing class
8th	+4	+2	+2	+6	Spell Mastery	+1 level of existing class
9th	+4	+3	+3	+6	Metamagic mastery (3)	+1 level of existing class
10th	+5	+3	+3	+7	True understanding	+1 level of existing class

Specialities of the Phylacteric Vault

There are four common specialities within the Phylacteric Vault; although these aren't the only ones, they are certainly the most prevalent. The GM should feel free to develop other specialities.

Chronomancy

Chronomancers attempt to obtain an understanding of time that lets them transcend its boundaries. Time travel, the resetting of the past, and the completely accurate prediction of the future are this branch of magic's ultimate goals, but the Phylacteric Vault's knowledge at this point is still rudimentary at best. Even the most powerful chronomantic spells, such as *time stop* and *widdershins* only let the wizard manipulate the time that is close to their present, and then only for a short duration. Still, while the spells chronomancers have uncovered are still few, they are powerful, and the promise that this area of study offers is vast. One of the discoveries that the chronomancers of the Phylacteric Vault have made is that peering through the timeline into the time of the Divine War is not possible, as time itself was shattered during that era.

Specialty Skill: Knowledge (history).

Spell List: 0-lvl – *enumerate**, *quick sober**; 1st – *expeditious retreat*, *feather fall*, *foreaction***, *true strike*; 2nd – *augury*, *dead man's eyes**, *perfect recollection**; 3rd – *haste*, *slow*; 4th – *accelerate reflexes***, *divination*, *lesser timeheal***; 5th – *permanency*, *slow the years***, *speed the years***; 6th – *contingency*, *mass haste*, *pass the years**; 7th – *ease the ages' burden***, *greater timeheal***, *reverse gravity*, *stop the years***; 8th – *timeskip**, *widdershins**; 9th – *foresight*, *temporal stasis*, *timestop*, *two minds*.

Oneiromancy

Some sages of the Phylacteric Vault begin their exploration of the planes with the study of oneiromancy, the magic of dreams. Although this is only a stepping point for many, there are a few who continue in their oneiromantic studies, delving deeply into the nature of dreams, the dreamlands, and the dreaming mind. These wizards have uncovered many secrets that were hitherto known only to the clergy of Erias, demigod of dreams. As a result, certain oneiromancers have gained a reputation among the followers of Erias as dangerous transgressors who harm the dreamlands and imperil the capacity of mortals to dream.

Specialty Skill: Knowledge (dreams).

Spell List: 0-lvl – *daze*, *steal sleep**; 1st – *hypnotism*, *silent image*, *sleep*; 2nd – *alibi**, *hypnotic pattern*, *minor image*, *perfect recollection**, *sleep of the dead**; 3rd – *detect dreams***, *major image*; 4th – *dream walk†*, *modify memory*, *phantasmal killer*; 5th – *dream*, *nightmare*, *sending*; 6th – *deep sleep***, *summon monster VI* (dreamfolk only); 7th – *summon monster VII* (1d3 dreamfolk only), *vision*; 8th – *demand*, *mind blank*, *summon monster VIII* (1d4+1 dreamfolk, or 1 dreamwraith only); 9th – *astral projection*, *summon monster IX* (1d3 dreamwraiths, 1 night hag, or 1 nightmare), *weird*.

Note: Dreamfolk and dreamwraiths can be found in **Creature Collection II: Dark Menagerie**.

Planar Geography

Planar geography is the study of nothing less than the shape and nature of the cosmos. By utilizing an understanding of the shape and nature of cosmic boundaries, planar geographers have learned a large number of techniques for locating objects, distorting and bending space, and traveling quickly across the multiverse. In addition to the acquisition of raw magical knowledge, the goals of planar geographers include the complete mapping of the multiverse and the categorization of all planar entities. The planar geographers are the most numerous of the sages of the Phylacteric Vault, and include several subgroups, from the Curators, who collect planar artifacts and bind outsiders in a secret museum, to the Orrery Keepers, tinkers who have dedicated their existence to constructing a whirling, mechanized model of the interaction of the planes relative to one another.

Specialty Skill: Knowledge (planes).

Spell List: 0-lvl – *detect magic*, *mage hand*; 1st – *detect chaos/evil/good/law*, *protection from chaos/evil/good/law*; 2nd – *Dolomar's mapping**, *locate object*, *rope trick*, *see invisibility*; 3rd – *blink*, *ghost body***, *magic circle against chaos/evil/good/law*; 4th – *bottomless pit**, *dimension door*, *dimensional anchor*, *mirror safe**; 5th – *contact other plane*, *dismissal*, *Leomund's secret chest*, *lesser planar binding*, *teleport*; 6th – *planar binding*, *true seeing*; 7th – *banishment*, *Draumij's instant summons*, *ethereal jaunt*, *phase door*, *plane shift*, *sever**, *teleport without error*, *vanish*; 8th – *discern location*, *etheralness*, *greater planar binding*, *maze*, *rapid journey**; 9th – *astral projection*, *gate*, *teleportation circle*.

Pure Alchemy

Pure Alchemists have perfected the art of transforming matter, lifting alchemy from a craft of concoctions and mixtures into the realm of high wizardry. They have, like druids, the ability to reshape themselves as well, but these powers are gained through arcane and not divine means. The Pure Alchemists believe that this makes them superior to druids, as the former are free from the taint of the titans, and rely only on their minds to transform the natural world.

Specialty Skill: Alchemy.

Spell List: 0-lvl – *detect poison*, *mending*; 1st – *acid spittle**, *detect gold**, *enlarge*, *glue**, *grease*, *reduce*; 2nd – *alter self*, *intoxicate*, *Melf's acid arrow*, *pyrotechnics*, *shatter*; 3rd – *gas cloud**, *gaseous form*, *shrink item*, *stinking cloud*; 4th – *minor creation*, *polymorph other*, *polymorph self*, *solid fog*, *tattoo item**; 5th – *cloudkill*, *Dolomar's limited liquification**, *fabricate*, *major creation*, *meld object**, *pillar of attraction/repulsion**, *stone shape*, *transmute mud to rock*, *transmute rock to mud*, *wall of iron*, *wall of stone*; 6th – *acid fog*, *disintegrate*, *flesh to stone*, *Otiluke's freezing sphere*, *stone to flesh*; 7th – *freezing curse**, *statue*; 8th – *horrid wilting*, *incendiary cloud*, *iron body*, *polymorph any object*; 9th – *shape change*.

*From **Relics & Rituals**.

**From this book (see Chapter Three).

†From **The Wise & the Wicked**.

Son of Mirth (SoM)

The sons of Mirth are named for the leader of the Krewe of Bones, who supposedly sponsored the first necromancers delving into the secrets of this prestige class. The sons realize that there in an inexorable relationship between life and death, one dictated by rot and decay. Despite their name, the sons of Mirth include female members, as well.

The sons of Mirth are vital to the Krewe of Bones: the sons of Mirth have learned to utilize the powers of death that are the legacy of the Blood Bayou, drawing upon horrific localized magics of death and decay. With every corpse animated, the sons of Mirth extend the powers of the Krewe.

Masters of using the dead in military fashion, the sons of Mirth are the creators of the monstrous necromantic golems used as the Krewe of Bones' seige engines, infantry support, and even warships. Clad in patchwork bone armor infused with the dark power they wield, the sons of Mirth are the necromancer-generals of the Krewe of Bones and are given an appropriately wide berth by lesser Krewe members.

Hit Die: d4.

Undead of the Krewe

Those undead that belong to the Krewe of Bones are assumed to be under the command of no single master, but are controlled by the Krewe as a whole. Undead under the control of the Krewe obey Baron Mirth first and foremost, though officers (such as the son of Mirth) may give commands to them, as long as those commands don't supercede the commands given by higher-ranking officers.

Any Krewe of Bones officer with the ability to rebuke undead may gain control over any of these undead with a successful rebuke check; those undead that would normally be rebuked come under the control of the officer. However, those officers who abuse this ability often end up as part of the shambling undead infantry themselves.

Requirements

To qualify to become a son of Mirth (SoM), a character must fulfill all the following criteria:

Feat: Martial Weapon Proficiency (any one), Spell Focus (Necromancy).

Skill: Craft (bone) 6 ranks, Knowledge (anatomy) 8 ranks, Knowledge (arcana) 10 ranks.

Spellcasting: Ability to cast 3rd-level arcane spells, at least one of which must be necromantic.

Special: A character who wishes to join the ranks of the sons of Mirth must petition and be

accepted by the Krewe of Bones for the privilege of such training.

Class Skills

The son of Mirth's class skills are Alchemy (Int), Concentration (Con), Craft (Int), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (arcana) (Int), Knowledge (undead) (Int), Profession (Wis), Ritual Casting (Con, exclusive skill), Stry (Int, exclusive skill), Spellcraft (Int), Swim (Str), Wilderness Lore (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the son of Mirth prestige class.

Weapon and Armor Proficiency: Sons of Mirth are proficient with simple weapons but gain no proficiency with armor or shields. Armor of any type interferes with the son of Mirth's arcane gestures, which can cause his spells to fail (if those spells have somatic components). 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. Also, Swim skill checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Spells per Day: Sons of Mirth continue to advance in spellcasting ability. When a new son of Mirth level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). Essentially, he adds the level of son of Mirth to the level of some other spellcasting class he has, then determines spells per day and caster level accordingly. If the character had more than one spellcasting class before he became a son of Mirth, he must decide to which class he adds each level of son of Mirth for purposes of determining spells per day when he gains the new level.

Bayou Alchemist: The son of Mirth is skilled in the creation of alchemical concoctions using materials from the tainted morass of the Blood Bayou or some other swampland. He gains a +5 competence bonus to all Alchemy skill checks for creating alchemical items or substances if he creates them while within a swamp. Further, because he uses naturally occurring materials, his cost for creating such items is only half normal.

Bone-Knitting Touch: By touch, the son of Mirth may heal damage that has been dealt to corporeal undead creatures. He may cure a number of points of damage per day equal to his Charisma bonus times his combined levels in son of Mirth and arcane spellcaster classes. Thus, a 5th-level son of Mirth/6th-level wizard with a 14 Charisma (+2 bonus) may

cure up to 22 points of damage to undead creatures. The son of Mirth may choose to divide this healing among multiple recipients, and need not use it all at once. If he is himself undead (as all sons of Mirth are upon reaching 10th level), the son of Mirth may use this ability to cure himself.

Alternatively, the son of Mirth can use any or all of these points to deal damage to living creatures. Treat this as a touch spell. The son of Mirth decides how many points to use as damage after successfully touching the target creature.

Bone Armor: At 2nd level the son of Mirth learns to wire together numerous bones into a seemingly fragile bone-mesh armor. This armor is in actuality, however, a force effect, protecting the son of Mirth against both corporeal and incorporeal crea-

tures. The son of Mirth gains an armor bonus of up to +3 (see below) from this armor at 2nd level; this bonus increases to +4 at 6th level and +5 at 10th. To craft such armor, the son of Mirth must have a number of ranks in Craft (bone) equal to double the armor bonus (thus, he must have at least 6 ranks at 2nd level to gain the full +3 armor bonus, and so on).

Rebuke Undead: At 2nd level the son of Mirth gains the ability to rebuke undead. His levels in his previous arcane spellcasting class and son of Mirth levels are combined to determine his effective level when using this ability.

Raise the Morass: By stuffing a corpse with a virulent mixture of tainted swamp elements, the son of Mirth may use the fetid powers of death to grant the corpse some semblance of life. Corpses so treated are either buried or hung from trees and allowed to "ripen," then freed or cut down after a certain number of days have passed.

At 3rd level, the son of Mirth may create zombies with this ability by leaving corpses to ripen over three days. At 5th level, if the corpse ripens for five days, it turns into a ghoul. At 7th level, if the corpse ripens for seven days, it turns into a ghastr. Finally, at 9th level, if the corpse ripens for nine days, it turns into a wight.

Undead created with this ability do not count towards the normal limit of undead that may be controlled through the son of Mirth's rebuke undead ability. Instead, a wholly separate tally is kept of the undead created through this ability. A son of Mirth may control a maximum number of Hit Dice of such creatures equal to twice his son of Mirth levels.

For all other intents and purposes (including turning or rebuking undead), these creatures are treated as normal undead. Many sons of Mirth simply create such creatures and then rebuke them, adding them to their normal allotment of controlled undead.

Kiss of Mirth: At 4th level the son of Mirth's connection with the tainted powers of the Blood Bayou grants him the ability to deliver a rotting touch attack. The son of Mirth may, with a successful melee touch attack, force an opponent to make a Fortitude save (DC 10 + son of Mirth level + Charisma modifier). If the target fails, it suffers 1d4 points of temporary Constitution damage.

The kiss of Mirth may be used as often as the son of Mirth chooses, but



each successful use of the power deals 1 point of temporary Constitution damage to the son of Mirth himself. Those who are killed by (or die from overusing) this power corrode and rot into a vile, putrefying, boneless mass. This spell-like ability is considered death magic.

Tainted Life: At 4th level the son of Mirth is so infused with the powers of rot and death that he ceases to register as a living being; spells that detect life do not detect him, and he gains an immunity to death effects.

At 8th level the son of Mirth gains immunity to poison, sleep, paralysis, stunning, and disease.

Finally, at 10th level the son of Mirth becomes fully undead, gaining the undead creature type along with all abilities and qualities that entails (for example, his Hit Dice change to d12). Since he now lacks a Constitution score, his kiss of Mirth and Mirth's embrace abilities no longer cause Constitution damage to the son of Mirth — he may now use kiss of Mirth a number of times per day equal to his son of Mirth class level.

Bayou Furlough: At 5th level the son of Mirth may choose at any time to sink into the muck of the Blood Bayou and enter a deathlike state, thereby healing himself of all damage, poisons, and diseases. To do so, he remains torpid for 11 weeks minus one week per son of Mirth level, although he may choose to remain in hibernation for up to three months. During this time, he is nearly impossible to find by normal or magical means, since he is effectively merged with the swampy ground of the bayou in

much the same manner as a *meld into stone* spell; further, treat him as though he were under the effects of *nonetection*. Bayou furlough is a supernatural ability.

Krewe Conversion: At 6th level the son of Mirth gains the ability to transfer to the Krewe of Bones any undead he controls, at will and as a free action. Additionally, the son of Mirth gains 3 additional rebuke undead attempts per day; however, any undead rebuked by one of these additional attempts come under the direct control of the Krewe of Bones rather than the son of Mirth himself.

Craft Necromantic Golem: At 8th level the son of Mirth is granted the secrets of constructing the monstrous necromantic golems of the Krewe of Bones. Through an expenditure of 54,000 gp and 4,320 XP, the son of Mirth is able to build one of these massive undead war-golems; the process takes seven weeks. Control over one of these golems counts toward the son of Mirth's normal undead-controlling limits, so these creatures are usually turned directly over to the control of the Krewe.

Mirth's Embrace: At 9th level the son of Mirth's command over the powers of rot and decay may be released into the world around him, effectively granting him the ability to use his kiss of Mirth ability in a 30-foot burst effect centered on himself. This may be done a number of times per day equal to 1 + the son of Mirth's Constitution modifier. A successful use of this ability still causes 1 point of Constitution damage to the son of Mirth, as per kiss of Mirth (but see "Tainted Life," above).

Table 2—6: The Son of Mirth

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Bayou alchemist, bone-knitting touch	+1 level of existing class
2nd	+1	+3	+0	+3	Bone armor (+3), rebuke undead	+1 level of existing class
3rd	+1	+3	+1	+3	Raise the morass (zombie)	+1 level of existing class
4th	+2	+4	+1	+4	Kiss of Mirth, tainted life I	+1 level of existing class
5th	+2	+4	+1	+4	Bayou furlough, raise the morass (ghoul)	+1 level of existing class
6th	+3	+5	+2	+5	Bone armor (+4), Krewe conversion	+1 level of existing class
7th	+3	+5	+2	+5	Raise the morass (ghost)	+1 level of existing class
8th	+4	+6	+2	+6	Craft necromantic golem, tainted life II	+1 level of existing class
9th	+4	+6	+3	+6	Mirth's embrace, raise the morass (wight)	+1 level of existing class
10th	+5	+7	+3	+7	Bone armor (+5), tainted life III	+1 level of existing class

Spirit Walker (Spw)

Among the wilds of the Scarred Lands live the spirit walkers, enigmatic individuals who live with only one foot in the material world. A spirit walker discovers strength and power by allowing herself to be possessed by powerful spirits of nature, those spiritual reflections of animals, plants, and places. While so possessed, the spirit walker gains capabilities and powers far beyond the ken of normal folk. A bonded spirit can give the spirit walker the ability to walk upon the air, speak with the beasts of the wild, heal with a touch, summon fierce monsters, or shake mountains apart, all without casting any spells.

Additionally, spirit walkers are attended by a number of spirits who serve her as servants and sources of information. Many spirits serve unwillingly, and the spirit walker must develop a sharp mind to discern fact from fiction in various spirits' often contradictory musings.

Spirit walkers are most commonly druids or tribal shamans, characters who are in touch with both the natural and the spirit world. They are generally feared and respected in equal measure and often choose to live apart from other people, even from the tribes which they serve. Finding a spirit walker is often a difficult, arduous, and even dangerous task.

Hit Die: d6.

Requirements

To qualify to become a spirit walker (Spw), a character must fulfill all the following criteria:

Skill: Knowledge (nature) 8 ranks, Spellcraft 8 ranks.

Spellcasting: Ability to cast 3rd-level spells.

Class Skills

The spirit walker's class skills are Animal Empathy (Cha, exclusive skill), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intuit Direction (Wis), Knowledge (nature) (Int), Ritual Casting (Con, exclusive skill), Scry (Int, exclusive skill), Sense Motive (Wis), Spellcraft (Int), Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

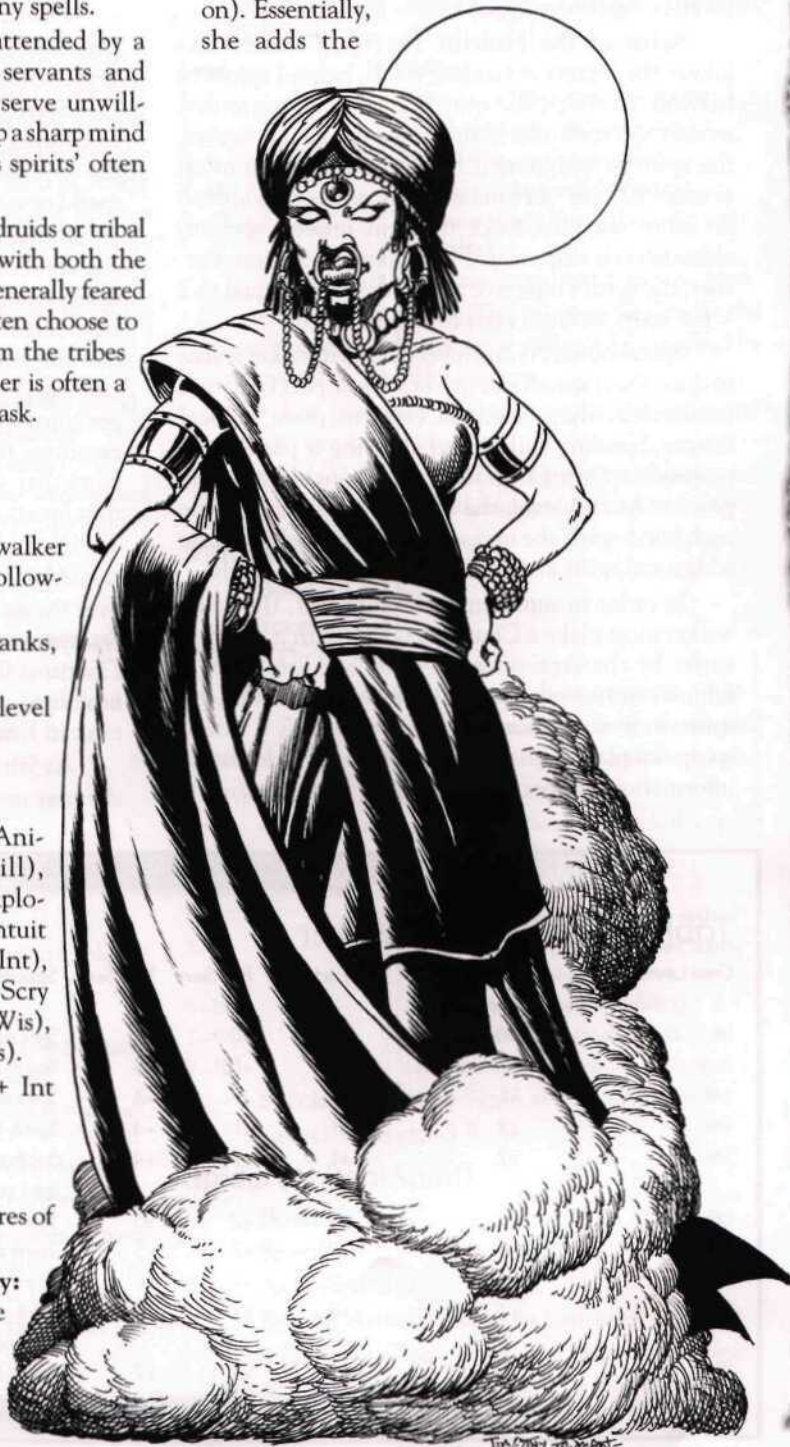
All of the following are class features of the spirit walker prestige class.

Weapon and Armor Proficiency:

Spirit walkers are proficient with simple weapons but gain no proficiency with armor or shields. 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. Also, Swim skill checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Spells per Day: Spirit walkers continue to advance in spellcasting ability. When a new spirit walker level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). Essentially, she adds the



level of spirit walker to the level of some others spellcasting class she has, then determines spells per day and caster level accordingly. If the character had more than one spellcasting class before she became a spirit walker, she must decide to which class she adds each level of spirit walker for purposes of determining spells per day when she gains the new level.

Spirit Guide: Once per day as a supernatural ability, the spirit walker may call upon the local spirits in her vicinity to provide her with guidance and knowledge. At 1st level, this ability effectively duplicates the effects of an *augury* spell. At 5th level, it duplicates the effects of a *divination* spell, and at 9th level, it duplicates *legend lore*.

Spirit of the Hearth: The spirit walker also knows the secrets of binding small, helpful spirits to her will. In effect, the spirit walker may cast *unseen servant* as a spell-like ability once per day; however, the spirit so summoned has the intelligence of an average 10-year-old human child, and is thus able to do more complex tasks than an unseen servant, although it is still incapable of communication. Further, the spirit's effective Strength score is equal to 2 + the spirit walker's class level.

Spirit-bond: At 2nd level the spirit walker learns to draw the spiritual essence of some aspect of nature into herself, whether animal, element, plant, or local feature, bonding with it and allowing it partially to possess her. Doing so grants her various abilities and powers. At 2nd level, the spirit walker has only one such bond-spirit she may access; she may choose one additional spirit at 4th, 6th, 8th, and 10th levels.

In order to summon the bond-spirit, the spirit walker must make a Charisma check with a DC that varies by the type of spirit. This bonding takes 1 minute, and is a supernatural ability. If successful, the spirit walker character temporarily gains a bond-spirit template (see the "Bond-Spirits" sidebar for information on specific bond-spirit templates).

The spirit walker may attempt to summon a bond-spirit a number of times per day equal to 1 + her Charisma modifier (minimum once per day). No bond-spirit may be summoned more than once per day. The spirit walker may maintain this link for up to 1 hour.

Spirit Doll Affinity: At 3rd level the spirit walker gains the ability to cast an additional spell from the following list as a spontaneous spell-like ability, once per day: *bath of purity*, *blind mark*, *burning sight*, *ghost voice*, *spirit watch*, or *spy senses* (all are new spells; see Chapter Three in this book). However, to cast any of these spells using this ability, the spirit walker must normally be able to cast spells of the appropriate level.

At 6th level, the spirit walker may use this ability twice per day, although she may not access the same spell twice in this way within any 24-hour period.

Spirit Doll Maker: At 3rd level the spirit walker gains the spell-like ability to make a spirit doll once per day; this ability duplicates the *enchant spirit doll* spell (new spell; see Chapter Three).

Spirit Ride: At 5th level, the spirit walker gains the ability to project her consciousness out into the world around her, "riding" any creature of the animal type. She senses whatever the animal does through its natural senses, although she does not control the creature. She may choose any animal within one mile per spirit walker level, and need not target a specific creature; further, if she knows the location of a particular site, she may choose animals relative to that location (e.g. "The flying animal nearest to the Temple of Vermilion").

Although she does not have any real control over the animal, the spirit walker may try to spur the creature in any direction she wishes with a successful Charisma check (DC 15 + the animal's Intelligence modifier). A spirit ride may last up to 10 minutes per rank in Knowledge (nature).

At 5th level she may use this ability once per day; she may use it twice per day at 9th level.

Table 2-7: The Spirit Walker

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Spirit guide (<i>augury</i>), spirit of the hearth	+1 level of existing class
2nd	+1	+0	+0	+3	Spirit-bond	-
3rd	+1	+1	+1	+3	Spirit doll affinity, spirit doll maker	+1 level of existing class
4th	+2	+1	+1	+4	Spirit-bond	-
5th	+2	+1	+1	+4	Spirit guide (<i>divination</i>), spirit ride (1/day)	+1 level of existing class
6th	+3	+2	+2	+5	Spirit-bond	-
7th	+3	+2	+2	+5	Spirit doll affinity	+1 level of existing class
8th	+4	+2	+2	+6	Spirit-bond	-
9th	+4	+3	+3	+6	Spirit guide (<i>legend lore</i>), spirit ride (2/day)	+1 level of existing class
10th	+5	+3	+3	+7	Spirit-bond	-

Bond-Spirits

The following templates are applied to a spirit walker when she is under the influence of a bond-spirit. In addition to the standard abilities that each template grants, there are also abilities that are gained as the spirit walker gains levels in this prestige class.

This list is far from complete; players and GMs are encouraged to come up with unique bond-spirits that best compliment their game and characters.

Air (Elemental Spirit)

Bond DC: 15

Speed: +20 ft.

AC: +4 deflection bonus

Special Attacks: Same as base creature, plus:

- **Whirlwind (Sp):** The spirit walker may surround herself with a cone of whirling air that mimics the effects of an air elemental's whirlwind ability (see MM for details). This ability may be used as many times per day as the spirit walker wishes, for up to a maximum of 1 round per two spirit walker levels in any 24-hour period.

Additionally, as she increases in level, the spirit walker gains the following abilities.

Level	Abilities
1-2	<i>Whispering wind</i> at will (spell-like ability)
3-4	<i>Wind wall</i> 3/day (spell-like ability)
5-6	<i>Air walk</i> at will (spell-like ability)
7-8	Whirlwind mastery (may use whirlwind ability for a number of rounds per day equal to spirit walker levels).
9-10	<i>Elemental swarm</i> 1/week (air only; spell-like ability)

Special Qualities: Same as base creature, plus:

- **Child of Air (Ex):** The spirit walker under the possession of this bond-spirit will not be attacked by elemental creatures of the [air] subtype.

Saves: +4 Reflex

Cactus (Plant Spirit)

Bond DC: 13

Speed: -10 ft.

AC: +3 natural

Special Attacks: Same as base creature, plus:

Level	Abilities
1-2	<i>Resist elements (fire)</i> at will
3-4	<i>Purify food and drink</i> 3/day (spell-like ability)
5-6	Immune to poison and disease.
7-8	<i>Thorn throw</i> 1/day (spell-like ability; see Relics & Rituals)
9-10	<i>Spike growth</i> 1/day (spell-like ability)

Special Qualities: Same as base creature, plus:

- **Thorn Form (Ex):** The spirit walker sprouts thorns, forcing all those who successfully attack her with natural weapons or with weapons that have a reach of 5 feet or less to make a Reflex save (DC 15), or suffer 1d2 points of damage.

Additionally, as she increases in level, the spirit walker gains the following abilities.

Saves: +2 Fortitude

Fire (Elemental Spirit)

Bond DC: 15

Special Attacks: Same as base creature, plus:

- **Burning Touch (Ex):** The spirit walker's unarmed attacks gain the fire elemental's burn ability (see MM, "Elemental," for details). Note that these attacks still provoke attacks of opportunity, unless the spirit walker has feats or special abilities that dictate otherwise.

Additionally, as she increases in level, the spirit walker gains the following abilities.

Level	Abilities
1-2	<i>Flame strike</i> 3/day (spell-like ability)
3-4	<i>Fire shield</i> at will (spell-like ability)
5-6	<i>Fireball</i> 1/day (spell-like ability)
7-8	<i>Fire storm</i> 1/day (spell-like ability)
9-10	<i>Elemental swarm</i> 1/week (fire only; spell-like ability)

Special Qualities: Same as base creature, plus:

- **Child of Fire (Ex):** The spirit walker under the possession of this bond-spirit will not be attacked by elementals of the [fire] subtype.
- **Fire Immunity (Ex):** The spirit walker is immune to fire-based attacks.
- **Cold Vulnerability (Ex):** The spirit walker takes double damage from cold, except on a successful save.

Mountain (Place Spirit)

Bond DC: 15

Speed: -10 ft.

AC: +4 natural

Special Attacks: Same as base creature, plus:

- **Push (Ex):** The spirit walker can initiate a bull rush attack without provoking attacks of opportunity.

Additionally, as she increases in level, the spirit walker gains the following abilities.

Level	Abilities
1-2	<i>Meld into stone</i> 1/day (spell-like ability)
3-4	<i>Earth blast</i> 1/day (new spell; see Chapter Three; spell-like ability)
5-6	<i>Stone tell</i> 1/day (spell-like ability)
7-8	<i>Wall of stone</i> 3/day (spell-like ability)
9-10	<i>Earthquake</i> 1/day (spell-like ability)

Special Qualities: Same as base creature.

Saves: +6 Fort, -3 Reflex

Spider (Animal Spirit)

Bond DC: 13

Speed: Climb +15 ft.

AC: +2 dodge

Special Attacks: Same as base creature, plus:

- **Bite (Ex):** The spirit walker gains an additional bite attack that deals 1d6 points of damage.

Additionally, as she increases in level, the spirit walker gains the following abilities.

Level	Abilities
1-2	<i>Web</i> 3/day (spell-like ability)
3-4	Poison bite (Fort DC 14, initial and secondary damage 1d6 Str)
5-6	<i>Spider climb</i> 3/day (spell-like ability)
7-8	Immunity to poison
9-10	Superior poison bite 1/day (Fort DC 22, initial and secondary damage 1d8 Str)

Special Qualities: Same as base creature, plus:

- *Child of Spider (Ex)*: The spirit walker under the possession of this bond-spirit will not be attacked by arachnoid vermin, magical beasts, or shapechangers.

Saves: +3 Reflex

Swamp (Place Spirit)

Bond DC: 15

Speed: -10 ft.

Special Attacks: Same as base creature, plus:

- *Improved Grab (Ex)*: The spirit walker must hit with an unarmed attack to use this ability.
- *Constriction (Ex)*: The spirit walker inflicts 1d6 + (1 1/2 x Str bonus) points of damage with a successful grapple check against an opponents of her own size or smaller.

Additionally, as she increases in level, the spirit walker gains the following abilities.

Level	Abilities
1-2	<i>Entangle</i> at will (swamp only; spell-like ability)
3-4	<i>Summon swarm</i> 3/day (spell-like ability)
5-6	<i>Command plants</i> at will (swamp only; spell-like ability)
7-8	<i>Transport via plants</i> at will (swamp only; spell-like ability)
9-10	<i>Shambler</i> 1/day (swamp only; spell-like ability)

Special Qualities: Same as base creature, plus:

- *Swamp Canny (Ex)*: The spirit walker gains a +12 racial bonus to Hide skill checks in swamps and marshes.

Saves: +3 Fortitude

Wolf (Animal Spirit)

Bond DC: 11

Speed: +20 ft.

AC: +2 natural

Special Attacks: Same as base creature, plus:

- *Bite (Ex)*: The spirit walker gains an additional bite attack that deals 1d6 points of damage.

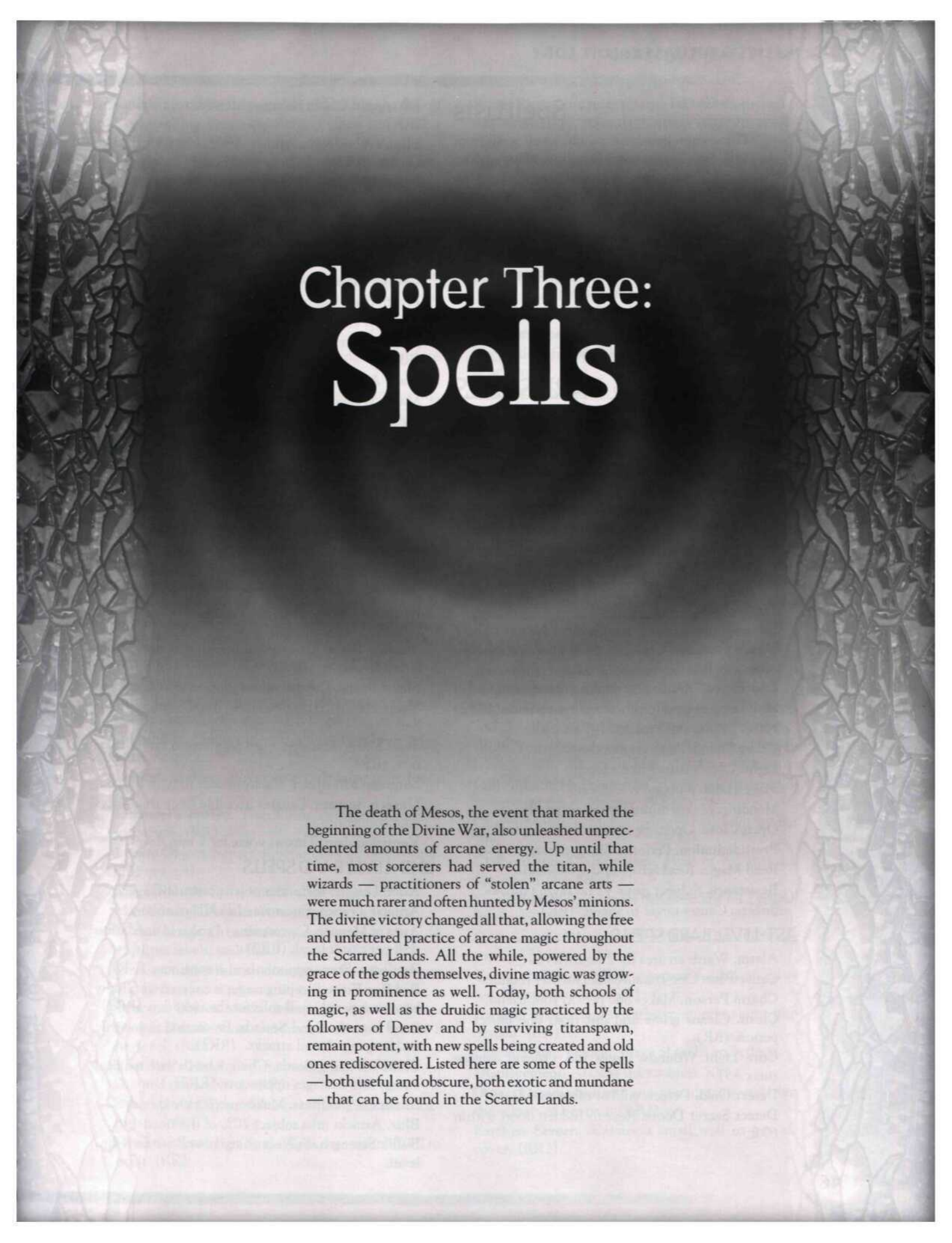
Additionally, as she increases in level, the spirit walker gains the following abilities.

Level	Abilities
1-2	<i>Wild shape</i> 1/day (wolf only; as druid ability)
3-4	<i>Summon nature's ally III</i> 1/day (1d3 wolves only; spell-like ability)
5-6	<i>Rage</i> 1/day (as barbarian ability)
7-8	<i>Wild shape</i> 1/day (dire wolf only; as druid ability)
9-10	<i>Summon nature's ally IV</i> 1/day (1d3 dire wolves only; spell-like ability)

Special Qualities: Same as base creature, plus:

- *Scent (Ex)*: The spirit walker gains the scent ability (see the MM for details).

- *Child of Wolf (Ex)*: The spirit walker under the possession of this bond-spirit will not be attacked by lupine animals, beasts, magical beasts, or shapechangers.



Chapter Three: Spells

The death of Mesos, the event that marked the beginning of the Divine War, also unleashed unprecedented amounts of arcane energy. Up until that time, most sorcerers had served the titan, while wizards — practitioners of “stolen” arcane arts — were much rarer and often hunted by Mesos’ minions. The divine victory changed all that, allowing the free and unfettered practice of arcane magic throughout the Scarred Lands. All the while, powered by the grace of the gods themselves, divine magic was growing in prominence as well. Today, both schools of magic, as well as the druidic magic practiced by the followers of Denev and by surviving titanspawn, remain potent, with new spells being created and old ones rediscovered. Listed here are some of the spells — both useful and obscure, both exotic and mundane — that can be found in the Scarred Lands.

Spell Lists

This comprehensive list includes all spells from the PHB, as well as those spells published in previous Sword and Sorcery Studios products. Spells from the PHB have no parenthetical notation. Spells from SSS publications are identified as follows:

RR: *Relics and Rituals*

RR2: *Relics and Rituals 2 (this publication)*

HO: *Hollowfaust: City of Necromancers*

WW: *The Wise and the Wicked*

DD: *The Divine and the Defeated*

WR: *Vigil Watch: Warrens of the Ratmen*

BT: *Burok Torn: City Under Siege*

BARD SPELLS

SPECIAL (level varies by creature summoned):

Summon (specific creature). Allows caster to summon a single type of creature, specified by the spell title. (RR2)

0-LEVEL BARD SPELLS (CANTRIPS)

Dancing Lights. Figment torches or other lights.

Daze. Creature loses next action.

Detect Magic. Detects spells and magic items within 60 ft.

Discord. Causes a performer to suffer -1 on Perform checks. (RR2)

Dowsing. Locates nearby sources of potable water. (RR)

Elina's Perfume. Change the scent of an object or person. (RR2)

False Flavor. Gives food or drink an illusory taste. (RR2)

Filch. Conjure a small nearby object into your hand. (RR2)

Flare. Dazzles one creature (-1 attack).

Ghost Sound. Figment sounds.

Light. Object shines like a torch.

Mage Hand. 5-pound telekinesis.

Mending. Makes minor repairs on an object.

Open/Close. Opens or closes small or light things.

Prestidigitation. Performs minor tricks.

Read Magic. Read scrolls and spellbooks.

Resistance. Subject gains +1 on saving throws.

Sneeze. Causes target to sneeze. (RR)

1ST-LEVEL BARD SPELLS

Alarm. Wards an area for 2 hours/level.

Cause Fear. One creature flees for 1d4 rounds.

Charm Person. Makes one person your friend.

Clean. Cleans grime and dirt from one object or person. (RR)

Cure Light Wounds. Cures 1d8 +1/level damage (max +5).

Detect Gold. Detects gold or other metals. (RR)

Detect Secret Doors. Reveals hidden doors within 60 ft.

Disappear. Caster becomes invisible for two rounds. (RR)

Elina's Wardrobe. Allows caster to quickly change outfits. (RR2)

Erase. Mundane or magical writing vanishes.

Expeditious Retreat. Doubles your speed.

Feather Fall. Objects or creatures fall slowly.

Flash. Causes a flash of light that blinds enemies. (RR)

Grease. Makes 10-ft. square or one object slippery.

Hypnotism. Fascinates 2d4 HD of creatures.

Identify. Determines single feature of magic item.

Locate Water. Locates sources of water, fresh or salt. (RR2)

Mage Armor. Gives subject +4 armor bonus.

Magic Weapon. Weapon gains +1 bonus.

Message. Whispered conversation at distance.

Protection from Chaos/Evil/Good/Law. +2 AC and saves, counter mind control, hedge out elementals and outsiders.

Quick Sober. Cures the target of alcoholic influences. (RR)

Rabbit Feet. Gives +2 bonus/level to Move Silently. (RR)

Salamar's Quiet Contemplation. Causes enemies to grow passive and philosophical. (RR)

Serpents' Stare. The caster's gaze freezes a single target in place. (RR2)

Shade's Sight. Creature touched may look from nearby shadows. (RR)

Silent Image. Creates minor illusion of your design.

Sleep. Put 2d4 HD of creatures into comatose slumber.

Steal Sleep. Transfers need for sleep to target creature. (RR)

Summon Monster I. Calls outsider to fight for you.

Unseen Servant. Creates invisible force that obeys your commands.

Ventriloquism. Throws voice for 1 min./level.

2ND-LEVEL BARD SPELLS

Alibi. Distorts memories of witnesses. (RR)

Animal Trance. Fascinates 2d6 HD of animals.

Aura of Menace. Caster gains +1 to his Intimidation skill per caster level. (RR2)

Battlecry. Stuns opponents in a cone area. (RR)

Bed Bug Bites. Sleeping target is covered with itchy bites that penalize all rolls for the next day. (RR2)

Bend Sounds. Protection from sonic and language-based attacks. (RR2)

Blaise's Blazing Beads. Charges beads with magical energy and damages opponents. (RR2)

Blindness/Deafness. Makes subject blind or deaf.

Blur. Attacks miss subject 20% of the time.

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

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

Commanding Presence. Subject gains 1d4+1 Cha for 1 hr./level. (RR)

Continual Heat. Heats igneous rock to provide ambient warmth. (RR2)

Cure Moderate Wounds. Cures 2d8 +1/level damage (max +10).

Darkness. 20-ft. radius of supernatural darkness.

Daylight. 60-ft. radius of bright light.

Dead Man's Eyes. View the last minutes of a corpse's life from its view. (RR)

Delay Poison. Stops poison from harming subject for 1 hour/level.

Detect Thoughts. Allows "listening" to surface thoughts.

Dolomar's Force Wave. Pushes away surrounding objects and creatures. (RR)

Enkili's Prank. Confuses the magic of a spellcaster, causing him to discharge the wrong spell. (RR)

Enkili's Shadow. A shadowy, protective cloak covers the caster. (RR2)

Enthrall. Captivates all within 100 ft. + 10 ft./level.

Ever Scent. Creates an illusory smell. (RR)

Glitterdust. Blinds creatures, outlines invisible creatures.

Gloom. Creates an area of shadowy light around a touched object. (RR)

Hold Person. Holds one person helpless for 1 round/level.

Hypnotic Pattern. Fascinates 2d4+1 HD/level of creatures.

Intoxicate. Causes intoxication ability penalties and possible unconsciousness. (RR)

Invisibility. Subject is invisible for 10 min./level or until it attacks.

Levitate. Subject moves up and down at your direction.

Liliandel's Flurry. Transforms a single fired arrow into three. (RR)

Locate Object. Senses direction toward object (specific or type).

Magic Mouth. Speaks once when triggered.

Minor Image. As silent image, plus some sound.

Mirror Image. Creates decoy duplicates of you (1d4 +1/three levels, max 8).

Misdirection. Misleads divinations for one creature or object.

Obscure Object. Masks object against divination.

Perfect Recollection. Subject gains 1d4+1 Int for 1 hr./level. (RR)

Phantom's Howl. Cry that causes foes to be shaken, stunned or paralyzed. (RR)

Pyrotechnics. Turns fire into blinding light or choking smoke.

Rend the Sovereign Soul. Weakens victim's Will to resist. (RR)

Scare. Panics creatures up to 5 HD (15-ft. radius).

See Invisibility. Reveals invisible creatures or objects.

Shatter. Sonic vibration damages objects or crystalline creatures.

Shocking Missile. Enchants an arrow or bolt to inflict 2d8+1 electrical damage upon a successful hit. (RR2)

Silence. Negates sound in 15-ft. radius.

Song of Heroes. Bardic song gives allies +3 to attack, damage and saving throws. (RR)

Sound Burst. Deals 1d8 sonic damage to subjects; may stun them.

Suggestion. Compels subject to follow stated course of action.

Summon Monster II. Calls outsider to fight for you.

Summon Swarm. Summons swarm of small crawling or flying creatures.

Tasha's Hideous Laughter. Subject loses actions for 1d3 rounds.

Tongues. Speak any language.

Undetectable Alignment. Conceals alignment for 24 hours.

Veil of Lust. Caster appears highly desirable to target, gains +20 to Charisma-based rolls. (RR2)

Virtue's Curse. Good actions are punished. (RR2)

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

3RD-LEVEL BARD SPELLS

Assassin's Senses. Increases caster's critical threat range and multiplier by one. (RR)

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.

Call Aquatic Humanoid I. Calls aquatic humanoids to fight for the spellcaster. (RR)

Charm Monster. Makes monster believe it is your ally.

Clairaudience/Clairvoyance. Hear or see at a distance for 1 min./level.

Confusion. Makes subject behave oddly for 1 round/level.

Cure Serious Wounds. Cures 3d8 +1/level damage (max +15).

Curse of Terror. Make a person deathly afraid of something harmless. (RR)

Dirge of Woe. Causes nearby creatures to lapse into despair. (RR)

Dispel Magic. Cancels magical spells and effects.

Displacement. Attacks miss subject 50%.

Detect Dreams. See into another's dreams, and learn the secrets of her past. (RR2)

Earthen Screen. Creates a small wall to provide cover. (RR2)

Emotion. Arouses strong emotion in subject.

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

Gaseous Form. Subject becomes insubstantial and can fly slowly.

Greater Bend Sounds. Provides protection from sonic and language based attacks to all within area of effect. (RR2)

Greater Magic Weapon. +1 bonus/three levels (max +5).

Gust of Wind. Blows away or knocks down smaller creatures.

Haste. Extra partial action and +4 AC.

Illusory Script. Only intended reader can decipher.

Invisibility Sphere. Makes everyone within 10 ft. invisible.

Keen Edge. Doubles normal weapon's threat range.

Leomund's Tiny Hut. Creates shelter for 10 creatures.

Lesser Geas. Commands subject of 7 HD or less.

Magic Circle against Chaos/Evil/Good/Law. As protection spells, but 10-ft. radius and 10 min./level.

Major Image. As silent image, plus sound, smell and thermal effects.

Malicious Image. Causes mirror images to attack their caster. (RR2)

Mask Magic. Disguises the enchantment of a magic item. (RR2)

Mind Raid. Allows reading of deep thoughts. (RR)

Phantom Steed. Magical horse appears for 1 hour/level.

Remove Curse. Frees object or person from curse.

Remove Disease. Cures all diseases affecting subject.

Scrying. Spies on subject from a distance.

Sculpt Sound. Creates new sounds or changes existing ones.

Sepia Snake Sigil. Creates text symbol that immobilizes reader.

Siren Song. Causes multiple targets to be drawn inexorably toward the caster. (DD)

Slow. One subject/level takes only partial actions, -2 AC, -2 melee rolls.

Summon Monster III. Calls outsider to fight for you.

Terole's Translator. Gives complete understanding of one language. (RR)

Unbuckle. Unfastens all buckles in area. (RR)

Unwavering Ally. Subject gains +20 divine bonus to saves vs. mind-affecting spells for 1 hour/level. (RR2)

Wind Wall. Deflects arrows, smaller creatures and gases.

4TH-LEVEL BARD SPELLS

Belsameth's Strife. Victim sees allies as deadly enemies. (RR)

Blaise's Blasting Bead. Enchants bead to explode in a deafening concussive blast. (RR2)

Break Enchantment. Frees subjects from enchantments, alterations, curses and petrification.

Cure Critical Wounds. Cures 4d8 +1/level damage (max +20).

Detect Scrying. Alerts you of magical eavesdropping.

Dimension Door. Teleports you and up to 500 lb.

Dismissal. Forces a creature to return to native plane.

Dominate Person. Controls humanoid telepathically.

Eagle Song. Grants target aspects of an eagle. (RR2)

Essential Blade. Allows a melee weapon or a natural weapon to ignore object hardness, damage incorporeal targets and make touch attacks when used in melee. (RR2)

Ghostdweomer. Creates a phantom dweomer around a spell or magic item to foil dispel magic attempts. (RR)

Hallucinatory Terrain. Makes one type of terrain appear like another (field into forest, etc.).

Hold Monster. As hold person, but any creature.

Iceshards. Caster creates several floating shards of ice that may defend or attack against opponents. (RR2)

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

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

Leomund's Secure Shelter. Creates sturdy cottage.

Locate Creature. Indicates direction to familiar creature.

Lure. A spell that causes an intense desire to possess a mundane item or trinket. (RR2)

Mask of Virtue. Protects the caster's thoughts and alignment from detection. (WW)

Mind Over Matter. Aids concentration to ignore distractions.

Modify Memory. Changes 5 minutes of subject's memories.

Neutralize Poison. Detoxifies venom in or on subject.

Quick Learn. Grants caster 3 +1/level skill ranks in a desired skill. (RR2)

Rainbow Pattern. Lights prevent 24 HD of creatures from attacking or moving away.

Shout. Deafens all within cone and deals 2d6 damage.

Song of the Gods. Bardic song aids divine spell recovery. (RR)

Summon Monster IV. Calls outsider to fight for you.

Talen's Maligned Performance. Ruins a Bard's performance without his knowledge. (RR2)

5TH-LEVEL BARD SPELLS

Amnesia. The target loses all memory. (DD)

Austlinan's Violent Scream. 1d6 sonic damage/level in a 20 ft. cone. (RR2)

Contact Other Plane. Ask question of extraplanar entity.

Control Water. Raises, lowers or parts bodies of water.

Doomwail. Victims must make Will saving throws or be deafened or paralyzed. (RR)

Dreadmantle. The caster radiates despair, weakening the will of all those who view him. (RR2)

Dream. Sends message to anyone sleeping.

False Vision. Fools scrying with an illusion.

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

Gulaben's Ecstasy. Target is distracted by pleasure and has his will weakened. (RR2)

Gullibility. Subjects become overly trusting, suffering skill and saving throw penalties. (RR2)

Healing Circle. Cures 1d8 +1/level damage in all directions.

Inquisition. Target must answer three questions truthfully. (RR)

Mind Fog. Subjects in fog get -10 Wis, Will checks.

Mirage Arcana. As hallucinatory terrain, plus structures.

Mislead. Turns you invisible and creates illusory double.

Nightmare. Sends vision dealing 1d10 damage, fatigue.

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

Rie's Dance of Seduction. Charms all who view the dancer. (RR)

Shield of Color. Creates a shimmering shield that protects the caster from attack and shadow magic. (DD)

Summon Monster V. Calls outsider to fight for you.

Talen's Confounding Battlefield. Illusions make everyone in the area of effect look like someone else. (RR2)

Trust in the Gods. One roll determined by the caster automatically succeeds, but at great personal cost. (RR2)

Undead Crew. Summons an undead crew to crew a ship controlled by the caster. (RR2)

6TH-LEVEL BARD SPELLS

Abrindel's Prism Cloak. Shrouds the caster in an illusory cloak that captivates up to 24HD of attackers. (RR2)

Call Aquatic Humanoid II. Calls aquatic humanoids to fight for the spellcaster. (RR)

Charm's Aegis. Grants Charisma bonus to AC; foes can't attack caster unless they make a Will check. (RR2)

Control Weather. Changes weather in local area.

Declaration of Death. Convinces a single creature that it has died. (RR)

Deep Sleep. Put a large number of creatures into a deep sleep from which only magic can wake them.

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

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

Greater Scrying. As scrying, but faster and longer.

Mass Haste. As haste, affects one/level subjects.

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

Permanent Image. Includes sight, sound and smell.

Plane Shift. Up to eight subjects travel to another plane.

Programmed Image. As major image, plus triggered by event.

Project Image. Illusory double can talk and cast spells.

Repulsion. Creatures can't approach you.

Reverse Illusion. A real object is cloaked by illusion. (RR)

Song of Champions. Bardic song gives additional temporary feats. (RR)

Songwall. Creates an immobile wall of sound with a number of different effects. (RR2)

Summon Monster VI. Calls outsider to fight for you.

Veil. Changes appearance of group of creatures.

CLERIC SPELLS

0-LEVEL CLERIC SPELLS (ORISONS)

Animate Vermin. Temporarily animates small animal skeletons or zombies. (HO)

Bleeding Disease. Initiates a contagious sickness in a random individual. (RR)

Clean. Cleans grime and dirt from one object or person. (RR)

Create Water. Creates 2 gallons/level of pure water.

Cure Minor Wounds. Cures 1 point of damage.

Detect Magic. Detects spells and magic items within 60 ft.

Detect Poison. Detects poison in one creature or small object.

Guidance. +1 on one roll, save or check.

Inflict Minor Wounds. Touch attack, 1 point of damage.

Light. Object shines like a torch.

Mending. Makes minor repairs on an object.

Purify Food and Drink. Purifies 1 cu. ft./level of food or water.

Quick Sober. Cures the target of alcoholic influences. (RR)

Read Magic. Read scrolls and spellbooks.

Resistance. Subject gains +1 on saving throws.

Shockwave. Knock a foe prone from a distance by punching the ground. (RR)

Virtue. Subject gains 1 temporary hp.

1ST-LEVEL CLERIC SPELLS

Bane. Enemies suffer -1 attack, -1 on saves against fear.

Bless Water. Makes holy water.

Bless. Allies gain +1 attack and +1 on saves against fear.

Cadaver Dance. Animates skeletons or zombies for 1 day/level. (HO)

Cause Fear. One creature flees for 1d4 rounds.

Champion Swimmer. The subject gains a +15 competence bonus to all Swim checks. (RR2)

Command. One subject obeys one-word command for 1 round.

Comprehend Languages. Understand all spoken and written languages.

Cure Light Wounds. Cures 1d8 +1/level damage (max +5).

Curse Water. Makes unholy water.

Deathwatch. Sees how wounded subjects within 30 ft. are.

Detect Chaos/Evil/Good/Law. Reveals creatures, spells or objects.

Detect Shapechangers. Detects the presence and strength of shapechangers. (RR2)

Detect Undead. Reveals undead within 60 ft.

Divine Favor. You gain attack, damage bonus, +1/ three levels.

Doom. One subject suffers -2 on attacks, damage, saves and checks.

Endure Elements. Ignores 5 damage/round from one energy type.

Entropic Shield. Ranged attacks against you suffer 20% miss chance.

Grim Feast. Regain lost hit points by draining fresh corpses. (RR)

Inflict Light Wounds. Touch, 1d8 +1/level damage (max +5).

Invisibility to Constructs. As *invisibility*, but affects only constructs. (DD)

Invisibility to Undead. Undead can't perceive one subject/level.

Locate Water. Locates sources of water, fresh or salt. (RR2)

Madriel's Empathic Resonance. The subject experiences the emotions of those whom he wrongs. (RR)

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

Magic Weapon. Weapon gains +1 bonus.

Minor Symbol of Divinity. Creates minor magical protections within a small area. (RR)

Obscuring Mist. Fog surrounds you.

Prevarication's Bounty. Causes the tongue of the victim to swell when the victim lies. (RR)

Protection from Chaos/Evil/Good/Law. +2 AC and saves, counter mind control, hedge out elementals and outsiders.

Random Action. One creature acts randomly for one round.

Remove Fear. +4 on saves against fear for one subject +1/four levels.

Sanctuary. Opponents can't attack you, and you can't attack.

Shield of Faith. Aura grants +2 or higher deflection bonus.

Shockwave Strike. Transmit the force of a bludgeoning weapon through the ground to an opponent. (RR)

Silver Sword. Causes a weapon to count as silver for any special attack purposes. (DD)

Smite. Invokes the paladin's smite power. (RR)

Summon Monster I. Calls outsider to fight for you.

Tanil's Touch. Allows the choice of two outcomes when rolling dice. (RR)

2ND-LEVEL CLERIC SPELLS

Aid. +1 attack, +1 on saves against fear, 1d8 temporary hit points.

Animal Messenger. Sends a Tiny animal to a specific place.

Assassin's Senses. Increases caster's critical threat range and multiplier by one. (RR)

Augury. Learns whether an action will be good or bad.

Aura of Menace. Caster gains +1 to his Intimidation skill per caster level (RR2)

Bed Bug Bites. Sleeping target is covered with itchy bites that penalize all rolls for the next day. (RR2)

Body of Sand. The spellcaster transforms his form into sand, gaining protection from piercing and slashing weapons. (RR2)

Bread of Life. Bread provides a day's nourishment and 1d8+1/level healing source. (RR2)

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

Burst of Energy. Caster gains 10 temporary hit points and a +1 bonus to all saving throws. (RR2)

Calm Emotions. Calms 1d6 subjects/level, negating emotion effects.

Commanding Presence. Subject gains 1d4+1 Cha for 1 hr./level. (RR)

Consecrate. Fills area with positive energy, making undead weaker.

Cure Moderate Wounds. Cures 2d8 +1/level damage (max +10).

Curse of Solidity. Forces one incorporeal creature to become corporeal. (RR2)

Darkness. 20-ft. radius of supernatural darkness.

Dead Man's Eyes. View the last minutes of a corpse's life from its view. (RR)

Death Knell. Kills dying creature; you gain 1d8 temporary hp, +2 Str and +1 level.

Delay Poison. Stops poison from harming subject for 1 hour/level.

Desecrate. Fills area with negative energy, making undead stronger.

Divine Wisdom. Subject gains 1d4+1 Wis for 1 hr./level. (RR)

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

Enkili's Luck. Bestows a brief bout of ill fortune upon the subject. (RR)

Enthrall. Captivates all within 100 ft. + 10 ft./level.

Find Traps. Notice traps as a rogue does.

Force of Will. Substitute your Wisdom modifier for one of your physical ability modifiers. (RR2)

Fracture. Inflicts 1d6 subdual damage, 1d4 actual, breaks random bone. (WR)

Gentle Repose. Preserves one corpse.

Gloom. Creates an area of shadowy light around a touched object. (RR)

Hedrada's Balance. Protects willing recipient from emotional biases. (RR)

Hold Person. Holds one person helpless; 1 round/level.

Inflict Moderate Wounds. Touch attack, 2d8 +1/level damage (max +10).

Lesser Restoration. Dispels magic ability penalty or repairs 1d4 ability damage.

Locate Corpse. The cleric is able to locate a corpse. (RR)

Locate Oasis. Locates an oasis in the desert. (RR2)

Make Whole. Repairs an object.

Remove Paralysis. Frees one or more creatures from paralysis, hold or slow.

Rend the Sovereign Soul. Weakens victim's Will to resist. (RR)

Resist Elements. Ignores 12 damage/round from one energy type.

Sethris' Potency. Increases a natural poison's DC. (RR)

Shatter. Sonic vibration damages objects or crystalline creatures.

Shield Other. You take half of subject's damage.

Silence. Negates sound in 15-ft. radius.

Sleep of the Dead. Feign death. (RR)

Sound Burst. Deals 1d8 sonic damage to subjects; may stun them.

Speak with Animals. You can communicate with natural animals.

Spiritual Weapon. Magical weapon attacks on its own.

Stop Golem. As *hold person* but functions against golems. (DD)

Summon Monster II. Calls outsider to fight for you.

Undetectable Alignment. Conceals alignment for 24 hours.

Vangal's Touch. Target rages as a barbarian. (RR)

Virtue's Curse. Good actions are punished. (RR2)

Zone of Truth. Subjects within range cannot lie.

3RD-LEVEL CLERIC SPELLS

Animal Spy. Send a Tiny animal on a 3-step mission. (RR)

Animate Dead. Creates undead skeletons and zombies.

Banish Shadow. Sends a shadow creature back to its home. (RR)

Bestow Curse. -6 to an ability; -4 on attacks, saves and checks; or 50% chance of losing each action.

Blindness/Deafness. Makes subject blind or deaf.

Chardun's Torments. Victim takes subdual damage and suffers penalties from pain. (RR)

Contagion. Infects subject with chosen disease.

Continual Flame. Makes a permanent, heatless torch.

Create Food and Water. Feeds three humans (or one horse)/level.

Cure Serious Wounds. Cures 3d8 +1/level damage (max +15).

Curse of Terror. Make a person deathly afraid of something harmless. (RR)

Curse of the Firefly. Target glows making him easier to spot. (RR2)

Daylight. 60-ft. radius of bright light.

Deeper Darkness. Object sheds absolute darkness in 60-ft. radius.

Dispel Magic. Cancels magical spells and effects.

Divine Raiment. Opponents can't attack you, but you can attack. (RR)

Fist of Iron. Transforms one fist into an iron club. (DD)

Glyph of Warding. Inscription harms those who pass it.

Hedrada's Justice. Gives bonus to attack against those who had damaged the caster (RR2)

Helping Hand. Ghostly hand leads subject to you.

Inflict Serious Wounds. Touch attack, 3d8 +1/level damage (max +15).

Invigorate Dead. Restores some life to one dead creature. (RR)

Invisibility Purge. Dispels invisibility within 5 ft./level.

Life Force Transfer. Heal others by harming yourself. (RR)

Locate Object. Senses direction toward object (specific or type).

Magic Circle against Chaos/Evil/Good/Law. As protection spells, but 10-ft. radius and 10 min./level.

Magic Vestment. Armor or shield gains +1 enhancement/three levels.

Meld into Stone. You and your gear merge with stone.

Mind Raid. Allows reading of deep thoughts. (RR)

Negative Energy Protection. Subject resists level and ability drains.

Obscure Object. Masks object against divination.

Prayer. Allies gain +1 on most rolls, and enemies suffer -1.

Protection from Elements. Absorb 12 damage/level from one kind of energy.

Remove Blindness/Deafness. Cures normal or magical conditions.

Remove Curse. Frees object or person from curse.

Remove Disease. Cures all diseases affecting subject.

Repair Dead. Skeletons or zombies are instantly repaired. (RR2)

Ricochete. Allows an arrow, sling bullet, or crossbow bolt to strike multiple targets in a single round. (RR2)

Rock Storm. Creates a whirlwind of rocks and debris that batters opponents. (BT)

Runic Weave. Imbues garments with magical protections and runes. (BT)

Sacred Weapon. Summons weapon that inflicts 1d10 damage and causes deafness. (RR)

Searing Light. Ray deals 1d8/two levels, more against undead.

Shadow Touch. Caster has Strength-draining touch. (RR)

Siren Song. Causes multiple targets to be drawn inexorably toward the caster. (DD)

Speak with Dead. Corpse answers one question/two levels.

Speak with Plants. You can talk to normal plants and plant creatures.

Stone Shape. Sculpts stone into any form.

Summon Monster III. Calls outsider to fight for you.

Sunspear. Create a spear of light that heals or inflicts 2d4+2/level when thrown. (RR)

Vangal's Blessing. One willing subject/level enters a berserker rage. (RR2)

Vangal's Wounding. Causes wounds to bleed for 1d6 points of damage per round for level/rounds. (RR)

Water Breathing. Subjects can breathe underwater.

Water Walk. Subject treads on water as if solid.

Wind Wall. Deflects arrows, smaller creatures and gases.

4TH-LEVEL CLERIC SPELLS

Air Walk. Subject treads on air as if solid (climb at 45-degree angle).

Blood Water. Person's blood transforms to consistency of water. (RR2)

Bloodied Blade. Temporarily gives a weapon the taste for blood, granting bonuses to attack and damage rolls. (RR2)

Cloak of Righteousness. Creates shining raiment, blinding opponents and encouraging allies. (RR)

Condemned. Target becomes unaffected by magical healing. (RR)

Control Light. Allows control of the amount of light or dark in an area. (RR)

Control Water. Raises, lowers or parts bodies of water.

Cure Critical Wounds. Cures 4d8 +1/level damage (max +20).

Damashar's Force Rune. Runic pattern sends out shockwave that causes damage, knocks victims unconscious. (BT)

Death Ward. Grants immunity to death spells and effects.

Dimensional Anchor. Bars extradimensional movement.

Discern Lies. Reveals deliberate falsehoods.

Dismissal. Forces a creature to return to native plane.

Divination. Provides useful advice for specific proposed actions.

Divine Power. You gain attack bonus, 18 Str and 1 hp/level.

Enhanced Senses. Grants darkvision, +10 bonus to Listen, Search and Spot, plus Scent ability. (RR2)

Freedom of Movement. Subject moves normally despite impediments.

Giant Vermin. Turns insects into giant vermin.

Greater Magic Weapon. +1 bonus/three levels (max +5).

Hold Stone. Prevents transmutation of stone. (RR2)

Holy Channel. Allows healing spells to be cast at range. (RR)

Imbue with Spell Ability. Transfer spells to subject.

Inflict Critical Wounds. Touch attack, 4d8 +1/level damage (max +20).

Ironheart. Grants recipient +5 bonus that can be distributed among future saving throws. (RR)

Keshmeeri Refuge. Protects target from the harsh desert environment. (RR2)

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

Mask of Virtue. Protects the caster's thoughts and alignment from detection. (WW)

Mind Over Matter. Aids concentration to ignore distractions. (RR)

Neutralize Poison. Detoxifies venom in or on subject.

Poison. Touch deals 1d10 Con damage, repeats in 1 min.

Quick Learn. Grants caster 3 +1/level skill ranks in a desired skill. (RR2)

Repel Vermin. Insects stay 10 ft. away.

Restoration. Restores level and ability score drains.

Rupture. Inflicts 2d4 points subdual, 3d4 points actual damage, breaks random bone. (WR)

Seal of Hedrada. Seals one portal until a condition is met. (RR)

Sending. Delivers short message anywhere, instantly.

Spell Immunity. Subject is immune to one spell/four levels.

Status. Monitors condition, position of allies.

Strength of Nalthalos. Subject gains 1d8+4 temporary strength. (DD)

Summon Monster IV. Calls outsider to fight for you.

Tanil's Purging. Painfully forces shapeshifters to resume their proper forms. (RR)

Terole's Translator. Gives complete understanding of one language. (RR)

Tongues. Speak any language.

Vangal's Dogs of War. Summons 1 dog/level to serve and fight for you. (DD)

Unholy Channel. Allows inflict spells to be cast upon target at range. (RR)

Unwavering Ally. Subject gains +20 divine bonus to saves vs. mind-affecting spells for 1 hour/level. (RR2)

5TH-LEVEL CLERIC SPELLS

Atonement. Removes burden of misdeeds from subject.

Belsameth's Blessing. Transforms one creature into a werebeast. (RR)

Belsameth's Strife. Victim sees allies as deadly enemies. (RR)

Break Enchantment. Frees subjects from enchantments, alterations, curses and petrification.

Brothers in Arms. Allies exchange hit points and Strength between themselves. (RR)

Circle of Doom. Deals 1d8 +1/level damage in all directions.

Commune. Deity answers one yes-or-no question/level.

Darksoul. Caster allows a fiend to possess his body in order to increase his combat ability. (RR2)

Demonbane. Caster temporarily gains great power in battle against evil outsiders. (RR2)

Dispel Chaos/Evil/Good/Law. +4 bonus against attacks.

Doomwail. Victims must make Will saving throws or be deafened or paralyzed. (RR)

Essential Blade. Allows a melee weapon or a natural weapon to ignore object hardness, damage incorporeal targets and make touch attacks when used in melee. (RR2)

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

Flame Strike. Smites foes with divine fire (1d6/level).

Greater Command. As command, but affects one subject/level. (RR)

Hallow. Designates location as holy.

Healing Circle. Cures 1d8 +1/level damage in all directions.

Imbue Shadow. Turns an ordinary shadow into a shadow creature. (RR)

Inquisition. Target must answer three questions truthfully. (RR)

Insect Plague. Insect horde limits vision, inflicts damage, and weak creatures flee.

Legion's March. One subject/level gains 1d4+1 Con. (RR2)

Mark of Justice. Designates action that will trigger curse on subject.

Plague Touch. Cause disease in others with but a touch. (RR2)

Plane Shift. Up to eight subjects travel to another plane.

Profane Stare. Gaze deals 3d6/paralyzes good creatures. (RR2)

Raise Dead. Restores life to subject who died up to 1 day/level ago.

Righteous Charge. Imbues the caster's next charge attack with divine power. (RR2)

Righteous Might. Your size increases, and you gain +4 Str.

Sap Strength. Steals the strength from another creature. (RR2)

Scrying. Spies on subject from a distance.

Slay Living. Touch attack kills subject.

Slow the Years. Halves the natural aging of the target. (RR2)

Speed the Years. Double the natural aging of the target. (RR2)

Spell Resistance. Subject gains +12 +1/level SR.

Summon Monster V. Calls outsider to fight for you.

Transfer Sentience. Subject and target golem exchange Intelligence scores. (DD)

True Seeing. See all things as they really are.

Unhallow. Designates location as unholy.

Wall of Stone. 20 hp/four levels; can be shaped.

6TH-LEVEL CLERIC SPELLS

Animate Objects. Objects attack your foes.

Antilife Shell. 10-ft. field hedges out living creatures.

Banishment. Banishes 2 HD/level extraplanar creatures.

Blade Barrier. Blades encircling you deal 1d6 damage/level.

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

Dark Water. Imbues water with negative energy. (RR)

Enkili's Lightning Storm. Causes an electrical storm that the caster can control. (RR)

Etherealness. Travel to Ethereal Plane with companions.

Find the Path. Shows most direct way to a location.

Forbiddance. Denies area to creatures of another alignment.

Fourfold Forging. Transforms the caster's sword into four blades that act in unison. (DD)

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

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

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

Harm. Subject loses all but 1d4 hp.
Heal. Cures all damage, diseases and mental conditions.
Heal Construct. As *heal* but on constructs. (DD)
Heroes' Feast. Food for one creature/level cures and blesses.
Pass the Years. Ages target by 1d10 years. (RR)
Planar Ally. As lesser planar ally, but up to 16 HD.
Sacrificial Heart. Kills a target by delivering his heart into your hand. (RR)
Summon Monster VI. Calls outsider to fight for you.
Touch of Renewal. Target receives fast healing ability of 3. (RR2)
Vangal's Wrath. A wave of divine energy deals 1d6 damage/level in all directions. (DD)
Vengeance of the Scorned. Allows caster to find and defeat a single individual. (DD)
Visage of the Overlord. Surrounds the caster in an aura of command and competence. (DD)
Wind Walk. You and your allies turn vaporous and travel fast.
Word of Recall. Teleports you back to designated place.

7TH-LEVEL CLERIC SPELLS

Blasphemy. Kills, paralyzes, weakens or dazes nonevil subjects.
Charm's Aegis. Grants Charisma bonus to AC; foes can't attack caster unless they make a Will check. (RR2)
Control Weather. Changes weather in local area.
Daggers of Vault. Creates a cloud of tiny blades that inflict 1d4 points of damage per round. (RR)
Destruction. Kills subject and destroys remains.
Dictum. Kills, paralyzes, weakens or dazes nonlawful subjects.
Divine Protection. Grants allies a +6 enhancement to Con, Wis, and Dex. (RR2)
Divine Talion. Your enemies' attacks are revisited upon them. (DD)
Greater Healing Circle. Heals 2d8+2/caster level damage in all directions. (RR)
Greater Restoration. As restoration, plus restores all levels and ability scores.
Greater Scrying. As scrying, but faster and longer.
Hero's Death. You empower a target to accomplish a last heroic feat before dying. (DD)
Holy Word. Kills, paralyzes, weakens or dazes nongood subjects.
Incite. Enlist a large group to achieve a specified goal. (RR)
Judgment of Gold. Transforms target into golden statue. (DD)
Reconstruct. As resurrection but affects constructs. (DD)
Refuge. Alters item to transport its possessor to you.

Regenerate. Subject's severed limbs grow back.
Repulsion. Creatures can't approach you.
Resurrection. Fully restore dead subject.
Stop the Years. Stops target's aging for 1d10 years (RR2)
Summon Monster VII. Calls outsider to fight for you.
Trust in the Gods. One roll determined by the caster automatically succeeds, but at great personal cost. (RR2)
Virulence. Target contracts d3 diseases and becomes carrier. (RR2)
Word of Chaos. Kills, confuses, stuns or deafens nonchaotic subjects.

8TH-LEVEL CLERIC SPELLS

Antimagic Field. Negates magic within 10 ft.
Avatar. Allows cleric to take on aspects of the patron deity. (RR)
Chardun's Branding. Reduces a slave's ability to resist his master's commands. (RR2)
Cloak of Chaos. +4 AC, +4 resistance and SR 25 against lawful spells.
Corean's Fire. Deals 1d6/level fire damage (max 20d6) and blinds, 15 ft. radius. (RR2)
Create Greater Undead. Mummies, spectres, vampires or ghosts.
Discern Location. Exact location of creature or object.
Earthquake. Intense tremor shakes 5-ft./level radius.
Elemental Kiss. Target creature temporarily gains the Elemental type. (RR2)
Fire Storm. Deals 1d6 fire damage/level.
Greater Planar Ally. As lesser planar ally, but up to 24 HD.
Holy Aura. +4 AC, +4 resistance and SR 25 against evil spells.
Mass Heal. As *heal*, but with several subjects.
Recall Champion. Call a dead hero to aid you. (RR)
Shield of Law. +4 AC, +4 resistance and SR 25 against chaotic spells.
Stone Assault. Stones pour down, damaging and trapping targets (RR2)
Strength of Kadum. Target receives a +1/caster level bonus to Strength. (RR)
Summon Monster VIII. Calls outsider to fight for you.
Symbol. Triggered runes have array of effects.
Unholy Aura. +4 AC, +4 resistance and SR 25 against good spells.

9TH-LEVEL CLERIC SPELLS

Astral Projection. Projects you and companions into Astral Plane.
Convert. Subject gains belief in your god. (RR)

Dagger of Undeath. Creates a dagger-like bolt of negative energy which may create an undead creature. (RR2)

Energy Drain. Subject gains 2d4 negative levels.

Gate. Connects two planes for travel or summoning.

Holy War. +4 bonus to attack, damage, saves, spell DCs and skills to all worshippers of your god. (RR2)

Implosion. Kills one creature/round.

Incapacitate. Reduces all of target's ability scores to 3, and removes all but 1d4 hp. (RR)

Mind Share. Allows caster to get truthful answers to any questions asked of subject. (DD)

Miracle. Requests a deity's intercession.

Shatter Soul. Kills a target and fragments his soul. (RR)

Soul Bind. Traps newly dead soul to prevent resurrection.

Steal Control. Steal control of any construct in sight. (DD)

Storm of Vengeance. Storm rains acid, lightning and hail.

Summon Monster IX. Calls outsider to fight for you.

True Resurrection. As *resurrection*, plus remains aren't needed.

CLERIC DOMAINS

Air Domain

Deities: Enkili, Madriel, Syhana

Granted Powers: Turn or destroy earth creatures as a good cleric turns undead. Rebuke or command air creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

Air Domain Spells

- 1 **Obscuring Mist.** Fog surrounds you.
- 2 **Wind Wall.** Deflects arrows, smaller creatures and gases.
Downdraft. Creates a blast of wind from the casters location. (RR2)
- 3 **Gaseous Form.** Subject becomes insubstantial and can fly slowly.
- 4 **Air Walk.** Subject treads on air as if solid (climb at 45-degree angle).
- 5 **Control Winds.** Change wind direction and speed.
- 6 **Chain Lightning.** 1d6 damage/level; secondary bolts.
Enkili's Lightning Storm. Causes an electrical storm that the caster can control. (RR)
- 7 **Control Weather.** Changes weather in local area.
- 8 **Whirlwind.** Cyclone inflicts damage and can pick up creatures.
- 9 **Elemental Swarm.*** Summons 2d4 Large, 1d4 Huge elementals.
*Cast as an air spell only.

Animal Domain

Deities: Tanil

Granted Powers: You cast animal friendship once per day. Knowledge (nature) is a class skill.

Animal Domain Spells

- 1 **Calm Animals.** Calms 2d4 +1/level HD of animals, beasts and magical beasts.
Nose of the Rat. Subject gains the Scent feat, bonus on tracking, enemy detection. (RR2)
- 2 **Hold Animal.** Hold one animal helpless; 1 round/level.
Animal Infusion. Gain the power of an animal. (RR)
- 3 **Animal Spy.** Send a Tiny animal on a 3-step mission. (RR)
Dominate Animal. Subject animal obeys silent mental commands.
- 4 **Repel Vermin.** Insects stay 10 ft. away.
- 5 **Commune with Nature.** Learn about terrain for one mile/level.
Scent of the Hunted. Subject is relentlessly stalked by wild predators. (RR2)
- 6 **Antilife Shell.** 10-ft. field hedges out living creatures.
- 7 **Animal Shapes.** One ally/level polymorphs into chosen animal.
- 8 **Creeping Doom.** Carpet of insects attacks at your command.
- 9 **Shapechange.** Transforms you into any creature, and change forms once per round.

Chaos Domain

Deities: Drendari, Enkili, Erias, Idra, Manawe, Tanil, Vangal

Granted Power: You cast chaos spells at +1 caster level.

Chaos Domain Spells

- 1 **Protection from Law.** +2 AC and saves, counter mind control, hedge out elementals and outsiders.
- 2 **Enkili's Luck.** Bestows a brief bout of ill-fortune upon the subject. (RR)
Shatter. Sonic vibration damages objects or crystalline creatures.
- 3 **Magic Circle against Law.** As protection spells, but 10-ft. radius and 10 min./level.
- 4 **Chaos Hammer.** Damages and staggers lawful creatures.
- 5 **Dispel Law.** +4 bonus against attacks by lawful creatures.
- 6 **Animate Objects.** Objects attack your foes.
- 7 **Word of Chaos.** Kills, confuses, stuns or deafens nonchaotic subjects.
- 8 **Cloak of Chaos.** +4 AC, +4 resistance, SR 25 against lawful spells.
- 9 **Summon Monster IX.*** Calls outsider to fight for you.
*Cast as a chaos spell only.

Constructs Domain

Deity: Nalthalos

Granted Powers: Rebuke or command constructs as an evil cleric rebukes undead. The cleric may use these abilities a total number of times per day equal to his Charisma modifier +3. Clerics also gain access to magic spells required to create any type of golem. This ability may be used a number of times equal to the number of rebuke attempts available to an evil cleric of equal level.

Constructs Domain Spells

- 1 **Invisibility to Constructs.** Constructs can't detect one subject per level. (DD)
- 2 **Stop Golem.** As hold person but on golems. (DD)
- 3 **Shout.** Deafens all within cone and deals 2d6 damage. (DD)
- 4 **Strength of Nalthalos.** Subject gains 1d8+4 temporary strength. (DD)
- 5 **Transfer Sentience.** Subject and target golem exchange intelligence scores. (DD)
- 6 **Heal Construct.** As heal but on constructs. (DD)
- 7 **Reconstruct.** As resurrection but affecting constructs. (DD)
- 8 **Iron Body.** Body becomes living iron.
- 9 **Steal Control.** Steal control of any construct in sight. (DD)

Death Domain

Deity: Belsameth, Nemorga, Sethris

Granted Power: You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies.

Death Domain Spells

- 1 **Cadaver Dance.** Animates skeletons or zombies for 1 day/level. (HO)
Cause Fear. One creature flees for 1d4 rounds.
Grim Feast. Regain lost hit points by draining fresh corpses. (RR)
- 2 **Death Knell.** Kill dying creature and gain 1d8 temp. hp, +2 Str and +1 caster level.
Sleep of the Dead. Feign death. (RR)
- 3 **Animate Dead.** Creates undead skeletons and zombies.
Armor of Undeath. Crafts protective armor from a corpse. (RR)
- 4 **Death Ward.** Grants immunity to death spells and effects.
- 5 **Imbue Shadow.** Turns an ordinary shadow into a shadow creature. (RR)
Slay Living. Touch attack kills subject.

- 6 **Create Undead.** Ghouls, shadows, ghosts, wights or wraiths.

Undead Crew. Summons an undead crew to crew a ship controlled by the caster. (RR2)

Sacrificial Heart. Kills a target by delivering his heart into your hand. (RR)

- 7 **Destruction.** Kills subject and destroys remains.

- 8 **Create Greater Undead.** Mummies, spectres, vampires or ghosts.

Leech Field. Absorbs hit points from nearby foes. (RR)

Negative Energy Geyser. Creates an eruption of negative energy. (RR2)

- 9 **Wail of the Banshee.** Kills one creature/level.

Destruction Domain

Deity: Vangal

Granted Power: You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day.

Destruction Domain Spells

- 1 **Inflict Light Wounds.** Touch attack, 1d8 +1/level damage (max +5).
- 2 **Shatter.** Sonic vibration damages objects or crystalline creatures.
Vangal's Touch. Target rages as a barbarian. (RR)
- 3 **Contagion.** Infects subject with chosen disease.
- 4 **Inflict Critical Wounds.** Touch attack, 4d8 +1/level damage (max +20).
Unholy Channel. Allows inflict spells to be cast upon target at range. (RR)
Verminplague. Summons a horde of diseased rats, insects and other scavengers. (RR)
- 5 **Circle of Doom.** Deals 1d8 +1/level damage in all directions.
- 6 **Harm.** Subject loses all but 1d4 hp.
- 7 **Disintegrate.** Makes one creature or object vanish.
- 8 **Earthquake.** Intense tremor shakes 5-ft./level radius.
- 9 **Implosion.** Kills one creature/round.
Incapacitate. Reduces all of target's ability scores to 3, and removes all but 1d4 hp. (RR)
Cone of Oblivion. Creates a cone that disintegrates everything in its path. (RR2)

Domination Domain

Deity: Chardun

Granted Power: The cleric may rebuke or command members of his own race as he rebukes or commands undead. Chaotic- or good-aligned targets may make a Will save (DC 10 + cleric's Cha modifier + half the

cleric's level) to avoid the effect. This effect never results in the destruction of the creatures rebuked or commanded. This ability may be used a number of times equal to the cleric's rebuke/command attempts per day.

Domination Domain Spells

- 1 **Command.** One subject obeys one-word command for one round.
- 2 **Rend the Sovereign Soul.** Weakens victim's Will to resist. (RR)
- 3 **Chardun's Torments.** Victim takes subdual damage and suffers penalties from pain. (DD)
Fist of Iron. Transforms one fist into an iron club. (DD)
- 4 **Lesser Geas.** Commands subject of 7 HD or less.
- 5 **Dominate Person.** Controls humanoid telepathically.
Mind Fog. Subjects in fog get -10 Wis, Will checks.
- 6 **Geas/Quest.** As lesser geas, plus it affects any creature.
Visage of the Overlord. Surrounds the caster in an aura of command and competence. (DD)
- 7 **Incite.** Enlists a large group to achieve a specified goal. (RR)
- 8 **Power of the Overlord.** Grants great strength but slowly corrupts the victim's soul. (DD)
- 9 **Dominate Monster.** As dominate person, but any creature.

Dream Domain

Deity: Erias

Granted Powers: Once per night, while sleeping, you may attempt a Scry check (DC 20) to gain the answer to some question, as per the spell *divination*. You require at least 3 hours sleep to use this divine gift. This is a supernatural ability.

Dream Domain Spells

- 1 **Sleep.** Put 2d4 HD of creatures into comatose slumber.
- 2 **Minor Image.** Assilent image plus some sound.
Detect Dreams. See into another's dreams, and learn the secrets of her past. (RR2)
- 3 **Modify Memory.** Changes 5 minutes of subject's memories.
- 4 **Phantasmal Killer.** Fearsome illusion kills subject or deals 3d6 damage.
- 5 **Dream.** Sends message to anyone sleeping.
- 6 **Nightmare.** Sends vision causing 1d10 HD damage.
Deep Sleep. Put a large number of creatures into a deep sleep from which only magic can wake them. (RR2)
- 7 **Vision.** As legend lore but quicker and strenuous.
- 8 **Maze.** Traps subject in extradimensional maze.

- 9 **Weird.** As phantasmal killer but affects all within 30 feet.

Earth Domain

Deity: Goran

Granted Power: Turn or destroy air creatures as a good cleric turns undead. Rebuke or command earth creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

Earth Domain Spells

- 1 **Magic Stone.** Three stones become +1 projectiles, 1d6+1 damage.
Shockwave Strike. Transmit the force of a bludgeoning weapon through the ground to an opponent. (RR)
- 2 **Soften Earth and Stone.** Turns stone to clay or dirt to sand or mud.
- 3 **Earth Blast.** Wave of displaced earth explodes beneath an enemy's feet, causing 4d6 + 1/level damage (RR2)
Stone Shape. Sculpts stone into any form.
- 4 **Spike Stones.** Creatures in area take 1d8 damage, may be slowed.
- 5 **Wall of Stone.** 20 hp/four levels; can be shaped.
- 6 **Stoneskin.** Stops blows, cuts, stabs and slashes.
Avalanche. Creates a moving avalanche under caster control. (RR2)
- 7 **Earthquake.** Intense tremor shakes 5-ft./level radius.
Blaise's Iron Bead. Weaves an invisible protective magnetic barrier about the caster. (RR2)
Stone Assault. Stones pour down, damaging and trapping targets. (RR2)
- 8 **Iron Body.** Your body becomes living iron.
- 9 **Elemental Swarm.*** Summons 2d4 Large, 1d4 Huge elementals.
*Cast as an earth spell only.

Entrancement Domain

Deities: Drendari, Idra, Manawe

Granted Power: Overwhelming presence: the cleric has the supernatural ability to gain an enhancement bonus to Charisma that is equal to her level. Activating the power is a free action and the power is usable once per day. This power lasts for a length of time necessary to use the bonus granted on a single roll. Thus, it may last an entire evening if used on a Diplomacy roll during a dinner, or but a single round if used to augment an undead turning attempt.

Entrancement Domain Spells

- 1 **Charm Person.** Makes one person your friend.
Hypnotism. Fascinates 2d4 HD of creatures.
- 2 **Commanding Presence.** Subject gains 1d4+1 Charisma for 1 hour/level. (RR)
Enthrall. Captivates all within 100 feet + 10 feet/level.

Veil of Lust. Caster appears highly desirable to target, gains +20 to Charisma-based rolls. (RR2)

- 3 **Suggestion.** Compels subject to follow stated course of action.

Siren Song. Causes one target/level to be drawn inexorably toward the caster. (DD)

- 4 **Emotion.** Arouses strong emotion in subject.

- 5 **Dominate Person.** Controls humanoid telepathically.

Gulaben's Ecstasy. Target is distracted by pleasure and has his will weakened. (RR2)

Mind Fog. Subject in fog gets -10 Wis, Will checks.

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

Rie's Dance of Seduction. Charms all who view the dancer. (RR)

- 7 **Incite.** Enlists a large group to achieve a specified goal. (RR)

- 8 **Mass Charm.** As charm monster, but all within 30 feet.

- 9 **Convert.** Subject gains belief in your god. (RR)

Evil Domain

Deities: Belsameth, Chardun, Nalthalos, Sethris, Vangal

Granted Power: You cast evil spells at +1 caster level.

Evil Domain Spells

- 1 **Protection from Good.** +2 AC and saves, counter mind control, hedge out elementals and outsiders.
- 2 **Desecrate.** Fills area with negative energy, making undead stronger.

- 3 **Chardun's Torments.** Victim takes subdual damage and suffers penalties from pain. (RR)

Magic Circle against Good. As protection spells, but 10-ft. radius and 10 min./level.

- 4 **Unholy Blight.** Damages and sickens good creatures.

Unholy Channel. Allows inflict spells to be cast upon target at range. (RR)

Blood Water. Person's blood transforms to consistency of water (RR2)

Bloodied Blade. Temporarily gives a weapon the taste for blood, granting bonuses to attack and damage rolls. (RR2)

- 5 **Dispel Good.** +4 bonus against attacks by good creatures.

Imbue Shadow. Turns an ordinary shadow into a shadow creature. (RR)

Profane Stare. Gaze deals 3d6/paralyzes good creatures. (RR2)

- 6 **Create Undead.** Ghouls, shadows, ghosts, wights or wraiths.

- 7 **Blasphemy.** Kills, paralyzes, weakens or dazes nonevil subjects.

- 8 **Unholy Aura.** +4 AC, +4 resistance, SR 25 against good spells.

- 9 **Summon Monster IX.*** Calls outsider to fight for you.

*Cast as an evil spell only.

Fey Domain

Deity: Syhana

Granted Power: The cleric gains +4 vs. all spell-like abilities used by fey. Knowledge (fey) and Knowledge (nature) are class skills.

Fey Domain Spells

- 1 **Charm Person.** Makes one person your friend.

- 2 **Invisibility.** Subject is invisible for 10 minutes/level or until it attacks.

- 3 **Snare.** Creates a magical booby trap.

- 4 **Confusion.** Makes subject behave oddly for one round/level.

Iron Butterflies. Creates a flock of iron butterflies that damages enemies and harms fey. (RR2)

- 5 **Polymorph Self.** As polymorph other but you assume the form of a different creature.

- 6 **Amnesia.** Target loses all memories. (DD)

- 7 **Summon Nature's Ally VII (Hornsaw unicorn only).** Calls creature to fight.

- 8 **Otto's Irresistible Dance.** Forces subject to dance.

- 9 **Shapechange.** Transforms you into any creature and changes forms once per round.

Fire Domain

Deity: Corean

Granted Power: Turn or destroy water creatures as a good cleric turns undead. Rebuke or command fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

Fire Domain Spells

- 1 **Burning Hands.** 1d4 fire damage/level (max 5d4).

- 2 **Chaos Flame.** Creates an uncontrollable ball of fire that inflicts 4d4 damage. (RR2)

Produce Flame. 1d4 +1/two levels damage, touch or thrown.

- 3 **Ganest's Farstrike.** Creates a bolt of flame with exceptional range. (RR)

Resist Elements.* Ignore first 12 damage from one energy type each round.

- 4 **Wall of Fire.** Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 +1/level.

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

- 6 **Fire Seeds.** Acorns and berries become grenades and bombs.

- 7 **Fire Storm.** Deals 1d6 fire damage/level.
Corean's Fire. Deals 1d6/level fire damage (max 20d6) and blinds, 15 ft. radius. (RR2)
- 8 **Incendiary Cloud.** Cloud deals 4d6 fire damage/round.
- 9 **Elemental Swarm.**** Summons 2d4 Large, 1d4 Huge elementals.
 *Resist cold or fire only.
 **Cast as a fire spell only.

Gateways Domain

Deity: Nemorga

Granted Power: Open Lock and Search are class skills for you. You receive a +4 divine bonus to all saving throws and attack rolls made while standing on the threshold or doorstep of a door, gateway or other portal.

Gateways Domain Spells

- 1 **Hold Portal.** Holds door shut.
- 2 **Knock.** Opens locked or magically sealed door.
- 3 **Glyph of Warding.** Inscription harms those who pass it.
- 4 **Dimensional Anchor.** Bars extradimensional movement.
- 5 **Wall of Force.** Wall is immune to damage.
- 6 **Word of Recall.** Teleports you back to designated place.
- 7 **Plane Shift.** Up to eight subjects travel to another plane.
- 8 **Greater Planar Binding.** As lesser planar binding, but up to 24 HD.
- 9 **Gate.** Connects two planes for travel or summoning.

Good Domain

Deities: Corean, Erias, Goran, Madriel, Syhana, Tanil.
Granted Power: You cast good spells at +1 caster level.

Good Domain Spells

- 1 **Protection from Evil.** +2 AC and saves, counter mind control, hedge out elementals and outsiders.
- 2 **Aid.** +1 attack, +1 on saves against fear, 1d6 temporary hit points.
- 3 **Magic Circle against Evil.** As protection spells, but 10-ft. radius and 10 min./level.
- 4 **Cloak of Righteousness.** Creates shining raiment, blinding opponents and encouraging allies. (RR)
Demonbane. Caster temporarily gains great power in battle against evil outsiders. (RR2)
Holy Smite. Damages and blinds evil creatures.
- 5 **Dispel Evil.** +4 bonus against attacks by evil creatures.
- 6 **Blade Barrier.** Blades encircling you deal 1d6 damage/level.

- 7 **Holy Word.** Kills, paralyzes, weakens or dazes nongood subjects.
- 8 **Holy Aura.** +4 AC, +4 resistance and SR 25 against evil spells.
- 9 **Summon Monster IX.*** Calls outsider to fight for you.
 *Cast as a good spell only.

Healing Domain

Deity: Madriel

Granted Power: You cast healing spells at +1 caster level.

Healing Domain Spells

- 1 **Cure Light Wounds.** Cures 1d8 +1/level damage (max +5).
- 2 **Cure Moderate Wounds.** Cures 2d8 +1/level damage (max +10).
- 3 **Cure Serious Wounds.** Cures 3d8 +1/level damage (max +15).
- 4 **Cure Critical Wounds.** Cures 4d8 +1/level damage (max +20).
Holy Channel. Allows healing spells to be cast at range. (RR)
- 5 **Healing Circle.** Cures 1d8 +1/level damage in all directions.
- 6 **Heal.** Cures all damage, diseases and mental conditions.
- 7 **Greater Healing Circle.** Heals 2d8 +2/caster level damage in all directions. (RR)
Regenerate. Subject's severed limbs grow back.
- 8 **Mass Heal.** As heal, but with several subjects.
- 9 **True Resurrection.** As resurrection, plus remains aren't needed.

Judgment Domain

Deity: Hedrada

Granted Power: Sense Motive is a class skill for you. In addition, you may make a *true strike* (as the spell) once per day against anyone who has wounded you within 24 hours. Invoking the *true strike* effect is a free action, although you must declare it before you make your attack roll. This power counts as a spell-like ability.

Judgment Domain Spells

- 1 **Prevarication's Bounty.** Causes the tongue of the victim to swell when the victim lies. (RR)
- 2 **Hedrada's Balance.** Protects willing recipient from emotional biases. (RR)
- 3 **Searing Light.** Ray deals 1d8/two levels, more against undead.
- 4 **Discern Lies.** Reveals deliberate falsehoods.
- 5 **True Seeing.** See all things as they really are.
- 6 **Divine Talion.** Your enemies' attacks are revisited upon them. (DD)
- 7 **Forcecage.** Cube of force imprisons all inside.
- 8 **Mind Blank.** Subject is immune to mental/emotional magic and scrying.

- 9 **Imprisonment.** Entombs subject beneath the earth.

Knowledge Domain

Deity: Hedrada, Nemorga.

Granted Power: All Knowledge skills are class skills. You cast divinations at +1 caster level.

Knowledge Domain Spells

- 1 **Detect Gold.** Detects gold or other metals. (RR)
Detect Secret Doors. Reveals hidden doors within 60 ft.
- 2 **Detect Thoughts.** Allows "listening" to surface thoughts.
Locate Corpse. The cleric is able to locate a corpse. (RR)
- 3 **Clairaudience/Clairvoyance.** Hear or see at a distance for 1 min./level.
- 4 **Divination.** Provides useful advice for specific proposed actions.
Terole's Translator. Gives complete understanding of one language. (RR)
- 5 **True Seeing.** See all things as they really are.
- 6 **Find the Path.** Shows most direct way to a location.
- 7 **Legend Lore.** Learn tales about a person, place or thing.
- 8 **Discern Location.** Exact location of creature or object.
- 9 **Foresight.** "Sixth sense" warns of impending danger.

Law Domain

Deities: Chardun, Corean, Goran, Hedrada, Nalthalos.

Granted Power: You cast law spells at +1 caster level.

Law Domain Spells

- 1 **Protection from Chaos.** +2 AC and saves, counter mind control, hedge out elementals and outsiders.
- 2 **Calm Emotions.** Calms 1d6 creatures/level, negating emotion effects.
Hedrada's Balance. Protects willing recipient from emotional biases. (RR)
- 3 **Magic Circle against Chaos.** As protection spells, but 10-ft. radius and 10 min./level.
- 4 **Order's Wrath.** Damages and dazes chaotic creatures.
- 5 **Dispel Chaos.** +4 bonus against attacks by chaotic creatures.
- 6 **Hold Monster.** As hold person, but any creature.
- 7 **Dictum.** Kills, paralyzes, weakens or dazes nonlawful subjects.
- 8 **Shield of Law.** +4 AC, +4 resistance and SR 25 against chaotic spells.
- 9 **Summon Monster IX.*** Calls outsider to fight for you.

*Cast as a law spell only.

Luck Domain

Deity: Enkili, Hwyrdd, Tanil.

Granted Power: You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made. You must take the result of the reroll, even if it's worse than the original roll.

Luck Domain Spells

- 1 **Entropic Shield.** Ranged attacks against you suffer 20% miss chance.
Tanil's Touch. Allows the choice of two outcomes when rolling dice. (RR)
- 2 **Aid.** +1 attack, +1 against fear, 1d8 temporary hit points.
- 3 **Protection from Elements.** Absorb 12 damage/level from one kind of energy.
- 4 **Freedom of Movement.** Subject moves normally despite impediments.
Quick Learn. Grants caster 3 +1/level skill ranks in a desired skill. (RR2)
- 5 **Break Enchantment.** Frees subjects from enchantments, alterations, curses and petrification.
- 6 **Mislead.** Turns you invisible and creates illusory double.
Trust in the Gods. One roll determined by the caster automatically succeeds, but at great personal cost. (RR2)
- 7 **Spell Turning.** Reflect 1d4+6 spell levels back at caster.
- 8 **Holy Aura.** +4 AC, +4 resistance and SR 25 against evil spells.
- 9 **Miracle.** Requests a deity's intercession.

Magic Domain

Deity: Belsameth, Erias.

Granted Power: Use scrolls, wands and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.

Magic Domain Spells

- 1 **Nystul's Undetectable Aura.** Masks magic item's aura.
- 2 **Identify.** Determines single feature of magic item.
- 3 **Dispel Magic.** Cancels magical spells and effects.
- 4 **Imbue with Spell Ability.** Transfer spells to subject.
Manaspear. Creates a magical spear that inflicts damage and drains spells from its target. (RR)
- 5 **Spell Resistance.** Subject gains +12 +1/level SR.
- 6 **Antimagic Field.** Negates magic within 10 ft.

Mana Sink. Creates a floating sphere that absorbs magic within its area of effect (RR2)

- 7 **Spell Turning.** Reflect 1d4+6 spell levels back at caster.
- 8 **Protection from Spells.** Confers +8 resistance bonus.
- 9 **Mord's Disjunction.** Dispels magic, disenchant magic items.

Missionary Domain

Deity: Any

Granted Power: You can invoke the ability to comprehend languages once per day as a free action. This is a spell-like ability, however, there are no components required, so the power can be activated without anyone else's knowledge. This effect lasts twice as long as the spell itself (i.e., 20 minutes per level).

Missionary Domain Spells

- 1 **Madriel's Empathic Resonance.** The subject experiences the emotions of those whom he wrongs. (RR)
Mount. Summons riding horse for 2 hr./level.
- 2 **Charm Person.** Makes one person your friend.
Rend the Sovereign Soul. Weakens victim's Will to resist. (RR)
- 3 **Divine Raiment.** Opponents can't attack you, but you can attack. (RR)
- 4 **Suggestion.** Compels subject to follow stated course of action.
- 5 **Prying Eyes.** 1d4 floating eyes + 1/level scout for you.
- 6 **Inquisition.** Target must answer three questions truthfully. (RR)
- 7 **Incite.** Enlist a large group to achieve a specified goal. (RR)
- 8 **Sympathy.** Object or location attracts certain creatures.
- 9 **Convert.** Subject gains belief in your god. (RR)

Plant Domain

Deities: Madriel, Tanil

Granted Powers: Rebuke or command plant creatures as an evil cleric rebukes or commands undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

Knowledge (nature) is a class skill.

Plant Domain Spells

- 1 **Adhere to wood.** Caster's skin sticks to wooden surfaces. (RR)
Entangle. Plants entangle everyone in 40-ft.-radius circle.
- 2 **Barkskin.** Grants +3 natural armor bonus (or higher).
Sethitel's Stick Servant. Create a servant out of sticks. (RR)
- 3 **Plant Growth.** Grows vegetation, improves crops.

Thorn Throw. A cone of thorns causes 1d6 hit points/level minus AC. (RR)

- 4 **Control Plants.** Talk to and control plants and fungi.
Live Wood. Regenerates damage done to wooden items or creatures. (RR)
Armor of Brambles. Target gains thorny armor that can damage attackers (RR2)
- 5 **Gutroot.** Causes plant matter in the stomachs of enemies to sprout and grow. (RR)
Wall of Thorns. Thorns damage anyone who tries to pass.
- 6 **Breath of Death.** Caster exhales a cloud of spores. (RR2)
Repel Wood. Pushes away wooden objects.
- 7 **Changestaff.** Your staff becomes a treant on command.
- 8 **Command Plants.** Plants animate and vegetation entangles.
- 9 **Shambler.** Summons 1d4+2 shambling mounds to fight for you.

Protection Domain

Deities: Corean, Hedrada, Hwyrdd.

Granted Power: You can generate a protective ward, a spell-like ability to grant someone you touch a resistance bonus on her next saving throw, equal to your level. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day.

Protection Domain Spells

- 1 **Minor Symbol of Divinity.** Creates minor magical protections within a small area. (RR)
Sanctuary. Opponents can't attack you, and you can't attack.
- 2 **Shield Other.** You take half of subject's damage.
Body of Sand. The spellcaster transforms his form into sand, gaining protection from piercing and slashing weapons. (RR2)
Keshmeeri Refuge. Protects target from the harsh desert environment. (RR2)
- 3 **Divine Raiment.** Opponents can't attack you, but you can attack. (RR)
Protection from Elements. Absorb 12 damage/level from one kind of energy.
- 4 **Ironheart.** Grants recipient +5 bonus that can be distributed among future saving throws. (RR)
Spell Immunity. Subject is immune to one spell/four levels.
- 5 **Spell Resistance.** Subject gains +12 +1/level SR.
- 6 **Antimagic Field.** Negates magic within 10 ft.
Taldock's Spell Inhibitor. Weakens spells cast within 100 ft. (RR)
- 7 **Repulsion.** Creatures can't approach you.

- 8 **Mind Blank.** Subject is immune to mental/emotional magic and scrying.
- 9 **Prismatic Sphere.** As prismatic wall, but surrounds on all sides.

Rainbow Domain

Deity: Syhana

Granted Power: The cleric gains +2 vs. all spells affecting vision and is immune to all forms of magical blindness.

Rainbow Domain Spells

- 1 **Color spray.** Knocks unconscious, blinds or stuns 1d6 weak creatures.
- 2 **Glitterdust.** Blinds creatures, outlines invisible creatures.
Hypnotic pattern. Fascinates 2d4+1 HD/level of creatures.
- 3 **Fly.** Subject flies at speed of 90.
- 4 **Rainbow Pattern.** Lights prevent 24 HD of creatures from attacking or moving away.
- 5 **Shield of Color.** Creates a shimmering shield that protects the caster from attack and shadow magic. (DD)
- 6 **Control Weather.** Changes weather in local area.
- 7 **Prismatic Spray.** Rays hit subjects with a variety of effects.
- 8 **Prismatic Wall.** Wall's colors have array of effects.
- 9 **Prismatic Sphere.** As prismatic wall, but surrounds on all sides.

Secrets Domain

Deities: Idra

Granted Power: Once per day, clerics of secrets can receive a truthful answer to any single question. The question can be asked only of characters who share a language with the cleric. The person questioned may omit information or word her answer in a misleading manner, but she must answer and cannot lie. Characters of level equal to or greater than the cleric get a Will save (DC equal to the cleric's Charisma) to refuse to answer, but they still cannot lie.

Secrets Domain Spells

- 1 **Detect Secret Doors.** Reveals hidden doors within 60 feet.
Message. Whispered conversation at a distance.
- 2 **Dead Man's Eyes.** View the last minutes of a corpse's life from its view. (RR)
Detect Thoughts. Allows "listening" to surface thoughts.
- 3 **Mind Raid.** Allows reading of deep thoughts. (RR)
- 4 **Discern Lies.** Reveals deliberate falsehoods.
Mirror Safe. Creates an extradimensional space to store items. (RR)

- 5 **Inquisition.** Target must answer three questions truthfully. (RR)
Prying Eyes. 1d4 floating eyes +1/level scout for you.
- 6 **True Seeing.** See all things as they really are.
- 7 **Sequester.** Subject is invisible to sight and scrying.
- 8 **Discern Location.** Exact location of creature or object.
Mind Blank. Subject is immune to mental/emotional magic and scrying.
- 9 **Mind Share.** Allows caster to get truthful answers to any questions asked of subject. (DD)

Shadow Domain

Deities: Drendari

Granted power: Add your level to Hide and Move Silently skill rolls while in shadow.

Shadow Domain Spells

- 1 **Reshape Shadow.** Changes the shape of a natural shadow. (RR)
Shade's Sight. Creature touched may look from nearby shadows. (RR)
- 2 **Gloom.** Creates an area of shadowy light around a touched object. (RR)
Animate Shadow. Shadows become ropes that entangle. (RR)
Shadow Strike. Damage inflicted on a shadow is transferred to its owner. (RR)
Shadow Touch. Caster has Strength-draining touch. (RR)
- 4 **Shadow Form of Lyrand.** Caster turns himself into a natural shadow. (RR)
Shadow Shield. Protects the caster from sight and scrying. (RR)
- 5 **Curtain of Darkness.** Creates a black wall that blocks sight and scrying. (RR)
Imbue Shadow. Turns an ordinary shadow into a shadow creature. (RR)
- 6 **Shadow Smash.** Permanently turns any object into a shadow version of itself. (RR)
- 7 **Shadow Walk.** Step into shadow to travel rapidly. (RR)
- 8 **Shadow Twin.** Turns a creature's shadow into a hostile twin. (RR)
- 9 **Eclipse.** Causes the sun(s) in the sky to be eclipsed. (RR)

Strength Domain

Deities: Chardun, Goran, Vangal

Granted Power: You can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Strength equal to your level. Activating the power is a free action, the power lasts 1 round, and it's usable once per day.

Strength Domain Spells

- 1 **Endure Elements.** Ignores 5 damage/round from one energy type.
Shockwave Strike. Transmit the force of a bludgeoning weapon through the ground to an opponent. (RR)
- 2 **Bull's Strength.** Subject gains 1d4+1 Str for 1 hr./level.
- 3 **Magic Vestment.** Armor or shield gains +1 enhancement/three level.
- 4 **Sap Strength.** Steals the strength from an other creature. (RR2)
Spell Immunity. Subject is immune to one spell/four levels.
- 5 **Brothers in Arms.** Allies exchange hit points and Strength between themselves. (RR)
Righteous Might. Your size increases, and you gain +4 Str.
- 6 **Stoneskin.** Stops blows, cuts, stabs and slashes.
- 7 **Bigby's Grasping Hand.** Hand provides cover, pushes or grapples.
Blaise's Iron Bead. Weaves an invisible protective magnetic barrier about the caster. (RR2)
- 8 **Bigby's Clenched Fist.** Large hand attacks your foes.
Strength of Kadum. Target receives a +1/caster level bonus to Strength. (RR)
- 9 **Bigby's Crushing Hand.** As Bigby's grasping hand, but stronger.

Sun Domain

Deity: Madriel

Granted Power: Once per day, you can perform a greater turning against undead in place of a regular turning (or rebuking) attempt. The greater turning is like a normal turning (or rebuking) attempt, except that the undead creatures that would be turned (or rebuked or commanded) are destroyed instead.

Sun Domain Spells

- 1 **Endure Elements.*** Ignores 5 damage/round from one energy type.
- 2 **Heat Metal.** Make metal so hot it damages those that touch it.
- 3 **Searing Light.** Ray deals 1d8/two levels, more against undead.
Sunspear. Create a spear of light that heals or inflicts 2d4+2/level when thrown. (RR)
- 4 **Fire Shield.** Creatures attacking you take fire damage; you're protected from heat or cold.
Purifying Flames. Burns a foe every round until extinguished. (RR)
- 5 **Flame Strike.** Smite foes with divine fire (1d8/level).
- 6 **Fire Seeds.** Acorns and berries become grenades and bombs.
- 7 **Sunbeam.** Beam blinds and deals 3d6 damage.

Corean's Fire. Deals 1d6/level fire damage (max 20d6) and blinds, 15 ft. radius. (RR2)

- 8 **Sunburst.** Blinds all within 10 ft., deals 3d6 damage.

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

*Endure cold or fire only.

Travel Domain

Deities: Enkili, Manawe, Nemorga, Tanil.

Granted Powers: For a total of 1 round per your cleric level per day, you can act normally regardless of magical effects that impede movement (similar to the effect of the spell freedom of movement). This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed and can operate multiple times per day (up to the total daily limit of rounds). This is a spell-like ability.

Wilderness Lore is a class skill.

Travel Domain Spells

- 1 **Champion Swimmer.** The subject gains a +15 competence bonus to all Swim checks. (RR2)
- Expeditious Retreat.** Doubles your speed.
- 2 **Locate Object.** Senses direction toward object (specific or type).
- 3 **Fly.** Subject flies at speed of 90.
- 4 **Dimension Door.** Teleports you and up to 500 lb.
- 5 **Teleport.** Instantly transports you anywhere.
- 6 **Find the Path.** Shows most direct way to a location.
- 7 **Teleport without Error.** As teleport, but no off-target arrival.
- 8 **Phase Door.** Invisible passage through wood or stone.
Rapid journey. Allows multiple teleportations.
- 9 **Astral Projection.** Projects you and companions into Astral Plane.

Trickery Domain

Deities: Belsameth, Enkili, Hwyrdd, Tanil.

Granted Power: Bluff, Disguise and Hide are class skills.

Trickery Domain Spells

- 1 **Change Self.** Change own appearance.
Reshape Shadow. Changes the shape of a natural shadow. (RR)
Penumbral Trap. Creates an area of phantasmal foes. (WW)
- 2 **Enkili's Prank.** Confuses the magic of a spellcaster, causing him to discharge the wrong spell. (RR)
Invisibility. Subject invisible 10 min./level or until it attacks.
Ricochete. Allows an arrow, sling bullet, or crossbow bolt to strike multiple targets in a single round. (RR2)

Veil of Lust. Caster appears highly desirable to target, gains +20 to Charisma-based rolls. (RR2)

3 **Nondetection.** Hides subject from divination, scrying.

4 **Confusion.** Makes subjects behave oddly for 1 round/level.

Ghostdweomer. Creates a phantom dweomer around a spell or magic item to foil dispel magic attempts. (RR)

5 **False Vision.** Fools scrying with an illusion.

6 **Mislead.** Turns you invisible and creates illusory double.

Reverse Illusion. A real object is cloaked by illusion. (RR)

7 **Screen.** Illusion hides area from vision, scrying.

8 **Polymorph Any Object.** Changes any subject into anything else.

Convert. Subject gains belief in your god. (RR)

9 **Time Stop.** You act freely for 1d4+1 rounds.

Vengeance Domain

Deities: Sethris

Granted Power: If you have been harmed by a target in combat you may smite the foe during the following round, as per the spell holy smite. Any creature may be affected by this ability.

Vengeance Domain Spells

- 1 **Shield of Faith.** Aura grants +2 or higher deflection bonus.
- 2 **Knock.** Opens locked or magically sealed door.
- 3 **Speak with Dead.** Corpse answers one question/two levels.
- 4 **Dimensional Anchor.** Bars extradimensional movement.
- 5 **Mark of Justice.** Designates action that will trigger curse on subject.
- 6 **Vengeance of the Scorned.** Allows caster to find and defeat a single individual. (DD)
- 7 **Spell Turning.** Reflects 1d4+6 spell levels back at caster.
- 8 **Discern Location.** Exact location of creature or object.
- 9 **Storm of Vengeance.** Storm rains acid, lightning and hail.

War Domain

Deities: Chardun, Corean, Vangal

Granted Power: Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon.

War Deity Favored Weapon

Chardun Mace/scepter

Corean Longsword

Vangal Battleaxe

War Domain Spells

- 1 **Magic Weapon.** Weapon gains +1 bonus.

Battlecry. Cone area effect that stuns opponents. (RR)

2 **Spiritual Weapon.** Magical weapon attacks on its own.

3 **Magic Vestment.** Armor or shield gains +1 enhancement/three levels.

Sacred Weapon. Summons weapon that inflicts 1d10 damage and causes deafness. (RR)

Vangal's Blessing. One willing subject/level enters a berserker rage. (RR2)

4 **Divine Power.** You gain attack bonus, 18 Str and 1 hp/level.

5 **Flame Strike.** Smite foes with divine fire (1d6 damage/level).

6 **Blade Barrier.** Blades encircling you deal 1d6 damage/level.

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

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

Recall Champion. Call a dead hero to aid you. (RR)

9 **Power Word, Kill.** Kills one tough subject or many weak ones.

Water Domain

Deity: Manawe.

Granted Power: Turn or destroy fire creatures as a good cleric turns undead. Rebuke or command water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

Water Domain Spells

1 **Champion Swimmer.** The subject gains a +15 competence bonus to all Swim checks. (RR2)

Obscuring Mist. Fog surrounds you.

Buoyancy Net. Target is forced to the water's surface. (RR)

2 **Fog Cloud.** Fog obscures vision.

3 **Pressure Sphere.** Increases water pressure to damage targets. (RR)

Water Breathing. Subjects can breathe underwater.

4 **Control Water.** Raise, lower or part bodies of water.

Frostform. Caster's body becomes like ice, granting Cold subtype and bonus cold damage to his unarmed attacks. (RR2)

5 **Ice Storm.** Hail deals 5d6 damage in cylinder 40 ft. across.

Blaise's Bead of Frost. Enchants bead to produce a blast of frost and numbing cold. (RR2)

6 **Cone of Cold.** 1d6 cold damage/level.

7 **Acid Fog.** Fog deals acid damage.

8 **Horrid Wilting.** Deals 1d8 damage/level within 30 ft.

- 9 **Elemental Swarm.** * Summons 2d4 Large, 1d4 Huge elementals.

*Cast as a water spell only.

DRUID SPELLS

0-LEVEL DRUID SPELLS (ORISONS)

- Adhere to Wood.** Caster's skin sticks to wooden surfaces. (RR)
- Chill/Warmth.** Slowly raises or lowers temperature. (RR)
- Create Water.** Creates 2 gallons/level of pure water.
- Cure Minor Wounds.** Cures 1 point of damage.
- Detect Magic.** Detects spells and magic items within 60 ft.
- Detect Poison.** Detects poison in one creature or small object.
- Flare.** Dazzles one creature (-1 attack).
- Guidance.** +1 on one roll, throw or check.
- Know Direction.** You discern north.
- Light.** Object shines like a torch.
- Mending.** Makes minor repairs on an object.
- Purify Food and Drink.** Purifies 1 cu. ft./level of food or water.
- Read Magic.** Read scrolls and spellbooks.
- Resistance.** Subject gains +1 on saving throws.
- Shockwave.** Knock a foe prone from a distance by punching the ground. (RR)
- Sneeze.** Causes target to sneeze. (RR)
- Spark.** Creates a tiny spark. (RR)
- Virtue.** Subject gains 1 temporary hp.

1ST-LEVEL DRUID SPELLS

- Animal Friendship.** Gains permanent animal companions.
- Bed Bug Bites.** Sleeping target is covered with itchy bites that penalize all rolls for the next day. (RR2)
- Body of Sand.** The spellcaster transforms his form into sand, gaining protection from piercing and slashing weapons. (RR2)
- Buoyancy Net.** Target is forced to the water's surface.
- Call Animal Companion.** Sends message to animal companion. (RR2)
- Calm Animals.** Calms 2d4 +1/level HD of animals, beasts and magical beasts.
- Chameleon Skin.** Gives +1 bonus per level to Hide (max +10). (RR)
- Champion Swimmer.** The subject gains a +15 competence bonus to all Swim checks. (RR2)
- Cure Light Wounds.** Cures 1d8 +1/level damage (max +5).
- Detect Animals or Plants.** Detects species of animals or plants.
- Detect Snares and Pits.** Reveals natural or primitive traps.

Endure Elements. Ignores 5 damage/round from one energy type.

Entangle. Plants entangle everyone in 40-ft.-radius circle.

Faerie Fire. Outlines subjects with light, canceling blur, concealment, etc.

Goodberry. 2d4 berries each cure 1 hp (max 8 hp/24 hours).

Invisibility to Animals. Animals can't perceive one subject/level.

Locate Oasis. Locates an oasis in the desert. (RR2)

Locate Water. Locates sources of water, fresh or salt. (RR2)

Magic Fang. One natural weapon of subject creature gets +1 bonus to attack and damage.

Minor Symbol of Divinity. Creates minor magical protections within a small area. (RR)

Nose of the Rat. Subject gains the Scent feat, bonus on tracking, enemy detection. (RR2)

Obscuring Mist. Fog surrounds you.

Pass without Trace. One subject/level leaves no tracks.

Rabbit Feet. Gives +2 bonus/level to Move Silently. (RR)

Salamar's Quiet Contemplation. Causes enemies to grow passive and philosophical. (RR)

Sethris' Potency. Increases a natural poison's DC. (RR)

Shillelagh. Cudgel or quarterstaff becomes +1 weapon (1d10 damage) for 1 minute/level.

Shockwave Strike. Transmit the force of a bludgeoning weapon through the ground to an opponent. (RR)

Summon Nature's Ally I. Calls creature to fight.

2ND-LEVEL DRUID SPELLS

Animal Infusion. Gain the power of an animal. (RR)

Animal Messenger. Sends a Tiny animal to a specific place.

Animal Trance. Fascinates 2d6 HD of animals.

Bane of the Forge. Allows non-metallic weapons to ignore AC of metal armor. (RR2)

Barkskin. Grants +3 natural armor bonus (or higher).

Bolt of Power. Produces a fiery blast of magma from a stone. (RR2)

Burst of Energy. Caster gains 10 temporary hit points and a +1 bonus to all saving throws. (RR2)

Call Aquatic Animal I. Calls aquatic animals to fight for the spellcaster. (RR)

Charm Person or Animal. Makes one person or animal your friend.

Chill Metal. Cold metal damages those who touch it.

Circle of Sounds. Allows those touched to speak via bird and animal sounds. (RR)

Cold Snap. Numbs and injures an opponent with bone-chilling cold. (RR)

Commanding Presence. Subject gains 1d4+1 Cha for 1 hr./level. (RR)

Curse of the Firefly. Target glows making him easier to spot. (RR2)

Decompose. Turns a single corpse to dust or inflicts 1d4+1/level damage to undead. (RR2)

Delay Poison. Stops poison from harming subject for 1 hour/level.

Divine Wisdom. Subject gains 1d4+1 Wis for 1 hr./level. (RR)

Downdraft. Creates a blast of wind from the caster's location. (RR2)

Ears of the Wolf. Adds +1 per level to caster's Listen checks. (RR2)

Fanning the Flames. Turns fire into a cone attack. (RR2)

Feast of Worms. Summons lard worms to attack a victim within range. (DD)

Fire Trap. Opened object deals 1d4+1/level damage.

Flame Blade. Touch attack deals 1d8+1/two levels damage.

Flame/Frost Weapon. Sheaths a weapon in fire or ice. (RR)

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

Frog Tongue. Transforms tongues into those of giant frogs, which may be used to attack enemies. (RR)

Golthain's Insight. Use a vermin, animal or beast to sense the world. (DD)

Heat Metal. Hot metal damages those who touch it.

Hold Animal. Holds one animal helpless; 1 round/level.

Hunter's Stalk. Provides concealment in rustic surroundings. (RR)

Keshmeeri Refuge. Protects target from the harsh desert environment. (RR2)

Lesser Restoration. Dispels magic ability penalty or repairs 1d4 ability damage.

Lure. A spell that causes an intense desire to possess a mundane item or trinket. (RR2)

Oakenblade. You create a blade out of life-filled oak. (DD)

Produce Flame. 1d4+1/two levels damage, touch or thrown.

Resist Elements. Ignores first 12 damage from one energy type each round.

Ricochete. Allows an arrow, sling bullet, or crossbow bolt to strike multiple targets in a single round. (RR2)

Serpents' Stare. The caster's gaze freezes a single target in place. (RR2)

Sethtel's Stick Servant. Create a servant out of sticks. (RR)

Soften Earth and Stone. Turns stone to clay or dirt to sand or mud.

Speak with Animals. You can communicate with natural animals.

Summon Nature's Ally II. Calls creature to fight.

Summon Swarm. Summons swarm of small crawling or flying creatures.

Swift Water. Enhances the speed of boats and ships. (RR)

Tree Shape. You look exactly like a tree for 1 hour/level.

Warp Wood. Bends wood (shaft, handle, door, plank).

Wolf's Cry. Causes animal attackers to flee, imposes -1 attack penalty on intelligent foes. (RR)

Wood Shape. Rearranges wooden objects to suit you.

3RD-LEVEL DRUID SPELLS

Animal Spy. Send a Tiny animal on a 3-step mission. (RR)

Arms of the Mother. You and one person/four levels enter a healing sleep within the earth. (DD)

Beast Soul. Borrow the abilities of a willing animal. (RR)

Call Lightning. Directs lightning bolts (1d10/level) during storms.

Contagion. Infects subject with chosen disease.

Cure Moderate Wounds. Cures 2d8+1/level damage (max +10).

Denev's Exile from Nature. Subject is cursed so that wilderness activities are more difficult. (RR)

Diminish Plants. Reduces size or blights growth of normal plants.

Dominate Animal. Subject animal obeys silent mental commands.

Earth Blast. Wave of displaced earth explodes beneath an enemy's feet, causing 4d6+1/level damage (RR2)

Earthen Screen. Creates a small wall to provide cover. (RR2)

Enhanced Senses. Grants darkvision, +10 bonus to Listen, Search and Spot, plus Scent ability. (RR2)

Ganest's Farstrike. Creates a bolt of flame with exceptional range. (RR)

Greater Magic Fang. One natural weapon of subject creature gets +1 bonus to attack and damage per three caster levels (max +5).

Iceshards. Caster creates several floating shards of ice that may defend or attack against opponents. (RR2)

Listening Ringworm. Creates a worm parasite in the target that transmits sound to the caster. (RR)

Meld into Stone. You and your gear merge with stone.

Neutralize Poison. Detoxifies venom in or on subject.

Plant Growth. Grows vegetation, improves crops.

Poison. Touch deals 1d10 Con damage, repeats in 1 min.

Pressure Sphere. Increases water pressure to damage targets. (RR)

Protection from Elements. Absorb 12 damage/level from one kind of energy.

Remove Disease. Cures all diseases affecting subject.

Snare. Creates a magical booby trap.

Speak with Plants. You can talk to normal plants and plant creatures.

Spike Growth. Creatures in area take 1d4 damage, may be slowed.

Stone Shape. Sculpt stone into any form.

Summon Nature's Ally III. Calls creature to fight.

Thorn Throw. A cone of thorns causes 1d6 hit points/level minus AC. (RR)

Wall of Hornets. You summon a wall of stinging, poisonous hornets. (RR)

Water Breathing. Subjects can breathe underwater.

Yaral's Totemic Transformation. Grants caster powers of totem animal. (RR)

4TH-LEVEL DRUID SPELLS

Antiplant Shell. Keeps animated plants at bay.

Armor of Brambles. Target gains thorny armor that can damage attackers. (RR2)

Bloodied Blade. Temporarily gives a weapon the taste for blood, granting bonuses to attack and damage rolls. (RR2)

Call Aquatic Animal II. Calls aquatic animals to fight for the spellcaster. (RR)

Control Plants. Talk to and control plants and fungi.

Cure Serious Wounds. Cures 3d8 +1/level damage (max +15).

Dispel Magic. Cancels magical spells and effects.

Flame Strike. Smites foes with divine fire (1d6/level).

Freedom of Movement. Subject moves normally despite impediments.

Frostform. Caster's body becomes like ice, granting Cold subtype and bonus cold damage to his unarmed attacks. (RR2)

Giant Vermin. Turns insects into giant vermin.

Gluttony. Fills targets with ravenous hunger for 1 minute/level. (RR)

Live Wood. Regenerates damage done to wooden items or creatures. (RR)

Mind Over Matter. Aids concentration to ignore distractions. (RR)

Omniscience. Grants the caster great sensory insight. (RR2)

Quench. Extinguishes nonmagical fires or one magic item.

Reincarnate. Brings dead subject back in a random body.

Repel Vermin. Insects stay 10 ft. away.

Rusting Grasp. Your touch corrodes iron and alloys.

Screying. Spies on subject from a distance.

Sleet Storm. Hampers vision and movement.

Spike Stones. Creatures in area take 1d8 damage, may be slowed.

Summon Nature's Ally IV. Calls creature to fight.

Tattoo Item. Changes one item into a tattoo on the subject's body. (RR)

The Twistings. Alters two fundamental aspects of a single creature. (DD)

Touch of the Eel. Electrifies target's body, doing damage to anyone who touches him. (RR)

Wrath of Thulkas. Uses sunbeams to harm opponents (RR2)

5TH-LEVEL DRUID SPELLS

Animal Growth. One animal/two levels doubles in size, HD.

Atonement. Removes burden of misdeeds from subject.

Awaken. Animal or tree gains human intellect.

Blood Water. Person's blood transforms to consistency of water. (RR2)

Boneblades. Sharp bone spurs sprout all over caster's body. (RR2)

Breath of Death. Caster exhales a cloud of spores. (RR2)

Commune with Nature. Learn about terrain for one mile/level.

Control Winds. Change wind direction and speed.

Cure Critical Wounds. Cures 4d8 +1/level damage (max +20).

Death Ward. Grants immunity to all death spells and effects.

Denev's Leap. Caster travels through earth. (RR2)

Denev's Shadow. Increases the casting time of arcane spells. (RR2)

Enchant Spirit Doll. Creates a spirit doll that can be used in conjunction with other spirit doll spells. (RR2)

Essential Blade. Allows a melee weapon or a natural weapon to ignore object hardness, damage incorporeal targets and make touch attacks when used in melee. (RR2)

Gutroot. Causes plant matter in the stomachs of enemies to sprout and grow. (RR)

Hallow. Designates location as holy.

Ice Storm. Hail deals 5d6 damage in cylinder 40 ft. across.

Insect Plague. Insect horde limits vision, inflicts damage, and weak creatures flee.

Lethene's Inner Storm. Fills subject with electrical energy, damaging attackers. (RR2)

Plague Touch. Cause disease in others with but a touch. (RR2)

Sap Strength. Steals the strength from another creature. (RR2)

Scent of the Hunted. Subject is relentlessly stalked by wild predators. (RR2)

Ship Snare. Creates a magic trap to slow sea vessels. (RR)

Snake Staff. Creates a magical adder or python that a druid can use as a melee weapon. (RR2)

Summon Nature's Ally V. Calls creature to fight.

Touch of Renewal. Target receives fast healing ability of 3. (RR2)

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

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

Tree Stride. Step from one tree to another far away.

Unhallow. Designates location as unholy.

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

Wall of Thorns. Thorns damage anyone who tries to pass.

Water's Embrace. Animates a body of water in order to drown a creature. (RR)

6TH-LEVEL DRUID SPELLS

Antilife Shell. 10-ft. field hedges out living creatures.

Avalanche. Creates a moving avalanche under caster control. (RR2)

Blaise's Iron Bead. Weaves an invisible protective magnetic barrier about the caster. (RR2)

Burden of Faith. Divine spellcasters within range suffer extreme encumbrance. (RR2)

Chern's Exhalation. Caster expels a cloud of brain-damaging spores. (RR2)

Dark Water. Imbues water with negative energy. (RR)

Find the Path. Shows most direct way to a location.

Fire Seeds. Acorns and berries become grenades and bombs.

Fleshhammer. Enchants a bludgeoning weapon with the capacity for random ability drain. (DD)

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

Healing Circle. Cures 1d8 +1/level damage in all directions.

Ironwood. Magical wood is strong as steel.

Liveoak. Oak becomes treant guardian.

Mormo's Serpent Hands. Turns caster's fingers into venomous snakes. (RR)

Power Word, Thunder. Causes a clap of deafening thunder. (RR)

Repel Wood. Pushes away wooden objects.

Spellstaff. Stores one spell in wooden quarterstaff.

Stone Tell. Talk to natural or worked stone.

Summon Nature's Ally VI. Calls creature to fight.

Thulkas' Fury. The caster glows, radiates immense heat, and is protected from fire. (RR2)

Transport via Plants. Move instantly from one plant to another of the same species.

Wall of Stone. 20 hp/four levels; can be shaped.

7TH-LEVEL DRUID SPELLS

Changestaff. Your staff becomes a treant on command.

Control Weather. Changes weather in local area.

Creeping Doom. Carpet of insects attacks at your command.

Elemental Kiss. Target creature temporarily gains the Elemental type. (RR2)

Fire Storm. Deals 1d6 fire damage/level.

Freezing Curse. Target is frozen solid. (RR)

Greater Scrying. As scrying, but faster and longer.

Harm. Subject loses all but 1d4 hp.

Heal. Cures all damage, diseases and mental conditions.

Sever. Severs the connection of a divine caster and his deity. (RR)

Soul Blight. Wasting disease kills and creates a spirit of the plague. (DD)

Stone Assault. Stones pour down, damaging and trapping targets. (RR2)

Summon Nature's Ally VII. Calls creature to fight.

Sunbeam. Beam blinds and deals 3d6 damage.

Transmute Metal to Wood. Metal within 40 ft. becomes wood.

True Seeing. See all things as they really are.

Virulence. Target contracts d3 diseases and becomes carrier. (RR2)

Wind Walk. You and your allies turn vaporous and travel fast.

8TH-LEVEL DRUID SPELLS

Animal Shapes. One ally/level polymorphs into chosen animal.

Command Plants. Plants animate and vegetation entangles.

Finger of Death. Kills one subject.

Greater Healing Circle. Heals 2d8+2/caster level damage in all directions. (RR)

Grove of Serenity. Creates a small grove of trees that provides rest and healing. (RR)

Healing Interdiction. Target is prevented from healing any kind of damage for 1 day/level. (RR2)

Repel Metal or Stone. Pushes away metal and stone.

Reverse Gravity. Objects and creatures fall upward.

Summon Nature's Ally VIII. Calls creature to fight.

Sunburst. Blinds all within 10 ft., deals 3d6 damage.

Whirlwind. Cyclone inflicts damage and can pick up creatures.

Word of Recall. Teleports you back to designated place.

9TH-LEVEL DRUID SPELLS

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

Censure of Mesos. A single target is prevented from using any spell, spell-like or supernatural ability for 1 round/level. (RR2)

Denev's Fury. 1d6 damage per five levels over a very large area. (RR)

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

Elemental Swarm. Summons 2d4 Large, 1d4 Huge elementals.

Foresight. "Sixth sense" warns of impending danger.

Mass Heal. As heal, but with several subjects.

Shambler. Summons 1d4+2 shambling mounds to fight for you.

Shapechange. Transforms you into any creature, and change forms once per round.

Summon Nature's Ally IX. Calls creature to fight.

Sympathy. Object or location attracts certain creatures.

PALADIN SPELLS

1ST-LEVEL PALADIN SPELLS

Bless. Allies gain +1 attack and +1 on saves against fear.

Bless Water. Makes holy water.

Bless Weapon. Weapon gains +1 bonus.

Burst of Energy. Caster gains 10 temporary hit points and a +1 bonus to all saving throws. (RR2)

Create Water. Creates 2 gallons/level of pure water.

Cure Light Wounds. Cures 1d8 +1/level damage (max +5).

Detect Poison. Detects poison in one creature or small object.

Detect Undead. Reveals undead within 60 ft.

Divine Favor. You gain attack, damage bonus, +1/three levels.

Endure Elements. Ignores 5 damage/round from one energy type.

Ephod of Melee. Creates a magical vest that protects against missile attacks and ranged spells. (RR)

Gaze of Truth. Detects mind-controlling enchantments and illusions. (RR)

Holy Beacon. Signals paladins that another paladin is in danger. (RR)

Magic Weapon. Weapon gains +1 bonus.

Minor Symbol of Divinity. Creates minor magical protections within a small area. (RR)

Protection from Evil. +2 AC and saves, counter mind control, hedge out elementals and outsiders.

Read Magic. Read scrolls and spellbooks.

Resistance. Subject gains +1 on saving throws.

Silver Sword. Causes a weapon to count as silver for any special attack purposes. (DD)

Smite. Invokes the paladin's smite power. (RR)

Virtue. Subject gains 1 temporary hp.

2ND-LEVEL PALADIN SPELLS

Commanding Presence. Subject gains 1d4+1 Cha for 1 hr./level. (RR)

Curse of Solidity. Forces one incorporeal creature to become corporeal. (RR2)

Delay Poison. Stops poison from harming subject for 1 hour/level.

Force of Will. Substitute your Wisdom modifier for one of your physical ability modifiers. (RR2)

Light Blade. Creates an sword made of pure light. (RR2)

Limbs of Endurance. Cures fatigue, improves Fortitude save by +1, reduces the need to rest. (RR)

Remove Paralysis. Frees one or more creatures from paralysis, hold or slow.

Resist Elements. Ignores 12 damage/round from one energy type.

Shield Other. You take half of subject's damage.

Undetectable Alignment. Conceals alignment for 24 hours.

3RD-LEVEL PALADIN SPELLS

Cure Moderate Wounds. Cures 2d8 +1/level (max +10).

Discern Lies. Reveals deliberate falsehoods.

Dispel Magic. Cancels magical spells and effects.

Divine Wisdom. Subject gains 1d4+1 Wis for 1 hr./level. (RR)

Greater Magic Weapon. +1 bonus/three levels (max +5).

Heal Mount. As heal on warhorse or other mount.

Heart of Valor. Augments aura of courage, grants attack bonuses, causes fear in opponents. (RR)

Magic Circle against Evil. As protection spells, but 10-ft. radius and 10 min./level.

Mask of Virtue. Protects the caster's thoughts and alignment from detection. (WW)

Prayer. Allies gain +1 on most rolls, enemies suffer -1.

Remove Blindness/Deafness. Cures normal or magical conditions.

Touch of Renewal. Target receives fast healing ability of 3. (RR2)

4TH-LEVEL PALADIN SPELLS

Brothers in Arms. Allies exchange hit points and Strength between themselves. (RR)

Cloak of Righteousness. Creates shining raiment, blinding opponents and encouraging allies. (RR)

Cure Serious Wounds. Cures 3d8 +1/level (max +15*).

Death Ward. Grants immunity to death spells and effects.

Demonbane. Caster temporarily gains great power in battle against evil outsiders. (RR2)

Dispel Evil. +4 bonus against attacks by evil creatures.

Freedom of Movement. Subject moves normally despite impediments.

Hand of Justice. Enables the paladin to mete out tremendous damage in combat. (RR)

Holy Beacon's Answer. Allows paladins to answer the call of a holy beacon. (RR)

Holy Sword. Weapon becomes +5, does double damage against evil.

Ironheart. Grants recipient +5 bonus that can be distributed among future saving throws. (RR)

Life Force Transfer. Heal others by harming yourself. (RR)

Neutralize Poison. Detoxifies venom in or on subject. (RR)

Ricochete. Allows an arrow, sling bullet, or crossbow bolt to strike multiple targets in a single round. (RR2)

Righteous Charge. Imbues the caster's next charge attack with divine power. (RR2)

Sacred Journey. Enhances a paladin's innate abilities. (RR)

Soul of Mercy. Enhances the paladin's combat ability when attacking to subdue. (RR)

*Paladin's maximum effective caster level is 10.

RANGER SPELLS

1ST-LEVEL RANGER SPELLS

Adhere to Wood. Caster's skin sticks to wooden surfaces. (RR)

Alarm. Wards an area for 2 hours/level.

Animal Friendship. Gains permanent animal companions.

Bed Bug Bites. Sleeping target is covered with itchy bites that penalize all rolls for the next day. (RR2)

Chameleon Skin. Gives +1 bonus per level to Hide (max +10). (RR)

Champion Swimmer. The subject gains a +15 competence bonus to all Swim checks. (RR2)

Chardun's Glory. Caster gains +4 natural armor bonus, but is surrounded by a dark nimbus. (RR2)

Chill/Warmth. Slowly raises or lowers temperature. (RR)

Clean. Cleans grime and dirt from one object or person. (RR)

Curse of the Firefly. Target glows making him easier to spot. (RR2)

Delay Poison. Stops poison from harming subject for 1 hour/level.

Detect Animals or Plants. Detects species of animals or plants.

Detect Shapechangers. Detects the presence and strength of shapechangers. (RR2)

Detect Snares and Pits. Reveals natural or primitive traps.

Dowsing. Locates nearby sources of potable water. (RR)

Ears of the Wolf. Adds +1 per level to caster's Listen checks. (RR2)

Entangle. Plants entangle everyone in 40-ft.-radius circle.

Locate Oasis. Locates an oasis in the desert. (RR2)

Locate Water. Locates sources of water, fresh or salt. (RR2)

Magic Fang. One natural weapon of subject creature gets +1 bonus to attack and damage.

Minor Symbol of Divinity. Creates minor magical protections within a small area. (RR)

Nose of the Rat. Subject gains the Scent feat, bonus on tracking, enemy detection. (RR2)

Pass without Trace. One subject/level leaves no tracks.

Rabbit Feet. Gives +2 bonus/level to Move Silently. (RR)

Read Magic. Read scrolls and spellbooks.

Resist Elements. Ignores first 12 damage from one energy type each round.

Shade's Sight. Creature touched may look from nearby shadows. (RR)

Spark. Creates a tiny spark. (RR)

Speak with Animals. You can communicate with natural animals.

Steal Sleep. Transfers need for sleep to target creature. (RR)

Summon Nature's Ally I. Calls animal to fight for you.

2ND-LEVEL RANGER SPELLS

Animal Messenger. Sends a Tiny animal to a specific place.

Bladethirst. Weapon touched cuts or pierces deeper, inflicting more damage. (RR2)

Call Aquatic Animal I. Calls aquatic animals to fight for the spellcaster. (RR)

Circle of Sounds. Allows those touched to speak via bird and animal sounds. (RR)

Cure Light Wounds. Cures 1d8 +1/level damage (max +5).

Decompose. Turns a single corpse to dust or inflicts 1d4+ 1/level damage to undead (RR2)

Detect Chaos/Evil/Good/Law. Reveals creatures, spells or objects.

Earthen Screen. Creates a small wall to provide cover. (RR2)

Hold Animal. Holds one animal helpless; 1 round/level.

Hunter's Moon. Grants ranger favored enemy bonuses vs. lycanthropes for one night. (RR2)

Hunter's Stalk. Provides concealment in rustic surroundings. (RR)

Liliandel's Flurry. Transforms a single fired arrow into three. (RR)

Oakenblade. You create a blade out of life-filled oak. (DD)

Protection from Elements. Absorb 12 damage/level from one kind of energy.

Shocking Missile. Enchants an arrow or bolt to inflict 2d8+1 electrical damage upon a successful hit. (RR2)

Sleep. Put 2d4 HD of creatures into comatose slumber.

Snare. Creates a magical booby trap.

Speak with Plants. You can talk to normal plants and plant creatures.

Stalker's Sight. Caster gains insight into creature tracked. (RR2)

Summon Nature's Ally II. Calls animal to fight for you.

Tanil's Touch. Allows the choice of two outcomes when rolling dice. (RR)

Verisimilitude. Increases the DC of the subject's illusion spells. (RR2)

Wolf's Cry. Causes animal attackers to flee, imposes -1 attack penalty on intelligent foes. (RR)

3RD-LEVEL RANGER SPELLS

Animal Infusion. Gain the power of an animal. (RR)

Animal Spy. Send a Tiny animal on a 3-step mission. (RR)

Bane of the Forge. Allows non-metallic weapons to ignore AC of metal armor. (RR2)

Beast Soul. Borrow the abilities of a willing animal. (RR)

Control Plants. Talk to and control plants and fungi.

Diminish Plants. Reduces size or blights growth of normal plants.

Enhanced Senses. Grants darkvision, +10 bonus to Listen, Search and Spot, plus Scent ability. (RR2)

Greater Magic Fang. One natural weapon of subject creature gets +1 bonus to attack and damage per three caster levels (max +5).

Keshmeeri Refuge. Protects target from the harsh desert environment. (RR2)

Lure. A spell that causes an intense desire to possess a mundane item or trinket. (RR2)

Neutralize Poison. Detoxifies venom in or on subject.

Plant Growth. Grows vegetation, improves crops.

Remove Disease. Cures all diseases affecting subject.

Sethtel's Stick Servant. Create a servant out of sticks. (RR)

Summon Nature's Ally III. Calls animal to fight for you.

Tanil's Spectral Archers. Conjures a flight of normal arrows to blanket an area; 4d8 damage. (RR2)

Tree Shape. You look exactly like a tree for 1 hour/level.

Water Walk. Subject treads on water as if solid.

4TH-LEVEL RANGER SPELLS

Call Aquatic Animal II. Calls aquatic animals to fight for the spellcaster. (RR)

Chardun's Presence. Caster gains 1d4+3 charisma, fear ability (RR2)

Cure Serious Wounds. Cures 3d8 +1/level damage (max +15).

Freedom of Movement. Subject moves normally despite impediments.

Iceshards. Caster creates several floating shards of ice that may defend or attack against opponents. (RR2)

Nondetection. Hides subject from divination, scrying.

Polymorph Self. You assume a new form.

Ricochete. Allows an arrow, sling bullet, or crossbow bolt to strike multiple targets in a single round. (RR2)

Summon Nature's Ally IV. Calls animal to fight for you.

Tanil's Purging. Painfully forces shapeshifters to resume their proper forms. (RR)

Tattoo Item. Changes one item into a tattoo on the subject's body. (RR)

Tree Stride. Step from one tree to another far away.

Wind Wall. Deflects arrows, smaller creatures and gases.

Yaral's Totemic Transformation. Grants caster powers of totem animal. (RR)

SORCERER AND WIZARD SPELLS

SPECIAL (Level varies by creature summoned):

Conj **Summon (specific creature).** Allows caster to summon a single type of creature, specified by the caster. (RR2)

0-LEVEL SORCERER AND WIZARD SPELLS (CANTRIPS)

Abjur **Resistance.** Subject gains +1 on saving throws.

Conj **Filch.** Conjure a small nearby object into your hand. (RR2)

Ray of Frost. Ray deals 1d3 cold damage.

Div **Detect Poison.** Detects poison in one creature or small object.

Dowsing. Locates nearby sources of potable water. (RR)

Enumerate. Allows caster to quickly count a number of creatures or objects. (RR)

Ench **Daze.** Creature loses next action.

Sneeze. Causes target to sneeze.

Steal Sleep. Transfers need for sleep to target creature.

Evoc **Flare.** Dazzles one creature (-1 attack).

Light. Object shines like a torch.

Spark. Creates a tiny spark. (RR)

Illus **Dancing Lights.** Figment torches or other lights.

False Flavor. Gives food or drink an illusory taste. (RR2)

Ghost Sound. Figment sounds.

Necro **Disrupt Undead.** Deals 1d6 damage to one undead.

Trans **Chill/Warmth.** Slowly raises or lowers temperature. (RR)

Clean. Cleans grime and dirt from one object or person. (RR)

Distort Shadow. Change the shape of any ordinary shadow. (RR)

Elina's Perfume. Change the scent of an object or person. (RR2)

Mage Hand. 5-pound telekinesis.

Mending. Makes minor repairs on an object.

Open/Close. Opens or closes small or light things.

Quick Sober. Cures the target of alcoholic influences. (RR)

Univ **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.

1ST-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Alarm.** Wards an area for 2 hours/level.

Buoyancy Net. Target is forced to the water's surface. (RR)

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.

Shield. Invisible disc gives cover and blocks magic missiles.

Conj **Cobwebs.** Creates flimsy webs to slow movement. (RR2)

Field of Razors. Caltrop-like razors cover one 5 ft.-square/level. (RR2)

Glue. Makes a 10-ft. square surface sticky. (RR)

Grease. Makes 10-ft. square or one object slippery.

Mage Armor. Gives subject +4 armor bonus.

Mount. Summons riding horse for 2 hr./level.

Obscuring Mist. Fog surrounds you.

Summon Monster I. Calls outsider to fight for you.

Unseen Servant. Creates invisible force that obeys your commands.

Web Sphere. Creates an ensnaring missile. (RR2)

Div **Arrow Charm.** Creates a magical pointer that leads the way to a prespecified object or person. (RR)

Comprehend Languages. Understands all spoken and written languages.

Detect Gold. Detects gold or other metals. (RR)

Detect Secret Doors. Reveals hidden doors within 60 ft.

Detect Shapechangers. Detects the presence and strength of shapechangers. (RR2)

Detect Undead. Reveals undead within 60 ft.

Identify. Determines single feature of magic item.

Locate Oasis. Locates an oasis in the desert. (RR2)

Locate Water. Locates sources of water, fresh or salt. (RR2)

Shade's Sight. Creature touched may look from nearby shadows. (RR)

Spirit Watch. Learn general condition of the mark. (RR2)

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

Ench **Charm Person.** Makes one person your friend.

Foreaction. Subject gains a +5 bonus to initiative (RR2)

Hypnotism. Fascinates 2d4 HD of creatures.

Salamar's Quiet Contemplation. Causes enemies to grow passive and philosophical. (RR)

Serpents' Stare. The caster's gaze freezes a single target in place. (RR2)

Sleep. Put 2d4 HD of creatures into comatose slumber.

Evoc **Blaise's Blazing Beads.** Charges beads with magical energy and damages opponents. (RR2)

Bolt of Power. Produces a fiery blast of magma from a stone. (RR2)

Clawstrike. Surrounds caster's hand with a destructive claw of force. (RR2)

Flame Bolt. Shoots flaming missiles. (RR)

Flash. Causes a flash of light that blinds enemies. (RR)

Magic Missile. 1d4+1 damage; +1 missile/two levels above 1st (max +5).

Stone Bolt. Stone bolt causes damage, possible stun, knocks down target. (RR2)

Tenser's Floating Disk. 3-ft.-diameter horizontal disk that holds 100 lb./level.

Illus **Chameleon Skin.** Gives +1 bonus per level to Hide (max +10).

Change Self. Changes your appearance.

Color Spray. Knocks unconscious, blinds or stuns 1d6 weak creatures.

Disappear. Caster becomes invisible for 2 rounds. (RR)

Nystul's Magical Aura. Grants object false magic aura.

Nystul's Undetectable Aura. Masks magic item's aura.

Penumbral Trap. Creates an area of phantasmal foes. (WW)

Silent Image. Creates minor illusion of your design.

Ventriloquism. Throws voice for 1 min./level.

Necro **Animate Vermin.** Temporarily animates small animal skeletons or zombies. (HO)

Bone Weapon. Transforms a nonmagical bone into a magical weapon. (HO)

Cause Fear. One creature flees for 1d4 rounds.

Chill Touch. 1 touch/level deals 1d6 damage and possibly 1 Str damage.

Chill Weapon. Weapon causes 1 point of temporary Strength damage per successful hit. (RR2)

Ray of Enfeeblement. Ray reduces Str by 1d6 points +1 point/two levels.

Trans **Acid Spittle.** Expectorate a viscous glob of acid at an opponent. (RR)

Animate Rope. Makes a rope move at your command.

Bladethirst. Weapon touched cuts or pierces deeper, inflicting more damage. (RR2)

Burning Hands. 1d4 fire damage/level (max: 5d4).

Elina's Wardrobe. Allows caster to quickly change outfits. (RR2)

Enlarge. Object or creature grows +10%/level (max +50%).

Erase. Mundane or magical writing vanishes.

Expeditious Retreat. Doubles your speed.

Feather Fall. Objects or creatures fall slowly.

Jump. Subject gets +30 on Jump checks.

Magic Weapon. Weapon gains +1 bonus.

Message. Whispered conversation at distance.

Obscure Shadow. Makes an ordinary shadow disappear. (RR)

Rabbit Feet. Gives +2 bonus/level to Move Silently. (RR)

Reduce. Object or creature shrinks 10%/level (max 50%).

Reshape Shadow. Changes the shape of a natural shadow. (RR)

Shocking Grasp. Touch delivers 1d8 +1/level electricity.

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

Stone Window. Creates a one-way "window" through rock walls. (BT)

Trigger Rune. Triggers a previously placed, magical rune from a distance. (RR)

2ND-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Arcane Lock.** Magically locks a portal or chest.

Bend Sounds. Protection from sonic and language-based attacks. (RR2)

Blazing Shield. Protects the caster against melee and missile attacks. (RR)

Keshmeeri Refuge. Protects target from the harsh desert environment. (RR2)

Obscure Object. Masks object against divination.

Protection from Arrows. Subject immune to most ranged attacks.

Resist Elements. Ignores 12 damage/round from one energy type.

Rune of Darkness. Rune causes impenetrable darkness. (RR)

Conj **Bed Bug Bites.** Sleeping target is covered with itchy bites that penalize all rolls for the next day. (RR2)

Dolomar's Mapping. A spirit creates a map of the caster's movements. (RR)

Feast of Worms. Summons lard worms to attack a victim within range. (DD)

Fog Cloud. Fog obscures vision.

Glitterdust. Blinds creatures, outlines invisible creatures.

Iceshards. Caster creates several floating shards of ice that may defend or attack against opponents. (RR2)

Life Shield. Creates a shield that draws power from the caster's life energy. (RR)

Liliandel's Flurry. Transforms a single fired arrow into three. (RR)

Melf's Acid Arrow. Ranged touch attack; 2d4 damage for 1 round + 1 round/three levels.

Summon Monster II. Calls outsider to fight for you.

Summon Swarm. Summons swarm of small crawling or flying creatures.

Web. Fills 10-ft. cube/level with sticky spider webs.

Div **Assassin's Senses.** Increases caster's critical threat range and multiplier by one. (RR)

Dead Man's Eyes. View the last minutes of a corpse's life from its view. (RR)

Detect Thoughts. Allows "listening" to surface thoughts.

Locate Object. Senses direction toward object (specific or type).

See Invisibility. Reveals invisible creatures or objects.

Ench **Alibi.** Distorts memories of witnesses. (RR)

Commanding Presence. Subject gains 1d4+1 Cha for 1 hr./level. (RR)

Enkili's Prank. Confuses the magic of a spellcaster, causing him to discharge the wrong spell. (RR)

Rend the Sovereign Soul. Weakens victim's Will to resist. (RR)

Rie's Lustful Gaze. Those who meet caster's gaze are captivated and cannot take actions. (RR2)

Tasha's Hideous Laughter. Subject loses actions for 1d3 rounds.

Weeping Fool. Subject weeps helplessly. (RR2)

Evoc **Battlecry.** Cone area effect that stuns opponents. (RR)

Chaos Flame. Creates an uncontrollable ball of fire that inflicts 4d4 damage. (RR2)

Cold Snap. Numbs and injures an opponent with bone-chilling cold. (RR)

Dark Flames. Creates a flame of darkness that grants darkvision. (RR)

Darkness. 20-ft. radius of supernatural darkness.

Daylight. 60-ft. radius of bright light.

Dolomar's Force Wave. Pushes away surrounding objects and creatures. (RR)

Downdraft. Creates a blast of wind from the caster's location. (RR2)

Ethereal Bolt. Bolt that damages ethereal and incorporeal targets. (RR)

Flame/Frost Weapon. Sheaths a weapon in fire or ice. (RR)

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

Fountain of Blood. Causes acidic blood to erupt from the ground. (RR2)

Ganest's Farstrike. Creates a bolt of flame with exceptional range. (RR)

Gloom. Creates an area of shadowy light around a touched object. (RR)

Shatter. Sonic vibration damages objects or crystalline creatures.

Smother. Creates magical cloak that smothers a target. (RR)

Illus **Aura of Menace.** Caster gains +1 to his Intimidation skill per level. (RR2)

Blind Mark. Tampers with mark's senses. (RR2)

Blur. Attacks miss subject 20% of the time.

Continual Flame. Makes a permanent, heatless torch.

Ever Scent. Creates an illusory smell. (RR)

Hypnotic Pattern. Fascinates 2d4+1 HD/level of creatures.

Invisibility. Subject is invisible for 10 min./level or until it attacks.

Leomund's Trap. Makes item seem trapped.

Magic Mouth. Speaks once when triggered.

Minor Image. Assilent image, plus some sound.

Minor Shadow Conjunction. Replicate 1st-level conjunction spells. (RR)

Mirror Image. Creates decoy duplicates of you (1d4 +1/three levels, max 8).

Misdirection. Misleads divinations for one creature or object.

Shadow Images. Creates quasi-real mirror images of the caster. (RR)

Verisimilitude. Increases the DC of the subject's illusion spells. (RR2)

Necro **Arcane Healing.** Converts arcane spells into healing energy. (HO)

Dying Breath. Exhausts one foe. (RR2)

Essence Flare. Drives the target berserk, enhancing his power but killing him slowly. (HO)

Ghoul Touch. Paralyzes one subject, who exudes stench (-2 penalty) nearby.

Netherblade. Creates a sword that drains negative energy, damaging undead creatures. (RR2)

Phantom's Howl. Cry that causes foes to be shaken, stunned or paralyzed. (RR)

Scare. Panics creatures up to 5 HD (15-ft. radius).

Sleep of the Dead. Feign death. (RR)

Soul Blast. Positive energy ray inflicts damage equal to sacrificed hp. (RR2)

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

Trans **Alter Self.** As change self, plus more drastic changes.

Blindness/Deafness. Makes subject blind or deaf.

Bull's Grace. Ray reduces target's Dexterity. (RR2)

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

Burning Sight. Grants darkvision to mark. (RR2)

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

Continual Heat. Heats igneous rock to provide ambient warmth. (RR2)

Darkvision. See 60 ft. in total darkness.

Dragonflight. Wings sprout from the caster's back, allowing flight. (RR2)

Dragonhide. Transforms the caster's skin into a scaly hide. (RR2)

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

Fanning the Flames. Turns fire into a cone attack. (RR2)

Intoxicate. Causes intoxication ability penalties and possible unconsciousness. (RR)

Knock. Opens locked or magically sealed door.

Levitate. Subject moves up and down at your direction.

Nose of the Rat. Subject gains the Scent feat, bonus on tracking, enemy detection. (RR2)

Perfect Recollection. Subject gains 1d4+1 Int for 1 hr./level. (RR)

Pyrotechnics. Turns fire into blinding light or choking smoke.

Renewed Focus. Refocuses caster's initiative. (RR)

Rope Trick. Up to eight creatures hide in extradimensional space.

Shocking Missile. Enchants an arrow or bolt to inflict 2d8+1 electrical damage upon a successful hit. (RR2)

Swift Water. Enhances the speed of boats and ships. (RR)

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

3RD-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Dispel Magic.** Cancels magical spells and effects.

Explosive Runes. Deals 6d6 damage when read.

Greater Bend Sounds. Provides protection from sonic and language based attacks to all within area of effect. (RR2)

Magic Circle against Chaos/Evil/Good/Law. As protection spells, but 10-ft. radius and 10 min./level.

Nondetection. Hides subject from divination, scrying.

Protection from Elements. Absorb 12 damage/level from one kind of energy.

Rune of Fire. Rune causes 1d6 fire damage per caster level. (RR)

Rune of Sleep. Rune causes 1d6 Hit Dice of creatures per caster level to fall asleep. (RR)

Conj **Call Aquatic Humanoid I.** Calls aquatic humanoids to fight for the spellcaster. (RR)

Chains of Binding. Summons iron chains that erupt from the ground, inflicting damage and grappling a single foe. (RR2)

Flame Arrow. Shoots flaming projectiles (extra damage) or fiery bolts (4d6 damage).

Gas Cloud. Creates invisible gas that can explode for 1d6 damage/level. (RR)

Missile Storm. Transforms one projectile into a volley. (RR2)

Phantom Steed. Magical horse appears for 1 hour/level.

Sepia Snake Sigil. Creates text symbol that immobilizes reader.

Sleet Storm. Hampers vision and movement.

Stinking Cloud. Nauseating vapors, 1 round/level.

Summon Monster III. Calls outsider to fight for you.

Div **Arcane Parry.** Gain insight to avoid damage from foe's next attack. (RR2)

Clairaudience/Clairvoyance. Hear or see at a distance for 1 min./level.

Detect Dreams. See into another's dreams, and learn the secrets of her past. (RR2)

Mind Raid. Allows reading of deep thoughts. (RR)

Rune of Seeing. Rune allows scrying. (RR)

Spy Senses. Observe through mark's senses. (RR2)

Tongues. Speak any language.

Ench **Hold Person.** Holds one person helpless; 1 round/level.

Lure. A spell that causes an intense desire to possess a mundane item or trinket. (RR2)

Suggestion. Compels subject to follow stated course of action.

Evoc **Austlinan's Violent Scream.** 1d6 sonic damage/level in a 20 ft. cone. (RR2)

Bloodstorm. Summons whirlwind of blood that obscures vision, damages foes and causes fear. (RR)

Dar'Tan's Shadow Bolt. Thrown shadow energy that causes 1d6 damage/level. (RR)

Dragon's Breath. Caster breathes damaging effect, 1d6 per level. (RR)

Fireball. 1d6 damage per level, 20-ft. radius.

Gust of Wind. Blows away or knocks down smaller creatures.

Iron Storm. Creates cloud of magnetic iron filings.

Leomund's Tiny Hut. Creates shelter for 10 creatures.

Lightning Bolt. Electricity deals 1d6 damage/level.

Manaspear. Creates a magical spear that inflicts damage and drains spells from its target. (RR)

Wind Wall. Deflects arrows, smaller creatures and gases.

Illus **Battle Projection.** Caster creates a spectral copy of himself that can make melee attacks at a distance. (RR2)

Displacement. Attacks miss subject 50%.

Illusory Script. Only intended reader can decipher.

Invisibility Sphere. Makes everyone within 10 ft. invisible.

Major Image. As silent image, plus sound, smell and thermal effects.

Malicious Image. Causes mirror images to attack their caster. (RR2)

Mask Magic. Disguises the enchantment of a magic item (RR2)

Mask of Virtue. Protects the caster's thoughts and alignment from detection. (WW)

Minor Shadow Evocation. Replicates 1st- and 2nd-level evocations. (RR)

Veil of Lust. Caster appears highly desirable to target, gains +20 to Charisma-based rolls. (RR2)

Necro Armor of Undeath. Crafts protective armor from a corpse. (RR)

Bones of Silver. Skeletons totaling 1 HD/level gain DR 5/silver. (RR2)

Cadaver Dance. Animates skeletons or zombies for 1 day/level. (HO)

Gentle Repose. Preserves one corpse.

Halt Undead. Immobilizes undead for 1 round/level.

Lesser Turn Resistance. Gives undead target +1 turn resistance. (RR2)

Malaise. Mist drains Strength from all in the area. (RR2)

Phantom Wounds. Violently reopens old wounds and causes bleeding. (HO)

Shadow Strike. Damage inflicted on a shadow is transferred to its owner. (RR)

Shadow Touch. Caster has Strength-draining touch. (RR)

Undead Familiar. Reanimates a fallen familiar. (HO)

Vampiric Touch. Touch deals 1d6/two caster levels; caster gains damage as hp.

Vampiric Weapon. Half the damage inflicted by a touched weapon is gained as temporary hit points. (RR2)

Wraithtouch. A necromancer's touch damages his foe's Constitution. (HO)

Trans Animal Infusion. Gain the power of an animal. (RR)

Animate Shadow. Shadows become ropes that entangle. (RR)

Blink. You randomly vanish and reappear for 1 round/level.

Fly. Subject flies at speed of 90.

Fracture. Inflicts 1d6 subdual damage, 1d4 actual, breaks random bone. (WR)

Gaseous Form. Subject becomes insubstantial and can fly slowly.

Great Knock. Destroys any one barred portal. (RR)

Greater Magic Weapon. +1/three levels (max +5).

Haste. Extra partial action and +4 AC.

Keen Edge. Doubles normal weapon's threat range.

Pressure Sphere. Increases water pressure to damage targets. (RR)

Rock Storm. Creates a whirlwind of rocks and debris that batters opponents. (BT)

Runic Weave. Imbues garments with magical protections and runes. (BT)

Secret Page. Changes one page to hide its real content.

Shrink Item. Object shrinks to one-twelfth size.

Slow. One subject/level takes only partial actions, -2 AC, -2 melee rolls.

Touch of the Eel. Electrifies target's body, doing damage to anyone who touches him. (RR)

Unbuckle. Unfastens all buckles in area. (RR)

Vangal's Blessing. One willing subject/level enters a berserker rage. (RR2)

Virtue's Curse. Good actions are punished. (RR2)

Water Breathing. Subjects can breathe underwater.

4TH-LEVEL SORCERER AND WIZARD SPELLS

Abjur Blaise's Lucky Bead. The caster imbues a bead with the luck energy. (RR2)

Dimensional Anchor. Bars extradimensional movement.

Fire Trap. Opened object deals 1d4 +1/level damage.

Hold Stone. Prevents transmutation of stone. (RR2)

Minor Globe of Invulnerability. Stops 1st-through 3rd-level spell effects.

Remove Curse. Frees object or person from curse.

Rune of Poison. Rune causes deadly poison. (RR)

Spell Wall. Creates magical lens through which spells alone may pass one way only. (RR2)

Stoneskin. Stops blows, cuts, stabs and slashes.

Conj Bottomless Pit. Creates an infinitely deep hole. (RR)

Enduring Webs. Creates a permanent web. (RR2)

Evard's Black Tentacles. 1d4 +1/level tentacles grapple randomly within 15 ft.

Iron Butterflies. Creates a flock of iron butterflies that damages enemies and harms fey. (RR2)

Leomund's Secure Shelter. Creates sturdy cottage.

Minor Creation. Creates one cloth or wood object.

Solid Fog. Blocks vision and slows movement.

Summon Monster IV. Calls outsider to fight for you.

Tanil's Spectral Archers. Conjures a flight of normal arrows to blanket an area, causes 4d8 damage. (RR2)

Tevikk's Creeping Eye. Creates a small eye-like object that the caster can see through. (RR)

- Vermiplague.** Summons a horde of diseased rats, insects and other scavengers. (RR)
- Div **Arcane Eye.** Invisible floating eye moves 30 ft./round.
- Detect Scrying.** Alerts you of magical eavesdropping.
- Locate Creature.** Indicates direction to familiar creature.
- Minor Circle of Seeing.** Creates a magical circle to view locations where runes of seeing have been placed. (RR)
- Quick Learn.** Grants caster 3 +1/level skill ranks in a desired skill. (RR2)
- Scrying.** Spies on subject from a distance.
- Terole's Translator.** Gives complete understanding of one language. (RR)
- Ench **Belsameth's Strife.** Victim sees allies as deadly enemies. (RR)
- Charm Monster.** Makes monster believe it is your ally.
- Confusion.** Makes subject behave oddly for 1 round/level.
- Gluttony.** Fills targets with ravenous hunger for 1 minute/level. (RR)
- Emotion.** Arouses strong emotion in subject.
- Lesser Geas.** Commands subject of 7 HD or less.
- Evoc **Blaise's Bead of Frost.** Enchants bead to produce a blast of frost and numbing cold. (RR2)
- Blaise's Blasting Bead.** Enchants bead to explode in a deafening concussive blast. (RR2)
- Damashar's Force Rune.** Runic pattern sends out shockwave that causes damage, knocks victims unconscious. (BT)
- Fire Shield.** Creatures attacking you take fire damage; you're protected from heat or cold.
- Ice Storm.** Hail deals 5d6 damage in cylinder 40 ft. across.
- Otiluke's Resilient Sphere.** Force globe protects but traps one subject.
- Persistent Missiles.** Creates long-lasting missiles of magical force. (RR2)
- Purifying Flames.** Burns a foe every round until extinguished. (RR)
- Sacrifice Spell.** Cannibalize other spells for a 1d8 damage/spell level bolt. (RR)
- Shadow Chains.** Binds different shadows together, holding their owners captive. (RR2)
- Shadow Shield.** Protects the caster from sight and scrying. (RR)
- Shout.** Deafens all within cone and deals 2d6 damage.
- Wall of Fire.** Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 +1/level.
- Wall of Ice.** Ice plane creates wall with 15 hp +1/level or hemisphere that can trap creatures inside.
- Illus **Ghostdweomer.** Creates a phantom dweomer around a spell or magic item to foil dispel magic attempts. (RR)
- Hallucinatory Terrain.** Makes one type of terrain appear like another (field into forest, etc.).
- Illusory Wall.** Wall, floor or ceiling looks real, but anything can pass through.
- Improved Invisibility.** As invisibility, but subject can attack and stay invisible.
- Phantasmal Killer.** Fearsome illusion kills subject or deals 3d6 damage.
- Rainbow Pattern.** Lights prevent 24 HD of creatures from attacking or moving away.
- Shadow Conjunction.** Mimics conjuring below 4th level.
- Talen's Maligned Performance.** Ruins a bard's performance without his knowledge. (RR2)
- Necro **Bone Construct.** Shapes bones into various constructions or objects. (HO)
- Bones of Iron.** Skeletons totaling 1 HD/level gain DR 10/+1. (RR2)
- Contagion.** Infects subject with chosen disease.
- Dreamwalk.** Caster can enter dreams. (WW)
- Enervation.** Subject gains 1d4 negative levels.
- Fear.** Subjects within cone flee for 1 round/level.
- Greater Spectral Hand.** Creates disembodied glowing hand to deliver touch attacks. (RR2)
- Repair Dead.** Skeletons or zombies are instantly repaired. (RR2)
- Zombie Form.** Take the form of a zombie. (RR)
- Trans **Accelerate Reflexes.** One target moves with deadly speed and skill. (RR2)
- Affliction.** Ray reduces all of a target's attributes. (RR2)
- Bath of Purity.** Makes spirit doll able to heal its target. (RR2)
- Bestow Curse.** -6 to an ability; -4 on attacks, saves and checks; or 50% chance of losing each action.
- Bloodied Blade.** Temporarily gives a weapon the taste for blood, granting bonuses to attack and damage rolls. (RR2)
- Dimension Door.** Teleports you and up to 500 lb.
- Earth Blast.** Wave of displaced earth explodes beneath an enemy's feet, causing 4d6 + 1/level damage (RR2)
- Enhanced Senses.** Grants darkvision, +10 bonus to Listen, Search and Spot, plus Scent ability. (RR2)

Frostform. Caster's body becomes like ice, granting Cold subtype and bonus cold damage to his unarmed attacks. (RR2)

Gaurak's Corpulence. Causes a target to expand into a bloated, awkward obesity. (RR2)

Lesser Timeheal. Rapidly accelerates time for one target in order to heal the target's wounds. (RR2)

Mind Over Matter. Aids concentration to ignore distractions. (RR)

Mirror Safe. Creates an extradimensional space to store items. (RR)

Polymorph Other. Gives one subject a new form.

Polymorph Self. You assume a new form.

Rary's Mnemonic Enhancer. Prepares extra spells or retains one just cast. Wizard only.

Remove Resistance. Decreases target's spell resistance. (RR)

Sap Strength. Steals the strength from another creature. (RR2)

Seal of Hedrada. Seals one portal until a condition is met. (RR)

Shadow Form of Lyrand. Caster turns himself into a natural shadow. (RR)

Tattoo Item. Changes one item into a tattoo on the subject's body. (RR)

Water's Embrace. Animates a body of water in order to drown a creature. (RR)

Yaral's Totemic Transformation. Grants caster powers of totem animal. (RR)

5TH-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Dismissal.** Forces a creature to return to native plane.

Mana Sink. Creates a floating sphere that absorbs magic within its area of effect. (RR2)

Shield of Color. Creates a shimmering shield that protects the caster from attack and shadow magic. (DD)

Conj **Beetle Swarm.** Summons a swarm of flesh-stripping beetles. (RR2)

Blaise's Iron Bead. Weaves an invisible protective magnetic barrier about the caster. (RR2)

Burden of Faith. Divine spellcasters within range suffer extreme encumbrance. (RR2)

Call Aquatic Monster. Calls an aquatic monster to fight for the spellcaster. (RR)

Cloudkill. Kills 3 HD or less; 4–6 HD save or die.

Darksoul. Caster allows a fiend to possess his body in order to increase his combat ability. (RR2)

Greater Familiar. Summons a powerful familiar. (RR)

Leomund's Secret Chest. Hides expensive chest on Ethereal Plane; you retrieve it at will.

Lesser Planar Binding. Traps outsider until it performs a task.

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

Mord's Faithful Hound. Phantom dog can guard, attack.

Pillar of Attraction/Repulsion. Creates magnetic pillar that attracts/repels metal armor and weapons. (RR)

Summon Monster V. Calls outsider to fight for you.

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

Wall of Stone. 20 hp/four levels; can be shaped.

Div **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.

Ench **Dominate Person.** Controls humanoid telepathically.

Dreadmantle. The caster radiates despair, weakening the will of all those who view him. (RR2)

Feeblemind. Subject's Int drops to 1.

Gulaben's Ecstasy. Target is distracted by pleasure and has his will weakened. (RR2)

Gullibility. Subjects become overly trusting, suffering skill and saving throw penalties. (RR2)

Hold Monster. As hold person, but any creature.

Mind Fog. Subjects in fog get –10 Wis, Will checks.

Evoc **Bigby's Interposing Hand.** Hand provides 90% cover against one opponent.

Cone of Cold. 1d6 cold damage/level.

Curtain of Darkness. Creates a black wall that blocks sight and scrying. (RR)

Sending. Delivers short message anywhere, instantly.

Thulkas' Fury. The caster glows, radiates immense heat, and is protected from fire. (RR2)

Wall of Force. Wall is immune to damage.

Illus **Dream.** Sends message to anyone sleeping.

False Vision. Fools scrying with an illusion.

Greater Shadow Conjuration. As shadow conjuration, but up to 4th level and 40% real.

Mirage Arcana. As hallucinatory terrain, plus structures.

Nightmare. Sends vision dealing 1d10 damage, fatigue.

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

Seeming. Changes appearance of one person/two levels.

Shadow Evocation. Mimics evocation less than 5th level.

Shadow Weapon. Creates a Strength-drain ing weapon. (RR)

Necro Animate Dead. Creates undead skeletons and zombies.

Boneblades. Sharp bone spurs sprout all over caster's body. (RR2)

Dark Water. Imbues water with negative energy. (RR)

Doomwail. Victims must make Will saving throws or be deafened or paralyzed. (RR)

Escape the Bonds of Flesh. Twists victim's bones and ruptures flesh, inflicting 2d8 points of damage +1 per caster level. (WR)

Magic Jar. Enables possession of another creature.

Netherblast. Drains negative energy, inflicting 1d6/level points of damage against the undead. (RR2)

Nethergaze. Caster's gaze damages and impairs undead. (RR)

Nethershield. Creatures attacking the caster are drained of negative energy and heat while the caster is protected against energy drain and ability drain. (RR2)

Sigil of Fire. Corporeal undead are marked with a floating sigil and granted the fire subtype (RR2)

Sigil of Ice. Corporeal undead are marked with a floating sigil and granted the cold subtype. (RR2)

Slow the Years. Halves the natural aging of the target. (RR2)

Speed the Years. Double the natural aging of the target. (RR2)

Stelan's Blood Tentacles. Creates tentacles from a dead or dying creature's blood. (RR2)

Turn Resistance. Gives undead target +3 turn resistance. (RR2)

Trans Animal Growth. One animal/two levels doubles in size, HD.

Dolomar's Limited Liquification. Caster assumes a liquid state. (RR)

Enchant Spirit Doll. Creates a spirit doll that can be used in conjunction with other spirit doll spells. (RR2)

Essential Blade. Allows a melee weapon or a natural weapon to ignore object hardness, damage incorporeal targets and make touch attacks when used in melee. (RR2)

Fabricate. Transforms raw materials into finished items.

Legion's March. One subject/level gains 1d4+1 Con. (RR2)

Live Wood. Regenerates damage done to wooden items or creatures. (RR)

Meld Object. Merges one object into the body of a creature. (RR)

Mesos' Vengeance. Greatly amplifies the arcane heat generated by spellcasting in an area. (RR2)

Multiplicity. Allows casting of prepared spell instead of others. Wizard only. (RR)

Passwall. Breaches walls 1 ft. thick/level.

Scry Blast. Enchants a scrying device to transmit spell energies. (RR2)

Ship Snare. Creates a magic trap to slow sea vessels. (RR)

Stone Shape. Sculpts stone into any form.

Telekinesis. Lifts or moves 25 lb./level at long range.

Teleport. Instantly transports you anywhere.

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

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

Troll's Blood. Grants a troll's ability to regenerate for a limited duration. (HO)

Univ Permanency. Makes certain spells permanent; costs XP.

6TH-LEVEL SORCERER AND WIZARD SPELLS

Abjur Antimagic Field. Negates magic within 10 ft. **Bladeturn.** Deflects physical attacks aimed at caster. (WW)

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

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

Guards and Wards. Array of magic effects protect area.

Repulsion. Creatures can't approach you.

Taldock's Spell Inhibitor. Weakens spells cast within 100 ft. (RR)

Conj Acid Fog. Fog deals acid damage.

Avalanche. Creates a moving avalanche under caster control. (RR2)

Awaken Lesser Titan Avatar. Conjure a powerful outsider. (RR)

Call Aquatic Humanoid II. Calls aquatic humanoids to fight for the spellcaster. (RR)

Planar Binding. As lesser planar binding, but up to 16 HD.

Power Word, Thunder. Causes a clap of deafening thunder. (RR)

Summon Monster VI. Calls outsider to fight for you.

Div Analyze Dweomer. Reveals magical aspects of subject.

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

Mass True Strike. One subject/level gains a +20 bonus to their next attack roll. (RR2)

- Nerith's Vigilant Aura.** Gives caster the Uncanny Dodge ability and +4 bonuses to Spot, Search and Initiative. (WW)
- Spectral Hydra.** Conjures ghostly hydra heads to guard a location. (HO)
- True Seeing.** See all things as they really are.
- Ench **Amnesia.** The target loses all memory. (DD)
- Declaration of Death.** Convinces a single creature that it has died. (RR)
- Deep Sleep.** Put a large number of creatures into a deep sleep from which only magic can wake them.
- Geas/Quest.** As lesser geas, plus it affects any creature.
- Mass Suggestion.** As suggestion, plus one/level subjects.
- Rie's Dance of Seduction.** Charms all who view the dancer. (RR)
- Evoc **Bigby's Forceful Hand.** Hand pushes creatures away.
- Chain Lightning.** 1d6 damage/level; secondary bolts.
- Contingency.** Sets trigger condition for another spell.
- Enkili's Lightning Storm.** Causes an electrical storm that the caster can control. (RR)
- Otiluke's Freezing Sphere.** Freezes water or deals cold damage.
- Vengeance of the Scorned.** Allows caster to find and defeat a single individual. (DD)
- Illus **Abrindel's Prism Cloak.** Shrouds the caster in an illusory cloak that captivates up to 24HD of attackers. (RR2)
- Greater Shadow Evocation.** As shadow evocation, but up to 5th level.
- Mislead.** Turns you invisible and creates illusory double.
- Permanent Image.** Includes sight, sound and smell.
- Programmed Image.** As major image, plus triggered by event.
- Project Image.** Illusory double can talk and cast spells.
- Reverse Illusion.** A real object is cloaked by illusion. (RR)
- Shades.** As shadow conjuration, but up to 5th level and 60% real.
- Talen's Confounding Battlefield.** Illusions make everyone in the area of effect look like someone else. (RR2)
- Veil.** Changes appearance of group of creatures.
- Necro **Bones of Adamantine.** Skeletons totaling 1 HD/level gain DR 20/+2. (RR2)
- Chern's Exhalation.** Caster expels a cloud of brain-damaging spores. (RR2)
- Circle of Death.** Kills 1d4 HD/level.

- Plague Touch.** Cause disease in others with but a touch. (RR2)
- Shade Storm.** Summons a horde of wrathful spirits to harm living enemies. (RR2)
- Sigil of Ooze.** Corporeal undead are marked with a floating sigil and granted ooze-related special abilities. (RR2)
- Touch of Madness.** Caster's touch deals permanent Wisdom damage to victim. (RR2)
- Transform Dead.** Transforms zombies into ghouls. (RR2)
- Undead Crew.** Summons an undead crew to crew a ship controlled by the caster. (RR2)
- Trans **Belsameth's Blessing.** Transforms one creature into a werebeast. (RR)
- Blade Meld.** Causes weapons that strike the caster to meld into his flesh. (RR2)
- Chill Gaze.** Gaze paralyzes opponents with numbing cold inflicting 2d10 points of cold damage. (RR2)
- Control Water.** Raises, lowers or parts bodies of water.
- Control Weather.** Changes weather in local area.
- Death Blade.** Ghostly blade deals 1d6 damage per round until victim saves. (RR)
- Disintegrate.** Makes one creature or object vanish.
- Eyebite.** Charm, fear, sicken or sleep one subject.
- Flesh to Stone.** Turns subject creature into statue.
- Fleshhammer.** Enchants a bludgeoning weapon with the capacity for random ability drain. (DD)
- Mass Haste.** As haste, affects one/level subjects.
- Mord's Lucubration.** Recalls spell of 5th level or less. Wizard only.
- Move Earth.** Digs trenches and build hills.
- Pass the Years.** Ages target by 1d10 years. (RR)
- Rupture.** Inflicts 2d4 points subdual, 3d4 points actual damage, breaks random bone. (WR)
- Shadow Smash.** Permanently turns any object into a shadow version of itself. (RR)
- Stone to Flesh.** Restores petrified creature.
- Tenser's Transformation.** You gain combat bonuses.

7TH-LEVEL SORCERER AND WIZARD SPELLS

- Abjur **Banishment.** Banishes 2 HD/level extraplanar creatures.
- Mesos' Containment.** Absorbs and redirects physical energy attacks. (RR2)
- Sequester.** Subject is invisible to sight and scrying.
- Sever.** Severs the connection of a divine caster and his deity. (RR)

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

Conj **Daggers of Vault.** Creates a cloud of tiny blades that inflict 1d4 points of damage per round. (RR)

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 VII. Calls outsider to fight for you.

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

Vision. As legend lore, but quicker and strenuous.

Ench **Insanity.** Subject suffers continuous confusion.

Evoc **Bigby's Grasping Hand.** Hand provides cover, pushes or grapples.

Dark Lightning. Creates a bolt of anti-magical lightning. (RR2)

Delayed Blast Fireball. 1d8 fire damage/level; you can delay blast for 5 rounds.

Eyeburst. Destroys the eyes of one creature, rendering it permanently blind. (RR2)

Forcecage. Cube of force imprisons all inside.

Hammer and Anvil. Deals 1d8 damage/level and may stagger target. (RR2)

Ilajam Fire. Creates a burst of persistent flame. (RR)

Mord's Sword. Floating magic blade strikes opponents.

Prismatic Spray. Rays hit subjects with variety of effects.

Illus **Mass Invisibility.** As invisibility, but affects all in range.

Shade Evocation. Replicates evocation spells up to 6th-level. (RR)

Shadow Walk. Step into shadow to travel rapidly.

Simulacrum. Creates partially real double of a creature.

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

Essence Shift. Drains life from a target to heal another's wounds. (HO)

Finger of Death. Kills one subject.

Greater Turn Resistance. Gives undead target +5 turn resistance. (RR2)

Soulstrike. Tortured spirits drain Constitution from a chosen target. (RR)

Stop the Years. Stops target's aging for 1d10 years. (RR2)

Transmute Flesh to Shadow. Transforms one creature into shadows. (RR)

Trans **Ease the Ages' Burden.** Slows target's aging with some side effects. (RR2)

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

Freezing Curse. Target is frozen solid. (RR)

Greater Timeheal. Brings a previous version of the target forward from the past to reverse injury or death. (RR2)

Mormo's Serpent Hands. Turns caster's fingers into venomous snakes. (RR)

Plane Shift. Up to eight subjects travel to another plane.

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.

Yugman's Damage Deflection. Transfers damage from attacks back to the attacker. (WW)

Univ **Limited Wish.** Alters reality—within spell limits.

8TH-LEVEL SORCERER AND WIZARD SPELLS

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

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

Protection from Spells. Confers +8 resistance bonus.

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

Incendiary Cloud. Cloud deals 4d6 fire damage/round.

Maze. Traps subject in extradimensional maze.

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

Summon Monster VIII. Calls outsider to fight for you.

Trap the Soul. Imprisons subject within gem.

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

Greater Circle of Seeing. View and affect locations where runes of seeing exist. (RR)

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

Binding. Array of techniques to imprison a creature.

Demand. As sending, plus you can send suggestion.

Mass Charm. As charm monster, but all within 30 ft.

Otto's Irresistible Dance. Forces subject to dance.

- Sympathy.** Object or location attracts certain creatures.
- Evoc **Blackflame.** Surrounds the subject in an inferno of black fire. (RR)
- Bigby's Clenched Fist.** Large hand attacks your foes.
- Otiluke's Telekinetic Sphere.** As Otiluke's resilient sphere, but you move sphere telekinetically.
- Sunburst.** Blinds all within 10 ft., deals 3d6 damage.
- Yugman's Boon.** Allows a person to store a number of spells of the caster's choosing. (WW)
- Yugman's Blazing Retribution.** Sends a torrent of wildfire upon a target that the caster can see or scry. (WW)
- Illus **Nerith's Phantasmal Aura of Protection.** Attackers must make a Will save or be held. (WW)
- Screen.** Illusion hides area from vision, scrying.
- Shadow Twin.** Turns a creature's shadow into a hostile twin. (RR)
- Soul Disk.** The caster launches a keen vorpal disk at her foes, dealing 2d12 points of damage. (RR2)
- Necro **Clone.** Duplicate awakens when original dies.
- Darkstaff.** Creates staff of negative energy that drains hit points and levels from foes. (RR)
- Horrid Wilting.** Deals 1d8 damage/level within 30 ft.
- Leech Field.** Absorbs hit points from nearby foes. (RR)
- Negative Energy Geyser.** Creates an eruption of negative energy. (RR2)
- Shadow Storm.** Causes damage, and Str and Con loss. (RR)
- Virulence.** Target contracts d3 diseases and becomes carrier. (RR2)
- Trans **Elemental Kiss.** Target creature temporarily gains the Elemental type. (RR2)
- Etherealness.** Travel to Ethereal Plane with companions.
- Iron Body.** Your body becomes living iron.
- Polymorph Any Object.** Changes any subject into anything else.
- Rapid Journey.** Allows multiple teleportations. (RR)
- Strength of Kadum.** Target receives a +1/caster level bonus to Strength. (RR)
- Time Skip.** Become nonexistent for a time. (RR)
- Widdershins.** Caster jumps back in time. (RR)
- Univ **Symbol.** Triggered runes have array of effects.
- 9TH-LEVEL SORCERER AND WIZARD SPELLS**
- Abjur **Censure of Mesos.** A single target is prevented from using any spell, spell-like or supernatural ability for 1 round/level. (RR2)
- Freedom.** Releases creature suffering imprisonment.
- Imprisonment.** Entombs subject beneath the earth.
- Mord's Disjunction.** Dispels magic, disenchanting magic items.
- Prismatic Sphere.** As prismatic wall, but surrounds on all sides.
- Conj **Gate.** Connects two planes for travel or summoning.
- Power Word, Kill.** Kills one tough subject or many weak ones.
- Summon Monster IX.** Calls outsider to fight for you.
- Tendrils of Eternal Night.** Conjures four shadowy tentacles that pull their victim through a negative-energy portal. (RR2)
- Div **Foresight.** "Sixth sense" warns of impending danger.
- Mind Share.** Allows caster to get truthful answers to any questions asked of subject. (DD)
- Ench **Dominate Monster.** As dominate person, but any creature.
- Evoc **Bigby's Crushing Hand.** As Bigby's interposing hand, but stronger.
- Meteor Swarm.** Deals 24d6 fire damage, plus bursts.
- Mindwrack.** Destructive energies cause Intelligence loss and random debilitation. (RR2)
- Illus **Weird.** As phantasmal killer, but affects all within 30 ft.
- Necro **Astral Projection.** Projects you and companions into Astral Plane.
- Dagger of Undeath.** Creates a dagger-like bolt of negative energy which may create an undead creature. (RR2)
- Energy Drain.** Subject gains 2d4 negative levels.
- Healing Interdiction.** Target is prevented from healing any kind of damage for 1 day/level. (RR2)
- Soul Bind.** Traps newly dead soul to prevent resurrection.
- Soul Exchange.** Transfers life essence from one body to another. (HO)
- Wail of the Banshee.** Kills one creature/level.
- Trans **Cone of Oblivion.** Creates a cone that disintegrates everything in its path. (RR2)
- Refuge.** Alters item to transport its possessor to you.
- Shapechange.** Transforms you into any creature, and change forms once per round.
- Teleportation Circle.** Circle teleports any creature inside to designated spot.
- Temporal Stasis.** Puts subject into suspended animation.
- Time Stop.** You act freely for 1d4+1 rounds.
- Two Minds.** Doubles the caster's mental actions. (RR)
- Univ **Wish.** As limited wish, but with fewer limits.

Spells

The spells herein are presented in alphabetical order.

Abrindel's Prism Cloak

Shrouds the caster in an illusory cloak that captivates up to 24HD of attackers.

Illusion (Pattern) [Mind-Affecting]

Level: Brd 5, Sor/Wiz 6

Components: V, S, F

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Description

This useful spell was created by the illusionist Abrindel, who endured many surprise attacks from assassins and other roguish ne'er-do-wells in his travels on behalf of the Order of the Morning Sky. Legend holds that the colorful nature of the spell was intended as a personal slight against the Penumbral Lords in general and the shadow-mage Dar'Tan in particular, whose wizardry of shadow and darkness Abrindel detested.

Spell Effect

This spell shrouds the caster in an illusory cloak resembling a swirling patchwork of muted prismatic color that twists and writhes as if caught in a phantom wind. While the cloak itself is illusory and does not provide protection from the elements or physical attacks, its shifting patterns provide the equivalent of one-quarter concealment (10% miss chance).

The cloak functions as a gaze attack (see DMG, Chapter 3, "Gaze Attacks"). Any creature within 15 feet that attacks or uses a skill against *prism cloak's* wearer must attempt a Will save. This condition even applies to those who flank the foe or make a sneak attack. If the save succeeds, the creature may act normally. If the roll results in failure, the attacker is captivated by the cloak's wild

patterns and may take no further actions for the spell's duration. This effect ends if the caster moves out of sight or if the victim is attacked.

The caster may choose to end the spell before its duration expires. If he does, the *prism cloak* bursts into a multicolored explosion of light and color. Those creatures still captivated by the cloak are immediately affected as if struck by a *color spray*, with no save allowed. This effect does not take place if the spell ends because its duration has expired.

Focus: A prism wrapped in a silk scarf.

Accelerate Reflexes

One target moves with deadly speed and skill.

Transmutation

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One living creature

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes

Description

This spell was developed accidentally by the chronomancers of Darakeene as part of an attempt to apply time shifting methods to the *cat's grace* spell. It is said that this spell can turn even the most inept and clumsy warrior into a blindingly quick and deadly combatant. *Accelerate reflexes* is often used to enhance the guards that protect Darakeene's famous Phylacteric Vault.

Spell Effect

Target creature gains an enhancement bonus to Dexterity of 2d4 points. In addition, the target gains the Quick Draw, Improved Initiative, and Combat Reflexes feats for the spell's duration. If the

target already has these feats, no additional benefit is conferred. Finally, the target gains the evasion extraordinary ability if he does not already have it.

Affliction

Ray reduces all of a target's attributes.

Transmutation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

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

Effect: Ray

Duration: 1 hour/level

Saving Throw: Special (see text)

Spell Resistance: Yes

Description

Believed to be the invention of the mysterious wizard-sage Yugman, this spell is said to be used by the scholar to discourage uninvited guests and those who would approach his tower without leave. Victims often find themselves wandering in the nearby wilderness, feeling weak, stupid, and unattractive.

Spell Effect

A pale multicolored beam leaps from the caster's palm, sapping the target's mental and physical attributes. If the caster succeeds at a ranged touch attack, the target must make six separate saves: three Will saves (for Intelligence, Wisdom, and Charisma) and three Fortitude saves (for Strength, Dexterity, and Charisma). Each failed save results in a loss of 1d6 points from the corresponding attribute for the duration of the spell, plus 1 point/2 caster levels. These saves are made simultaneously, so reductions of attributes do not affect any other saves. An attribute cannot be reduced to less than 1 by this spell.

Material Component: A flask of pure water mixed with a pinch of ash.

Arcane Parry

Gain insight to avoid damage from foe's next attack.

Divination

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Description

Developed by the warrior-wizard Vode Nulan, *arcane parry* allowed Nulan to survive the deadly attacks of his arch-enemy, Sorshalak the Fiend-Summoner. The two clashed in the catacombs beneath the city of Aurimar, and the sound of their battle is said to have caused all the city's bells to ring at once. Struck down by Sorshalak's mighty blows, Nulan cast his newly-developed *arcane parry* upon his foe, deflecting Sorshalak's deathblow and enabling him to unleash his own deadly assault. From that day forward, *arcane parry* remained part of Nulan's normal repertoire of spells.

Spell Effect

If the caster is struck by a foe's attack while this spell is in effect, the caster may expend the spell to avoid any damage. The decision to use the spell must be made before damage is rolled. The spell's effect ends once it is used.

Material Component: A vial of mercury.

Armor of Brambles

Target gains thorny armor that can damage attackers.

Conjuration (Creation)

Level: Drd 4, Plant 4

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One creature

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Description

Most of Denev's followers see little wrong with taking advantage of the tools of the other divine races, whether they be iron-nailed boots, cured leather armors, or

forged steel scimitars. Yet there are those among her followers that disdain all but the simplest hand-made garments and weapons, and a few reject even these conventions, using only exactly what Denev supplies for their needs.

One such follower is Lyr the Hawk, an old elven druid who has lived in the Ganjus Forest near Vera-Tre for time out of mind. It is well known among the locals that all things not completely natural are anathema to him, including such trappings of "civilization" as clothing and shoes. This contempt has made defending himself a bit difficult, however, since he dislikes even wearing simple hide armor. He created this spell to help his odds against those who would do him harm.

Spell Effect

A multitude of tough wooden vines with iron hard thorns spring from the caster's hands and wrap themselves around the target, providing the target with a +5 armor bonus. *Armor of brambles* is considered medium armor with a +4 maximum Dexterity bonus, a -4



skill check penalty, and a 25% arcane spell failure chance. The armor weighs 15 pounds.

The thorny vines also make it difficult to hit the wearer without damage. On each successful attack against the target, the attacker must make a Reflex save at the spell's DC or take 1d4 points of damage.

Material Component: A short, thorny vine.

Aura of Menace

Caster gains +1 to his Intimidation skill ranks per caster level.

Illusion (Glamer) [Fear, Mind-affecting]

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

Description

Aura of menace was developed by the priests of Chardun during the Divine War, though arcane spellcasters have practiced some variation of it long before and since. Many of Chardun's servants use this spell to help impose their will on others, as the respect and fear of others is considered vital for any successful follower of the Great General.

Spell Effect

This spell creates a subtle but very real aura of menace around the caster. Though it is impossible to determine exactly why, he seems larger, fiercer, and more imposing while this spell is in effect. The caster gains +1 rank in Intimidation per character level, to a maximum of +10.

Austlinan's Violent Scream

1d6 sonic damage/level in a 20 ft. cone.

Evocation [Sonic]

Level: Brd 5, Sor/Wiz 3

Components: S, M

Casting Time: 1 action

Range: 20 ft.

Area: Cone

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

Description

The wizard Austlinan died over 1,700 years ago, yet tales of the mighty elf remain part of bards' songs, halfling tales, and orc legends today. Not even the havoc of the Divine War was enough to erase memories of his existence. It is sometimes claimed that Austlinan became the Herald of Miridum instead of dying and fell with her when Hrinruuk slew the goddess.

Whatever his fate, Austlinan was also well-known for his horrible temper, rages that often found their expression in awesome displays of destructive magic. One of his forgotten apprentices developed this spell as a sarcastic commentary on this foible of his master, but Austlinan adopted the spell enthusiastically—after polymorphing the apprentice into a rat and keeping him caged for a week.

Spell Effect

This spell produces a 20 foot cone of damaging sound emitted from the caster's mouth, inflicting 1d6 points of sonic damage per level (up to 10d6). The caster may choose to inflict fewer dice of damage than the maximum, but not less than 1d6. The target must also make a Fortitude save to avoid being deafened for one round per die of damage.

Material Component: A silver whistle.

Avalanche

Creates a moving avalanche under caster's control.

Conjuration (Summoning) [Cold]

Level: Drd 6, Sor/Wiz 6, Earth 6

Components: V, S, M

Casting Time: 1 full round

Range: Long (400 ft. + 40 ft./level)

Effect: Moving wall of snow, 10 ft. square/level (see below)

Duration: 1 round/level

Saving Throw: Reflex half

Spell Resistance: Yes

Description

Developed almost simultaneously upon the peaks of Burok Torn and in the wilds of Albadia (where it is known as *frigid demise*), *avalanche* has seen fewer uses since the Titanswar because of the wilder weather assaulting the land.

The dwarves of Burok Torn have abandoned it completely, relying now on their inner defenses to protect them. The witch nomads of Albadia use the spell to varying degrees, although usually as a means of moving snow from their path as they wander the wastelands they call home.

Spell Effect

Avalanche can only be cast in snowy, mountainous regions. It creates a fast-moving wall of snow, 20 feet high and occupying an area equal to 10 square feet per caster level. The *avalanche* has a movement rate of 60 feet. Its initial direction is determined by the caster, but it must always move downhill. At the beginning of each round, so long as she maintains concentration and stays within range, the caster can cause the *avalanche* to turn up to 45 degrees.

Anyone struck by the *avalanche* takes 8d6 points of damage. This damage can be halved with a successful Reflex save, but those who fail this initial save must make another Reflex save (DC +2) to avoid being buried (see DMG, Chapter 4, "Cave-Ins and Collapses"). If the *avalanche* stops moving downhill or moves out of range, or if the caster ceases concentrating, the spell's effects end. Those in its area of effect must then make a Reflex save (DC +4) to avoid being buried.

Material Component: A handful of snow.

Bane of the Forge

Allows non-metallic weapons to ignore AC of metal armor.

Transmutation

Level: Drd 2, Rgr 3

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: One weapon

Duration: 1 round/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Description

Developed long ago by druids and shamans wanting to halt the destruction of their homelands by "civilized" people wearing metal armor, many primitive tribes in the jungles and woods of Scarn now use this spell. Especially during the Divine War, the primitive people were often slaughtered without mercy by knights and other warriors in heavy metal armor. This spell gave the victims a fair chance against such foes, since it allows a non-metal weapon to ignore metal armor. If invaders and despoilers of woodlands know that a tribe has knowledge of this spell, they often think twice about entering such territory.

Spell Effect

This spell enchants a non-metal weapon such as a cudgel or stone spear so that it ignores metal armor and other protections made of metal. Any portion of a target's AC that derives from metal armor is ignored, though magical bonuses still apply. Non-metal armor protects targets normally. If attacking a metal object, the enchanted weapon ignores the object's hardness rating.

Bath of Purity

Makes spirit doll able to heal its target.

Transmutation

Level: Sor/Wiz 4

Components: V, S, F, XP

Casting Time: 1 hour

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

Target: One creature marked to the spirit doll focus

Duration: See text

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Description

Any Albadian witch that understands the power of the spirit doll (see *enchant spirit doll*) well enough to cast this spell is always

sure to do so. These witches make spirit dolls of themselves, cast them in a bath of purity, and then keep them with their trusted healers. It is rumored that the witches are so protective of their territory in Albadia only because they have spirit dolls of themselves and know the effects that could be unleashed on them if their own dolls were given to enemies.

Spell Effect

By washing the doll and mark during the casting of this spell, the caster creates a magical bond between the two. The doll and its mark must be within 5 feet of each other while this takes place. Once this spell is completed, any *Conjuration* (healing) or *protection from evil/good/law/chaos* spells cast on the doll take effect on the target as if cast directly onto him.

Once the spell has been cast, the distance between the target and the caster is irrelevant. This spell lasts as long as the spirit doll remains in one piece, that is, once the spirit doll's enchantment ends so does this spell. Refer to the *enchant spirit doll* spell for details on that spell's duration.

Focus: Spirit doll (see *enchant spirit doll* spell) marked to the target, and enough clean water to bathe both the target and the spirit doll during the casting.

XP cost: 75 XP.

Battle Projection

Caster creates a spectral copy of himself that can make melee attacks at a distance.

Illusion (Shadow)

Level: Sor/Wiz 3

Components: V, S, F

Casting Time: 1 action

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

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Description

Arcane spellcasters often find themselves at a great disadvantage when forced into combat. Though their magical powers

make them potent adversaries, their scholarly nature often leaves them frail and vulnerable to an enemy's blows. In battle, it is wise for a wizard or sorcerer to stay out of the fray, working his magic from behind the lines.

Yet sometimes a spellcaster may wish to confront his enemies more directly.

Spell Effect

Upon casting this spell, a spectral copy of the caster is superimposed on his person. The spectral image follows the movements of the caster with a slight delay, creating a strange swaying effect. Whenever the affected wizard or sorcerer strikes out toward an enemy, who may very well be out of the caster's range, the phantasmal copy instantly moves within striking distance of the target to deliver the blow.

While under the influence of this spell, the caster can make melee attacks against any visible creature within range. The copy acts as if using the same weapons and attacks as the original, and can deliver touch spells. Making an attack with the spectral duplicate is a standard action and provokes attacks of opportunity from any foes in range.

Focus: A prism.

Bed Bug Bites

Sleeping target is covered with itchy bites that penalize all rolls for the next day.

Conjuration (Creation)

Level: Brd 2, Clr 2, Drd 1, Rgr 1, Sor/Wiz 2

Components: S, M

Casting Time: 1 full round

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Special (see below)

Spell Resistance: Yes

Description

Said to have first been researched and designed by Hashan of the Scaled, this spell is most often used as a mildly malicious practical joke, such as on a bridegroom the night before his

wedding. When cast on a general the night before a great battle, however, this spell could conceivably change the course of history. It is a favorite among followers of Enkili's trickster aspect.

Spell Effect

Bed bug bites covers a single sleeping target head to toe in itchy insect bites, causing a -1 penalty to all of the target's rolls for the entire following day. The bites disappear after one full day. There is no saving throw, but since the spell requires the caster to touch a sleeping target, the GM may determine that the target receives a Reflex save in order to wake up and detect the caster.

Material Component: A single small biting insect or arthropod such as a flea, mosquito, or spider. This spell does not harm the insect in any way, though the same insect cannot be used more than once.

Beetle Swarm

Summons a swarm of flesh-stripping beetles.

Conjuration (Summoning)

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

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

Area: One 5-ft. cube/3 levels (S)

Duration: 1 round/level

Saving Throw: Fortitude half

Spell Resistance: No

Description

While using beetles to clean a skeleton for an experiment, the Hollowfaust necromancer Vin Lockheed got the idea that a controllable swarm of beetles might make an extremely effective weapon. The resulting spell summons a swarm of flesh-eating beetles that can reduce a full-grown man to a skeleton in seconds.

Beetle swarm has so far proven its effectiveness against the lesser gorgons of the Hornsaw Forest and is now part of the city's normal defenses. It is, however, a spell that the necromancers of Hollowfaust are willing to part with . . . for a price.

Spell Effect

This spell summons a swarm of fiendish beetles from the Abyss. These beetles coalesce out of a dark smoke that appears at a desired point within the spell's range and proceed to consume all or-

ganic material in their immediate vicinity. The beetles summoned are flightless and will only harm targets on the ground. They can adhere to walls and ceilings, as well.

Creatures in the area of effect take 5d6 points of damage every round and are considered blind as the beetles swarm over faces and eyes. A successful Fortitude save reduces the damage by half and negates the blinded condition for that round. Those who leave the swarm are no longer considered blind, but the tenacious beetles continue to cling and deal 3d6 points of damage each round. The clinging beetles may be dislodged if the creature takes a move-equivalent action to brush them off, after which they immediately scuttle back to the main swarm.

As a full-round action, the caster may command the swarm to move up to 30 feet and can reshape the swarm however he sees fit. The swarm cannot be moved if the caster fails a Concentration check or is otherwise distracted.

The beetles are considered to be outsiders, so a *repel vermin* spell offers no protection. New beetles



appear to replace any that are killed, so the swarm cannot be harmed with melee weapons. Area effect spells such as *fireball*, *ice storm*, and *cone of cold* can destroy the swarm if more than 75% of it lies within the spell's area. Any less has no effect, as any slain beetles will be instantly replaced. A *protection from evil/good/law/chaos* spell will keep the beetles at bay, and slaying the caster immediately ends the spell.

Material Component: An embalmed beetle husk.

Bend Sounds

Protection from sonic and language-based attacks.

Abjuration

Level: Brd 2, Sor/Wiz 2

Components: V, S, F

Casting Time: 1 action

Range: Personal or close (25 ft. + 5 ft./level)

Target: You or 1 creature

Duration: 10 minutes/level

Saving Throw: Reflex negates

Spell Resistance: Yes

Description

Developed by the mages and lore masters of the Phylacteric Vault, *bend sounds* creates an envelope similar to a *silence* spell around the caster that stops all sound. The original purpose of the spell was to create a zone of quiet and solitude so that the mage could study and carry out research without disruption due to noise. Since that time, the spell has proven useful in protecting arcane spellcasters from sonic- and language-based attacks. Alternatively, *bend sounds* has found use as a means of silencing other spellcasters, battlefield commanders, or as a practical joke on those who simply will not shut up.

Spell Effects

When a mage casts this spell, she creates an invisible mobile zone of silence all around her. The spell functions by bending all types of noise and sound around the caster, yet still allows the caster to hear herself speak. Because the spell stops all sound, it provides

complete protection from all sonic- and language-based attacks. Conversely, the envelope of the spell prevents a protected mage from launching any sonic- or language-based attacks but does not otherwise inhibit spell casting. Unlike radius-effect *silence* spells, those around the caster can hear normally. Enveloped targets are considered deafened (though they can hear themselves) and cannot produce any sounds.

If used to envelop another being, the target receives a Reflex saving throw to negate the effect. If the saving throw fails, then the target is enveloped and suffers from the above effects.

Arcane Focus: A small tuning fork.

Blade Meld

Causes weapons that strike the caster to meld into his flesh.

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: The caster

Duration: 1 round/level

Saving Throw: Special (see below)

Spell Resistance: No

Description

Many warriors have suffered defeat at the hands of the terrible blade beasts, losing their weapons to Golthagga's servants. It did not take long for mages studying the fallen titan's relics and creations to realize the tremendous advantage such a power would provide.

Spell Effect

When this spell is cast, the caster's body becomes capable of absorbing any metal weapons striking it, just as a blade beast's body does. If the caster is hit by any kind of metal weapon, the wielder of the weapon must make a Reflex saving throw or have her weapon instantly absorbed into the caster's body, wrenching it from her grasp and inflicting no damage on the caster. If the weapon is magical, the wielder

receives an enhancement bonus to his save equal to the weapon's magical enhancement bonus (with market price modifiers included; see DMG, Chapter 8, Tables 8-15 and 8-16).

A caster can hold up to 10 Small or Tiny weapons – a Medium-sized weapon counts as two Small or Tiny weapons, and a Large weapon counts as three for purposes of absorption. If this limit is reached, further attacks inflict damage normally.

The caster can expel all weapons inside him at will, but he cannot expel specific weapons, and if the spell duration expires and the caster still has weapons inside him, all those weapons are expelled and fall to the ground around him. Likewise, if the caster dies, all weapons are released from his body. No matter how many weapons the caster has absorbed, those weapons do not hinder or impair his movement or abilities at all.

Material Components: A shard of metal from a blade beast's body, or from any weapon a blade beast once absorbed.

Bladethirst

Weapon touched cuts or pierces deeper, inflicting more damage.

Transmutation

Level: Rgr 2, Sor/Wiz 1

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Weapon touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

Description

Bladethirst is originally believed to have been developed by halfling wizards, or the spellcasters of another small race seeking to compensate for the fact that their weapons did not inflict the same harm as those used by bigger folk. Since then, its use has spread

among Calastian battle-mages and the rangers of the Veshan Vigils.

Spell Effect

This spell may only be cast on slashing or piercing weapons, causing them to bite deeper into an opponent's flesh. This effectively raises the weapon's damage die by one size for the duration of the spell. Thus a dagger that normally inflicts 1d4 points of damage would inflict 1d6, while a greatsword would inflict 2d8 points of damage instead of its regular 2d6. A weapon that inflicts d12 damage will inflict d20 when affected by this spell.

Focus: The weapon.

Blaise's Bead of Frost

Enchants bead to produce a blast of frost and numbing cold.

Evocation [Cold]

Level: Sor/Wiz 4, Water 5

Components: V, S, M/DF

Casting Time: 1 action

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

Area: 10-ft. radius

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Description

Blaise Radlock is a member of Mithril's Guild of Shadows, originally brought into the fold under Danye Blackburn's tutelage. He is a collector of beads of all sorts — common, rare, ancient, and even otherworldly. His collection includes beads crafted from the June Roses of the Elves of Vera-Tre, artifacts from a Slarecian archeology dig, and the works of local artisans, to name just a few. The wizard usually wears several strands when out and about the city or on an adventure.

It is not surprising that the unorthodox wizard developed a series of spells involving beads — in this case, to a chilling end. He often brags that he once helped a night patrol capture a drunken steppe troll barbarian by using this spell to freeze a puddle of

water in which his quarry was standing.

Spell Effect

The caster creates a chilling missile from a bead that produces a blast of frost damage if the caster succeeds with a ranged touch attack. The cold damage is 1d4 per caster level, to a maximum of 10d4.

Material Component: A cobalt blue glass bead.

Blaise's Blasting Bead

Enchants bead to explode in a deafening concussive blast.

Evocation [Sonic]

Level: Brd 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

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

Area: 5-ft. radius

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Description

Some say Blaise developed this spell as a result of a love affair with a Hedradan bard, but no one can say for certain. Blaise himself insists that a gentleman does not kiss and tell. The fact that bards can learn this spell lends credence to such claims.

Spell Effect

When evoking this spell, the caster sings (bards can use a musical instrument in lieu of singing) a note to a bead, then tosses it at the targeted area where it explodes with concussive force. Those in the radius affected by the spell take 3d8 points of damage. Furthermore, those in the area of effect who fail their Reflex save are deafened for 2d6 rounds.

Material Component: A bead carved from bone, horn, or ivory of any magical sonic creature such as harpies, dragonnes, or shadowjesters. A necromancer in the Guild of Shadows has pointed out that the bone of a bard would work equally well.

Blaise's Blazing Beads

Charges beads with magical energy and damages opponents.

Evocation [Force]

Level: Brd 2, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

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

Target: Up to three opponents within a 5-ft. radius

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Description

This is the first of the bead spells Blaise developed and reputedly the one he is most fond of showing off. He is fond of telling a story in which he used a string of beads to drive off a nest of coal goblins during an attack on the Penumbral Pentagon.

Spell Effect

The caster may infuse a handful of small beads with magical force. The number of beads infused is 1d3 per caster level, up to a maximum of 10d3. The beads then fly from unerringly from the caster's hand to strike the target, inflicting one point of damage for every bead infused. Concealment reduces damage by a percentage equal to the miss chance listed in the DMG, Chapter 8, Table 8-10.

Material Component: A handful of loose clear glass or crystal beads.

Blaise's Iron Bead

Weaves an invisible protective magnetic barrier about the caster.

Abjuration

Level: Drd 6, Earth 7, Sor/Wiz 5, Strength 7

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level or until discharged.

Saving Throw: None

Spell Resistance: No

Description

The caster imbues with magic energy an iron bead strung on a thong of oxen hide, which then provides magical protection. The spell is negated if the thong and bead are removed. This spell is also available to druids due to its connection to earth magic.

Spell Effect

While the bead is worn, the caster gains a +4 bonus to his AC and damage reduction of 15/+5. Once 10 points of damage per caster level have been prevented, the spell ends and the bead becomes a normal object again.

Material Component: An iron bead strung on an oxen hide thong.

Blaise's Lucky Bead

The caster imbues a bead with luck energy.

Abjuration

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Personal

Effect: Self

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Description

The caster charges a bead with magical luck, which he can draw on for the spell's duration.

Spell Effect

Once the bead is charged, the caster must keep it somewhere on her person, otherwise the spell fails. Whenever a d20 roll is required during the spell's duration, the player is allowed to roll two dice and take the most favorable as the result.

Material Component: A bead embellished with some icon of luck or chance.

Blind Mark

Tampers with mark's senses.

Illusion (Figment)

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: 1 full round

Range: Long (400 ft. + 40 ft./level)

Target: One creature that is marked by the spirit doll focus

Duration: 1 day/level (D) (see below)

Saving Throw: Will partial

Spell Resistance: Yes

Description

Thanks to the conduit formed by the spirit dolls, the spirit witches of Albadia can effectively blind targets much further away than a more conventional wizard or sorcerer can.

Spell Effect

By covering the focus's head with either hand or cloth, the mark (see *enchant spirit doll*) is then blinded. The effect lasts as long as the focus remains covered, up to the spell's maximum duration. If the focus becomes uncovered, the spell ends immediately. If the target's save succeeds, he is not blinded but is instead dazzled (-1 to attack) for a number of rounds equal to the caster's level.

Focus: Spirit doll (see *enchant spirit doll* spell) marked to the target.

Blood Water

Person's blood transforms to consistency of water.

Transmutation

Level:Clr 4, Drd 5, Evil 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Description

Originally developed by cultists loyal to Kadum the Mountainshaker, *blood water* was stolen by Belsameth's avatar and given to her worshippers shortly before the Divine War.

Belsameth's followers used the spell to deadly effect during the war, casting it to mark titanspawn who were then set upon by Belsameth's hordes. After the Titanswar, the spell again

turned up, this time in the hands of a Cult of Ancients sect besieged by a number of Corean's paladins. Despite being outnumbered, clerics of the sect sacrificed themselves to get close enough to cast *blood water* on the advancing paladins. Only when the first knight felt the sting of an assassin's blade and gushed watery blood did the knights know fear. The assassins made short and bloody work of the knights, earning the spell newfound respect.

Spell Effect

The caster must make a small cut on his body, then cast the spell. A victim affected by *blood water* does not feel any outward change; however, the next time the person suffers any cut or wound, his blood does not clot. Those affected by this spell take bleeding damage on subsequent rounds, based upon the weapon that first inflicted the damage. On the round following the initial damage, the victim automatically suffers damage that is one die type less. On each following round, the damage is reduced by one die type until it is finally reduced to d4, after which no further damage is taken. This additional damage does not include any Strength or magic bonuses.

For example, a victim slashed by a longsword suffers the initial damage (1d8 plus any bonuses), then takes additional damage (1d6 on the next round, 1d4 on the round after that, with no bonuses) as his blood pours from the wound. A strike by a greatsword causes 2d6 initially, then 2d4 on the following round. No further damage is taken in this case, as damage dice cannot be reduced below d4..

Bloodied Blade

Temporarily gives a weapon the taste for blood, granting bonuses to attack and damage rolls.

Transmutation

Level:Clr 4, Drd 4, Evil 4, Sor/Wiz 4

Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Weapon touched
Duration: 1 day + 1 round/level (see below)
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

Description

Tired of seeing her loyal coal goblins and other assassins struck down by their victims' companions after being revealed by their initial attack, Belsameth granted them this spell. *Bloodied blade* rewards Belsameth's servants for successful ambushes and attacks from concealment by making the weapon used for the strike eager to help destroy its wielder's opponents. Drendari stole knowledge of her mother's spell and crafted an arcane version, which was subsequently stolen by the Penumbral Lords. Today, the shadow lord Dar'Tan uses *bloodied blade* out of a desire to corrupt the holy mithril swords of his most hated enemies.

Spell Effect

Bloodied blade can be cast on any slashing or piercing weapon. The spell lies dormant until the weapon inflicts damage or until the next sunrise, at which point the spell is discharged without effect. If the weapon inflicts at least one point of damage against a living creature before that time, however, the spell is activated.

Once activated, the weapon gains a limited, feral intelligence and a lust to shed more blood. Every 5 points of damage that the weapon inflicts grants a +1 morale bonus to attack and damage rolls up to a maximum of +5 for 1 round/caster level.. Since this is a morale bonus, it stacks with any enhancement bonuses the weapon may have and any morale bonuses the wielder may have, but is not considered a magical bonus for the purposes of damaging creatures with damage reduction. In addition, any non-evil creature struck by a *bloodied blade* must make a Will saving throw or suffer a morale penalty of -2 on attacks made against the

blade's wielder, due to the horrible aura of glee emanating from the weapon when it draws blood. These effects last 1 round/level of the caster, after which the spell is ended.

If this spell is cast on a weapon wielded by someone other than the caster, the weapon may receive a saving throw if its wielder wishes to avoid the spell's effects. Weapons with the *holy* special ability under the effect of *bloodied blade* must make a Will saving throw each time they slay a living enemy or become *unholy*. Similarly, intelligent weapons with non-evil alignments must make a Will saving throw for each living being killed while under this spell or have their alignments shift one step toward neutral evil. These effects can be eliminated by a *remove curse* spell.

Material Component: One drop of the caster's blood.

Body of Sand

The spellcaster transforms his body into sand, gaining protection from piercing and slashing weapons.

Transmutation
Level: Clr 2, Protection 2, Drd 1
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

Description

It is said that a legendary treasure lies in the heart of the Ukrudan Desert, in a lost city guarded by warriors who can turn their bodies to sand. This ancient spell gives some credence to the legend, but so far all who have sought the treasure have vanished into the desert.

Spell Effect

This spell transforms the spellcaster's body into sand. This transformation grants the caster damage resistance of 5/+1 against slashing and piercing weapons.

As the caster has been transformed into sand, he receives a +10 bonus to all Hide and Move Silently checks made while in desert terrain.

Material Component: A pinch of desert sand.

Bolt of Power

Produces a fiery blast of magma from a stone.

Evocation [Fire]
Level: Drd 2, Sor/Wiz 1
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

Description

Uriben, a dwarven druid who revered Golthagga, was the first known user of this spell, although it quickly spread to the sorcerous and druidic hosts of the titans' armies. The spell enjoys a renewed popularity with the chronomancers of Darakeene, who discovered a way to duplicate its effects with arcane magic.

Spell Effect

The caster holds a piece of stone and causes it to release all of the heat and energy that went into its formation, blazing forth as a potent burst of magma. This blast of molten stone strikes a single target within range, requiring a ranged touch attack and causing 2d8 points of fire damage if it hits. A Reflex save allows the target to leap clear and avoid some of the effect, suffering only half damage.

Material Component: A volcanic stone weighing at least one pound.

Boneblades

Sharp bone spurs sprout all over caster's body.

Necromancy
Level: Drd 5, Sor/Wiz 5
Components: V, S, M
Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Description

Developed by the crypt lords of Glivud-Autel, this spell is used to enhance the combat prowess of the city's wire bound berserkers. The spell's effect mixed with their insane rage is devastating to the city's foes.

Spell Effect

The target of this spell sprouts long, sharp spurs of bone all over his body. The target deals 2d6 points of piercing damage (critical x2) with a successful grapple attack. Anyone who successfully grapples the subject will take the same amount of damage.

Material Component: A small piece of bone whittled into a blade.

Bones of Adamantine

Skeletons totaling 1 HD/level gain DR 20/+2.

Necromancy

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 full round

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

Targets: Skeletons with total HD equal to 1 HD/level

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Description

The most powerful of the charduni bone spells, *bones of adamantine* is used by high-ranking priest-necromancers to create elite bodyguards that are all but immune to physical damage.

Spell Effect

One or more skeletons within range with total HD equal to 1 HD/caster level gain damage reduction of 20/+2. Damage from piercing and slashing weapons is halved prior to subtracting from the skeletons' DR.

Material Component: 1 pound of adamantine per skeleton.

Bones of Iron

Skeletons totaling 1 HD/level gain DR 10/+1.

Necromancy

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 round

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

Targets: Skeletons with total HD equal to 1 HD/level

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Description

A more powerful spell than *bones of silver*, this spell creates highly damage-resistant skeletons that are capable of decimating entire armies unless opposed with arcane weaponry.

Spell Effect

One or more skeletons within range with total HD equal to 1 HD/caster level gain damage reduction of 10/+1. Damage from piercing and slashing weapons is halved prior to subtracting from the skeletons' DR.

Material Component: 1 pound of iron per skeleton.

Bones of Silver

Skeletons totaling 1 HD/level gain DR 5/silver.

Necromancy

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 round

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

Targets: Skeletons with total HD equal to 1 HD/level, no two of which are more than 30 ft. apart

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Description

The charduni have been feared for centuries for their use of undead warriors. This has a fearsome effect on the morale of the charduni's foes – those who face the dark dwarves know that should they fall, their bodies will be animated as part of the next undead

legion. Not satisfied with the strength of their undead forces, charduni priest-necromancers created several spells in order to strengthen their skeletal soldiers.

Spell Effect

One or more skeletons within range with total HD equal to 1 HD/caster level gain damage reduction of 5/silver. Damage from piercing and slashing weapons is halved prior to subtracting from the skeletons' DR.

Material Component: 10 silver pieces per skeleton.

Bread of Life

Bread provides a day's nourishment and a 1d8+1/caster level healing source.

Transmutation

Level: Clr 2

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Target: One 2-lb. loaf of bread

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Description

In the wake of the Divine War, the clerics of Madriel wandered the land comforting the bereaved, healing the sick, and feeding the hungry. Using this spell, which was granted by the Mother of Mercy herself, the priests were able to provide food for starving families and transform humble loaves of bread into nutritious meals.

Spell Effect

A 2-lb. loaf of bread is blessed with healing magic. The bread must be of good quality and touched by the caster. The bread is automatically divided into four quarters, each with the abilities listed.

Consuming a quarter of the loaf as a standard action sustains a Medium-size creature as if it was a full meal for a day and heals 1d8 points of damage +1 per caster level.

Breath of Death

Caster exhales a cloud of spores.

Conjuration (Creation)
 Level: Drd 5, Plant 6
 Components: V, S, DF
 Casting Time: 1 action
 Range: Close (25 ft. + 5 ft./level)
 Effect: Cone extending out from the caster
 Duration: 1 hour/level
 Saving Throw: Fortitude negates
 Spell Resistance: No

Description

Popular among the few druids who still revere Hrinruuk the Hunter, *breath of death* allows a druid to exhale forth a cloud of poisonous fungal spores into the faces of unsuspecting victims. The spores then lodge in the soft tissue of the victim's body and begin to grow and multiply with supernatural speed. Soon the dying victim begins to give off a fecund scent that draws predators from all over the area. . . and then the hunt begins.

Spell Effect

The caster exhales a cloud of fungal spores. The victim must make a Fortitude save to avoid the spell's effects.

In 1d6 hours after a failed saving throw, the host experiences an itching, burning sensation and loses 1 temporary point of Strength and Constitution per hour (see DMG, Chapter 3, "Ability Score Loss"). Purplish-black fungus oozes from the victim's eyes and nose, and his skin takes on a sickly pallor. Anyone who touches the host must make a Fortitude save (DC 15) or also become infected. While infected, the host emits a foul odor that attracts predators and causes them to attack him immediately with a +1 bonus to their attack rolls.

A *cure disease* spell will end the infestation if the victim has lost less than half his Constitution. After the host has lost more than half, however, the *cure disease* will not work unless it is cast immediately after a *regeneration* spell.

Bull's Grace

Ray reduces target's Dexterity.

Transmutation
 Level: Sor/Wiz 2
 Components: V, S
 Casting Time: 1 action
 Range: Close (25 ft. + 5 ft./2 levels)
 Effect: Ray
 Duration: 1 minute/level
 Saving Throw: Fortitude negates
 Spell Resistance: Yes

Description

Only the wizard-sage Yugman would consider it a productive use of time to research an enchantment simply because he "liked the name." This spell was found in a beginner's spell book along with *cat's grace*, *bull's strength*, and a spell named "cat's strength" that upon inspection turned out to be a standard *ray of enfeeblement* enchantment.

Spell Effect

A crimson beam emanates from the caster's palm, disorienting and unbalancing the target. The caster must succeed with a ranged touch attack to strike her target, and if a Fortitude save is failed, the target suffers a -1d6 penalty to Dexterity, with an additional penalty of -1 per 2 caster levels, to a maximum of -5. The subject's Dexterity score cannot drop below 1.

Burden of Faith

Divine spellcasters within range suffer extreme encumbrance.

Conjuration [Force]
 Level: Drd 6, Sor/Wiz 5
 Components: V, S
 Casting Time: 1 action
 Range: Medium (100 ft. + 10 ft./level)
 Area: 30 ft. radius burst
 Duration: 1 minute/level
 Saving Throw: Fortitude negates
 Spell Resistance: Yes

Description

The spell was created by Mesos in order to limit the power of divine spellcasters. He experimented with the connection

between the gods and their servants, mercilessly tormenting mortals in order to increase his knowledge. After the Divine War began, the spell was used to frustrate the gods' servants. Although the spell is still used today, many fear that the gods will take notice and punish its caster. This does not concern the servants of the titans, the dark elves of Dier Drendal, the forsaken dwarves of Krakadöm, and the Penumbral Lords, who all use the spell with great relish.

Spell Effect

This spell targets all divine spellcasters (clerics and paladins, but not druids, whose powers derive from the titans) within range. All those affected must make a Fortitude save or be treated as if heavily encumbered (see PHB, Chapter 9, Table 9-2: Carrying Loads).

Burning Sight

Grants darkvision to mark.

Transmutation
 Level: Sor/Wiz 2
 Components: V, S, F
 Casting Time: 10 minutes
 Range: Close (25 ft. + 5 ft./2 levels)
 Target: One creature that is marked by the spirit doll focus
 Duration: 1 hour/level (D)
 Saving Throw: Will negates (harmless)
 Spell Resistance: Yes (harmless)

Description

Pain, fire, and cold are not the only things that can be transmitted across the conduits formed by spirit dolls to their mark (see *enchant spirit doll* spell). Some witches know the secrets of transmitting light as well, enabling marks to see in darkness.

Spell Effect

A light source such as a candle or torch is placed within six inches of a spirit doll. This action grants the doll's mark darkvision of 60 feet. As with other spells, the distance between the doll and its mark are irrelevant, unless one or the other enters a different plane.

If the doll focus is ever separated from the light source or if the light focus is extinguished, the spell ends prematurely. Once the spell's duration has expired, it must be cast again to be effective.

Focus: Spirit doll marked to the target (see *enchant spirit doll* spell) and an active light source.

Burst of Energy

Caster gains 10 temporary hit points and a +1 bonus to all saving throws.

Conjuration (Healing) [Good]

Level: Clr 2, Drd 2, Pal 1

Components: V, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes (harmless)

Description

Madriel, the First Angel of Mercy, known also as the Redeemer, taught this blessing to her most faithful warriors when they demonstrated prowess in battle. It has since been taught to the followers of other good-aligned gods, but is rarely seen among the evil deities' minions. The spell is today used most often by clerics and paladins in dire straits or by those preparing to face the forces of evil.

Spell Effect

The caster gains 10 temporary hit points and a +1 sacred bonus to all saving throws for the spell's duration.

Call Animal Companion

Sends message to animal companion.

Evocation

Level: Drd 1

Components: S, DF

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Target: One animal

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Description

Sometimes a druid and her animal companion become separated. Using this spell, the druid can maintain basic communication with her animal companion over a considerable distance and call for aid should she need it.

Spell Effect

By casting this spell, a druid can transmit a silent, one-word message to an animal companion. The spell does not require line of sight. If the message is the command "come," the animal gains an intrinsic knowledge of the caster's location at the time of casting. Only an animal bonded to the caster by *animal friendship* can be targeted.

Censure of Mesos

Prevents target from using any spell, spell-like, or supernatural ability for 1 round/level.

Abjuration

Level: Drd 9, Sor/Wiz 9

Components: V, S, M, XP

Casting Time: 1 full round

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Description

More powerful than the druid spell *sever*, *censure of Mesos* prevents the target from using any magical ability. Inspired by the Sire of Sorcery's rebuke of Enkili at the start of the Divine War, *censure of Mesos* is a less powerful version of the ritual *ban of Mesos*. Used by the early Cult of Mesos to hunt down and destroy opposing spellcasters, knowledge of both the spell and the ritual has remained a closely guarded secret of the cult for nearly 150 years.

Spell Effect

If the target fails his Will save, *censure of Mesos* prevents him from casting any spell or using any spell-like or supernatural ability for 1 round/caster level.

Material Component: A single diamond of at least 100 gp value.

XP Cost: 100 XP per character level or challenge rating of the creature targeted by the spell.

Chains of Binding

Summons iron chains that erupt from the ground, inflicting damage and grappling a single foe.

Conjuration (Summoning)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: 100 ft. + 10 ft./level

Effect: 4 chains + 1 chain/three caster levels, all within a 5 ft. area

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: No

Description

This spell serves as a reminder of a darker time in the history of Hollowfaust, before the exile of Taason. The leader of a diabolical guild house, the Disciples of the Abyss, Taason and his followers dedicated their lives to the research of all manner of magic. Through the manipulation of the dark arts, Taason discovered his influence over the realm of death magic was so great that he could summon forth denizens of the Negative Energy Plane onto the Material Plane. The *chains of binding* spell is one of his many legacies.

Spell Effects

This spell causes hooked chains to explode from the ground, latching onto a single victim. Four chains, plus one chain for every three caster levels, immediately spring into action. Each chain has a reach of 10 feet, AC 18, hardness 5, and 1 hp/caster level. The *chains of binding* cannot be targeted by any spell that does not inflict damage.

The victim is allowed a single Reflex saving throw to avoid the spell entirely. If the save is successful, the chains remain in place until the spell's duration expires. Anyone entering the spell's area of effect must immediately make

a Reflex saving throw or suffer the effects detailed below.

In the case of failure, the unfortunate target suffers damage as the chains rend into her body, causing 1d6 points of damage per chain. Additionally, the victim is considered grappled by the chains.

In each subsequent round, a held character may try to wrestle free, as if attempting to break free from a normal grapple. The chains have an effective combined Strength of 20 plus 1 per additional chain. A successful check results in the character breaking free from the chains.

Chains can be destroyed to help in freeing a held character. Each chain that is destroyed lowers the Strength of the chains of binding by 1 point. When only four chains remain, each destroyed chain lowers the effective combined Strength of the chains by 5 points.

Material Component: A single hooked chain taken from a torture chamber.

Champion Swimmer

The subject gains a +15 competence bonus to all Swim checks.

Transmutation

Level: Clr 1, Drd 1, Rgr 1, Travel 1, Water 1

Components: V, M

Casting Time: 1 action

Range: Touch

Target, Effect or Area: Creature touched

Duration: 5 rounds/level

Saving Throw: None

Spell Resistance: Yes (harmless)

Description

Several years ago, a priest of Enkili watched in vain as several of his heavily armored comrades perished in a shipwreck. He prayed out loud to his god as the waves lapped over his sinking craft, threatening to carry him under to join in their fate. His prayers were answered, and he was able to swim effortlessly to land, over five miles away, despite the high seas and storm — and the fact that he was wearing his armor!

Spell Effect

The subject of this spell gains a +15 competence bonus to all Swim checks and may hold his breath for twice as long as specified in the DMG (see Chapter 3, sidebar: "The Drowning Rule").

Material Components: A fish bone.

Chaos Flame

Creates an uncontrollable ball of fire that inflicts 4d4 damage.

Evocation [Fire]

Level: Sor/Wiz 2, Fire 2

Components: V, S

Casting Time: 1 action

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

Target, Effect or Area: One creature per round

Duration: 1 round/level

Saving Throw: Reflex half

Spell Resistance: Yes

Description

The titan Mesos is credited with creating this spell in the early days of the world when magic was an even more dangerous force than it is today. The spell has fallen out of favor due to its uncontrollable nature, but such mad creatures as the Daywalker slitheren revel in its random, destructive qualities.

Spell Effect

This spell creates a ball of flame that attempts to attack a random target anywhere within range each round. The caster must make a Will save (DC 12) each round. If he succeeds, then he may select any target within range; if he fails, then the fire attacks a random target. The caster is never targeted by the spell, but his allies may be. The ball inflicts 4d4 points of fire damage on a successful hit; a Reflex save halves the damage.

Chardun's Branding

Reduces a slave's ability to resist a master's commands.

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 8

Components: V, S, F

Casting Time: 1 minute

Range: Touch

Target: One enslaved creature

Duration: See text

Saving Throw: Will negates

Spell Resistance: Yes

Description

Chardun commands slaves to obey their masters, for it is written in the Chronicle of the Overlord, "It is just and proper for a slave to obey its Master in all things. To deny this is to deny the fundamental truth that Power ennobles, and Absolute Power ennobles Absolutely." This high-level spell is used to keep the most important slaves under control.

Spell Effects

This spell acts like a specialized form of *suggestion*. The branded slave does not think his legal owner is his friend, but if he fails his saving throw, he does believe that it is futile to resist his Master's commands. The slave may try another Will saving throw once per year. Also, if ordered to do something suicidal, or completely inconsistent with his alignment, the slave receives another Will save. Chardun's branding may be dispelled; however, the physical brand remains on the former slave's body for life, unless magically healed.

Focus: A specially made branding iron, which burns a small copy of Chardun's sacred symbol into the victim's flesh. The symbol is a blood soaked golden scepter crowned by a thorny laurel wreath. The branding iron must be heated inside one of Chardun's temples. This item is not expended when spell is cast and may be reused.

Chardun's Glory

Caster gains +4 natural armor bonus, but is surrounded by a dark nimbus.

Transmutation [Evil, Lawful]

Level: Rgr 1

Components: V, S, M

Casting Time: 1 full round

Range: Personal

Target: You

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

Description

Without a direct equivalent to paladins in his service, Chardun finds himself at a disadvantage compared to Corean. Blackguards are useful, but are necessarily rarer, since they can only be recruited from the experienced and powerful. In order to make best use of dedicated youngsters with untapped potential, Chardun has blessed a special order of rangers dedicated to his name. To this Order of the Black Thorn he grants access to various spells that ravage nature for the sake of power. *Chardun's glory* is the most basic of these spells.

Spell Effect

The caster's skin becomes like steel as it is infused with the life force of the material component. He gains a +4 natural armor bonus to AC, but is also surrounded by a dark violet glow equivalent to *faerie fire*.

Material Component: A sacrificial animal of Diminutive size or larger.

Chardun's Presence

Caster gains 1d4+3 Charisma and fear ability

Transmutation [Evil, Lawful]

Level: Rgr 4

Components: V, S, M

Casting Time: 1 full round

Range: Personal

Target: You

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

Description

The Great General, Chardun, is the object of the loyalties of the secretive Order of the Black Thorn. Comprised of lawful evil rangers, the order serves as a dark counterpart to the Order of Mithril. Chardun looks upon his rangers with special favor and grants several special spells to the members of this order. *Chardun's presence* twists the life force of a sacrificial animal, granting an aura

of command and authority similar to that of the Great General himself.

Spell Effect

Casters of *Chardun's presence* gain an enhancement bonus of 1d4+3 to Charisma. Additionally, if the caster chooses to dismiss the spell before its duration expires, she may cast *fear* as a spell-like ability the following round.

Material Component: A sacrificial animal of Medium size or larger.

Charm's Aegis

Grants Charisma bonus to AC; foes can't attack caster unless they make a Will save.

Enchantment (Charm) [Mind-Affecting]

Level: Brd 6,Clr 7

Components: V, S, F/DF

Casting Time: 1 action

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

Area: All foes within 50 ft.

Duration: 1 minute/level

Saving Throw: Will negates (see below)

Spell Resistance: No

Description

This spell is one of the most powerful defenses offered to Idra's servants. Idra actually is said to have learned it from Tanil, but the Huntress has rarely seen fit to bestow it to her faithful since her brutal rape at her father's hands. Although it is generally thought that no arcane version of this spell exists, rumors tell of the sorceress Rie of Shelzar employing it to escape from the captivity of an entire company of armed men in Zathiske.

Spell Effect

This spell has two primary effects. First, the caster gains a sacred bonus to AC equal to her Charisma modifier. Second, opponents within 50 feet of the caster cannot take any action to harm or impede her unless they successfully save against the spell. The caster's Charisma modifier is added to this spell's saving throw DC (this bonus stacks with those of bards and other spellcasters who

normally use their Charisma modifier to determine spell saving throw DCs, effectively doubling their modifier). The DC is increased by an additional amount equal to three times the caster's Charisma modifier for individuals who are attracted to those of the caster's gender and general creature type (i.e., animal, humanoid, etc.). Thus, if a bard with 16 Charisma casts this spell, the saving throw DC would be 31 (10 + 6 + 3 + 3 + 3 x 3) for individuals attracted to the bard's gender and general creature type, and 22 for all other creatures.

Opponents must roll saving throws against this spell as soon as they come within 50 feet of the caster. Those who fail their save are still affected, even if they move farther than 50 feet from the caster. Creatures that successfully save against this spell, however, need not make any further saving throws. If the caster engages in offensive action against creatures affected by the spell, the spell is broken only for those creatures that the caster attacks. Otherwise, the caster is free to act as she wishes.

Focus: A personal keepsake and a phial of rare perfume.

Chern's Exhalation

Caster expels a cloud of brain-damaging spores.

Necromancy

Level: Drd 6, Pestilence 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 5 minutes

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

Area: Cone

Duration: 1 round/level (Discharge)

Saving Throw: Fortitude negates

Spell Resistance: Yes

Description

A favorite spell of Chern's druids and sorcerers, *Chern's exhalation* continues to be used in the post-war Scarred Lands, particularly by Vangal's priests, who don't care where their spells originated, so long as they inflict the most suffering possible.

Spell Effect

The caster exhales a cone-shaped cloud of deadly spores. Those in the cloud's area of effect must make an immediate Fortitude save or permanently lose 1d3 points of Intelligence as the spores spread through their brains and nervous systems. Victims must make a Fortitude save each subsequent round up to the spell's maximum duration or continue to lose Intelligence. The cloud is only infectious on the round that it is discharged.

Material Component: A piece of flesh from a plague victim.

Chill Gaze

Gaze paralyzes opponents with numbing cold, inflicting 2d10 points of cold damage.

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

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

Target: You

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Description

Favored by the sorcerer women of Albadia, this spell is the source of several legends, though it has seen little use outside the barbarian tribes of the north.

Spell Effect

The caster gains the paralyzing chill gaze of an ice basilisk (see **Creature Collection**, page 114). Anyone who looks into the caster's eyes must make a Will save or become paralyzed by supernatural chill (see DMG, Chapter 3, "Gaze Attacks"). This paralysis lasts 2d4 days, though this time is decreased to one day if the victim is warmed in a dwelling, bundled in furs, etc. The victim also suffers 2d10 points of cold damage. Creatures of the cold subtype are immune to the chilling paralysis of this spell, as are opponents protected by protection from elements (cold).

Material Components: A handful of ice or snow.

Chill Weapon

Weapon causes 1 point of temporary Strength damage per successful hit.

Necromancy

Level: Sor/Wiz 1

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Weapon touched

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Description

Though Corenden Riasi was born with a limited talent for arcane magic, he was one of Hollowfaust's first Unfailing, creating several battle spells that are still used in the City of Necromancers. Renowned for his heroic defense of the city during the First and Second Sieges, he is remembered for his selfless dedication and his martyrdom at the hands of an attacking gorgon on the city's walls.

Spell Effect

A weapon touched by the spellcaster glows with pale blue energy. If a weapon so endowed successfully hits a foe, it causes 1 point of temporary Strength damage on a failed Fortitude save, in addition to normal weapon damage. Undead suffer no Strength loss but must make a successful Will save or flee directly away from the caster for 1d4+1 rounds per caster level. The weapon remains charged with this spell for 1 round per caster level.

Focus: The weapon.

Clawstrike

Surrounds caster's hand with a destructive claw of force.

Evocation [Force]

Level: Sor/Wiz 1

Components: V, S, F

Casting Time: 1 action

Range: Personal

Target: You

Duration: Discharge (up to 1 round/caster level maximum)

Saving Throw: None

Spell Resistance: Yes

Description

This spell evidently dates back centuries before the Divine War, for it evokes the power of ancient creatures not seen for years on Ghelspad. It is especially popular with sorcerers in primitive or wilderness regions such as Albadia, but is not favored by more "civilized" spellcasters who consider it somewhat crude and dated. A few scholars have investigated the spell's history and claim that it was originally granted to stone-age human tribes by the dragons. This tale is scoffed at by other researchers, who believe that, like most arcane spells, it was first created by Mesos, the Sire of Sorcery.

Spell Effect

The caster's primary hand is sheathed in a spectral dragon's claw. This magical "gauntlet" can then be used to make a single melee touch attack for 1d6 base damage plus 1 point of damage/caster level (maximum +10). This additional damage replaces any Strength modifier that the caster already possesses. This bonus can be added to the caster's effective Strength for purposes of damaging inanimate objects. For example, a 10th-level sorcerer with a Strength of 10 could invoke *clawstrike*, granting an effective 30 Strength for the purpose of battering a locked door. The spell does not impede arcane spellcasting, but it does preclude the use of any armed attacks with the affected hand. If the strike is not used during the spell's duration, *clawstrike* is discharged without effect.

Focus: A thick glove of scaled reptile hide, tipped with the claws of a lizard of at least Medium size.

Cobwebs

Creates flimsy webs to slow movement.

Conjuration (Creation)

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

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

Effect: Creates webs in a 20-ft. radius

Duration: 1 minutes/level

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

Description

This lesser version of *web* is often taught to young apprentices as a preliminary to more dangerous and difficult spells.

Spell Effect

Appearing nearly identical to the higher-level *web* spell and having the same requirements (two firm opposing points of anchorage, etc.), these flimsy creations reduce a creature's speed by 50% and cause a -1 penalty to all attack rolls while within their area of effect or against those who are in the spell's area of effect. Those located in the *cobwebs* are considered to have one-quarter cover. If touched by open flame, the *cobwebs* simply explode into flames and the entire mass burns away in a single round, inflicting 1d4 fire damage to any within the area. Those in the area are allowed a Reflex save to avoid damage.

Material Component: A pinch of cobwebs.

Cone of Oblivion

Creates a cone that disintegrates everything in its path.

Transmutation

Level: Destruction 9, Sor/Wiz 9

Components: V, S, M

Casting Time: 1 action

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

Area: Cone

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Description

An ancient scroll bearing this spell was recently found by Lokil scholars among ruins in the Perforated Plains. Some of the scholars speculated that the ruins were Slarecian in origin. The spell

is quite dangerous, as a careless scholar discovered upon reading the scroll and obliterating most of his fellow explorers.

Spell Effect

Cone of oblivion creates an area of pure negation extending from the caster's hand in a conical shape. The cone is only blocked by objects it does not disintegrate.

Every object in the path of the cone must make a Fortitude saving throw or be turned into fine ash. This cone affects even magical items and spells, but not a *globe of invulnerability* or an *antimagic field*. Living things and objects destroyed by this spell can only be restored by a *wish* or similar powerful magic, or by the direct intervention of the gods.

Arcane Material Component: The ash from a disintegrated person.

Continual Heat

Heats igneous rock to provide ambient warmth.

Transmutation

Level: Brd 2, Sor/Wiz 2

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: 1 fist-sized piece of igneous rock

Duration: Permanent

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Description

The heat of molten flowing rocks has long since died out in many of the old lava tube chambers of the Underfaust. In fact, the underground passages are uncomfortably cold despite the blazing heat of the terrain above. The necromancers of Hollowfaust have made this forbidding network of chill volcanic tunnels their home, college, and fortress. This is not a problem for the undead that work and patrol underground, but it presents a problem for many of the living wizards. Generally, the necromancers bundle up in heavy robes while traversing unheated corridors and the occupied chambers

are often covered in tapestries and carpets to insulate and retain heat. Yet multiple fires would be impracticable underground, and so to combat the bone chilling cold of their chosen home, the necromancers developed magical means to provide heat.

Spell Effect

This spell enchants a piece of igneous rock to unlock some of the heat that went into its creation, warming the surrounding area through convection. When a fist-sized chunk of such rock is subjected to this spell, it glows red-hot and radiates heat sufficient to warm a 20 cubic foot area to 70 degrees. If the rock is touched directly, it causes 1d4 points of fire damage per round of contact.

Focus: A fist-sized piece of igneous rock.

Corean's Fire

Deals 1d6/level fire damage (max. 20d6) and blinds, 15-ft. radius.

Evocation [Fire]

Level:Clr 8, Fire 7, Sun 7

Components: V, S, DF

Casting Time: 1 action

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

Area: 15-ft. radius

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Description

Lomar, cleric of Corean, was once a high priest of the evil and treacherous Vangal and led a bloodthirsty band of Vangal worshippers in a crusade of death and destruction. On a Coreanic festival day, Lomar planned his greatest act of treachery, intending to slay a group of Corean's priests and paladins during peace negotiations. The night before the planned betrayal, however, Lomar was visited by Corean himself, who bade him change his ways and repent for his life of evil. The next day, even as his warriors drew their weapons and prepared to slaughter the Coreanic delegation, Lomar instead called upon the



power of the Avenger, summoning a great column of divine fire from the heavens that consumed the Vangal worshippers. Though hunted by Vangal's minions (and, it is said, by Vangal himself), Lomar continues to serve Corean as a priest, and his fury at the followers of his former master is implacable.

Spell Effect

A column of divine fire roars down from the heavens. This fire always strikes from the direction of the sun, as if being cast down directly from its radiant beams.

Corean's fire deals 1d6 points of fire damage per caster level (maximum 20d6). Half the damage is fire damage, but the rest results directly from divine power and is therefore not subject to being reduced by *protection from elements (fire)*, *fire shield*, and similar magic. In addition, all those in the area of effect who fail their Reflex saves must also immediately succeed at a Fortitude save or be blinded for 1d4 rounds.

Curse of Solidity

Forces one incorporeal creature to become corporeal.

Abjuration

Level: Clr 2, Pal 2

Components: V, S, DF

Casting Time: 1 action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Description

In its relentless quest to exterminate the morgaunts, the Order of the Morning Sky has found that these evil creatures can sometimes leave behind more than just corpses —ghosts, wraiths, and other horrifying spirits can come into being in the wake of a morgaunt infestation. The Order normally seeks out paladins who wield *shadowblades* to assist it in dealing with these restless undead, but such paladins are not always to be found. This spell was created by the Order to

help deal with incorporeal undead when no other help is available.

Spell Effect

One target incorporeal creature becomes corporeal. It loses all the benefits normally associated with its incorporeal state. The creature's other abilities are unaffected. A creature that is partially or entirely inside of a solid object when affected by this spell is moved to the nearest open space, taking 1d6 points of damage in the process for every 5 feet it must travel to get out of the object. The creature remains substantial for the duration of the spell, at which time it returns to its incorporeal state.

Curse of the Firefly

Target glows, making him easier to spot.

Transmutation [Light]

Level: Clr 2, Drd 2, Rgr 1

Components: V, S, DF

Casting Time: 1 action

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

Target: One creature

Duration: 10 minutes/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

Description

Hidden or stealthy creatures are a serious problem in the shadowed depths of Scarn's forests, in dark caverns, or at night. This spell enables foes to see such creatures and oppose them more effectively. It is popular with the Vigils of Vesh and with adventurers who spend a lot of time below ground or in dank ruins.

Spell Effect

The target glows with a bright yellow-green light, providing a +10 circumstance bonus to all Spot checks against the creature. The effect is equivalent to a *light* spell. The effect can be reduced by throwing on a cloak, a cloth, or more clothing. A cloak or other body-covering garment reduces the bonus to +3, while improvised coverings (random cloth, branches, dirt) reduce the effect by 1d6.

Dagger of Undeath

Creates a dagger-like bolt of negative energy that may create an undead creature.

Necromancy [Evil]
Level: Clr 9, Sor/Wiz 9
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Will Partial
Spell Resistance: Yes

Description

It is unclear who first created this spell, but many sources suggest the ancient necromancer Syominos. It is reputed in ancient writings that this fell death mage could simply point at an enemy, causing the unfortunate victim to die and instantly rise as an undead creature.

Spell Effect

The caster creates a dagger of dark, shimmering energy that instantly speeds toward its target.

The caster must make a ranged touch attack. If successful, the target takes 1d4 points of damage per level of the caster level (to a maximum of 20d4). Those slain by this spell must make a Will save or immediately be transformed into an undead creature. The victim immediately gains the undead type: it is immune to poison, sleep, paralysis, stunning, disease, death effect, and necromantic effects; it ignores mind-affecting powers such as *charm* or *feeblemind*; it is not subject to critical hits, subdual damage, ability damage, or death by massive damage. The newly created undead has no Intelligence or Constitution score. Its alignment is neutral, and it will take no action unless it is controlled by a spellcaster.

Arcane Material Component:
 A dagger that has drawn a paladin's blood.

Dark Lightning

Creates a bolt of anti-magical lightning.

Evocation [Electricity/Chaotic]
Level: Sor/Wiz 7
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: 5 ft. wide to medium range (100 ft. + 10 ft./level); or 10 ft. wide to 50 ft. wide + 5 ft./caster level
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: No

Description

This spell's origins are lost in time. The most popular theory is that *dark lightning* was a Slarecian creation that died with their race, only to be re-introduced by a chaotic titan or god during the Divine War. It is known that dark lightning is a rare natural phenomenon that assaults Scarn on occasion, draining magic and causing great havoc. Like the naturally-occurring dark lightning, the bolt from this spell is a wickedly forked stroke of purple-tinged black. Rather than the thunderous explosion of the light and noise that

accompanies a *lightning bolt*, *dark lightning* is accompanied by a blanket of darkness and absolute silence.

Spell Effect

In most respects, *dark lightning* duplicates the effects of the more familiar *lightning bolt* spell. As with the *lightning bolt* spell, the target suffers 1d6 points of electricity damage per level of the caster, but in the case of *dark lightning*, the maximum damage is 20d6. Additionally, anyone struck by *dark lightning* loses 1d6 random prepared spells instantly if he fails his Reflex save.

Material Component: 500 gp worth of small gem stones.

Darksoul

Caster allows a fiend to possess his body in order to increase his combat ability.

Conjuration (Summoning) [Evil]
Level: Clr 5, Sor/Wiz 5
Components: V, S, F/DF
Casting Time: 1 full round
Range: Personal
Target: You
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

Description

Hateful and deceitful creatures of great power, fiends are not to be taken lightly. Even so, some intrepid (others would say foolhardy) spellcasters maintain that fiends can be put to great use if properly controlled.

This spell calls out to a fiend on another plane and invites it to possess the caster's body. While the fiend's spirit confers great Strength upon the possessed caster, the practice is not without risk. Each time the spell is cast, the spellcaster must struggle with the fiend for control. Losing the control of one's faculties to the whims of a fiend, if only for a moment, can have dire consequences.

Spell Effect

The caster is imbued with the raw strength of an evil outsider, growing stronger, faster, and more powerful. The caster gains enhancement bonuses to Strength, Dexterity, and Constitution of +2d4 each. While under the effects of the spell, the caster deals unarmed damage as a monk of level equal to his caster level and gains the benefits of the Improved Unarmed Strike feat. Furthermore, the caster gains damage reduction 10/+1 while under the influence of this spell.

Each round that the spell is active, the caster must make a Will save. The DC of this save varies depending upon the willpower of the being summoned. Roll 1d6-1 and add the result to the base DC of 10. This is the DC of the caster's Will saves. If the caster fails, the fiend then controls the caster's body for the duration of the spell and will immediately attempt to wreak as much havoc as possible, most often by compelling the caster to attack his allies. The fiend can use the caster's skills, feats, and abilities as normal but has no access to the caster's spells.

Focus: A small idol depicting a fiendish creature.

Decompose

Turns a single corpse to dust or inflicts 1d4+1/caster level damage to undead.

Necromancy

Level: Drd 2, Rgr 2

Components: V, S, M, XP

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Description

As the Divine War raged, Denev chose to turn against her fellow titans and to side with the gods. It is said that her choice of allegiances ensured the victory of the gods and the defeat of the

titans. Yet during the war the titans were not the only opposition that Denev faced. The earth mother had observed the use of undead armies during the conflict. She took note of how the devout clerics of the gods were well equipped to confront these aberrations, while her own faithful broke before such foes. Thus, Denev bestowed *decompose* upon her followers to prevent their fallen kin from rising up against them. Several of the gods – Belsameth and Chardun in particular – were enraged that Denev had dared to intrude upon an area of knowledge that had been reserved for them and urged that Denev be imprisoned with her fellow titans, but Hedrada convinced the other gods that the knowledge should be shared in order to ensure the titans' defeat.

Since that time, the followers of Denev have employed this spell to protect themselves against the undead. The druids of Vera-Tre, in particular, have used this spell to repel several incursions by the necromancers of Glivid-Autel and their undead creations. Recent reports from the Vigils of Vesh indicate that this spell may soon be used against another army of undead. An emissary from Calastia has approached several bands of druids within the Hornsaw Forest that surrounds Hollowfaust to solicit aid in Virduk's anticipated campaign to seize the City of Necromancers.

Spell Effect

Non-animated corpses that are touched by the caster are instantly turned into a fine dust. The corpse can then no longer be magically animated or otherwise become undead. Thus, such spells as *animate dead*, *control undead*, *create greater undead*, and *raise dead* have no effect upon a corpse affected by *decompose*. *Decompose* does not interfere with *resurrection*. A non-animated corpse gets no saving throw. The spell has no effect on living matter.

If the spell is cast upon a skeleton, zombie, ghoul, or any

other corpse that has been raised as undead, the target must make a Fortitude save. If it fails, it is instantly turned into dust, as detailed above. If it succeeds, it suffers 1d4+1/level (maximum +10) points of damage. If the spell inflicts enough damage to destroy the undead corpse, the corpse turns to a fine dust and can no longer be animated or raised again as detailed above. If the spell does not inflict enough damage to destroy the undead corpse, the spell has no further effect.

Material Component: A fine powder made of dried seeds.

XP Cost: 50 XP.

Deep Sleep

Put a large number of creatures into a deep sleep from which only magic can wake them.

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 6, Dream 6, Sor/Wiz 6

Components: V, S, M/DF

Casting Time: 1 action

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

Target, Effect or Area: Several creatures within a 50 ft. radius burst.

Duration: 1 hour/caster level

Saving Throw: Will negates

Spell Resistance: Yes

Description

This spell originated among the dream priests from the grove of Soos who used it to defend the Ganjus forest during the druid war. Its magical effects have since been replicated by the oneiromancers of the Phylacteric Vault. The spell puts targets within the area of effect into a deep sleep by sending a portion of their astral bodies deep into the Dreamlands.

Spell Effect

This spell puts 1d4 HD worth of creatures per caster level (maximum 20d4) to sleep. Creatures with the fewest HD are affected first. Among creatures with equal HD, those closest to the caster are affected first. Creatures with 13 or more HD are not affected. Creatures put to sleep by this spell

remain asleep until the duration expires, or a successful *dispel enchantment*, *dispel magic*, *greater dispelling*, *limited wish*, *restoration* or *wish* is used to awaken them.

Arcane Material Component: A pinch green lotus dust.

Demonbane

Caster temporarily gains great power in battle against evil outsiders.

Transmutation [Good]

Level:Clr 5, Good 4, Pal 4

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Description

As the Titanswar raged, the battlefields often trembled to the vile tread of demons, devils, and other fiendish creatures torn from their home planes by the titans. Without the immediate support of their gods, the divine races' armies were hard-pressed to fight such fearsome foes. Time and again, entire regiments would be devastated as their ineffective weapons bounced off the wicked beasts' hides. Desperate to stave off the tide of demons, Corean's Order of Silver designed this spell to give his followers a chance against their evil foes.

Spell Effect

The power of Corean fills the target, enabling him more easily to battle demons, devils, and other fiends from the outer planes. Against evil outsiders, the target gains a sacred bonus of +4 to attack and damage rolls. In addition, when attacked by such creatures, the target gets a +4 deflection bonus to AC, and when targeted by spells, spell-like effects, or supernatural abilities from evil outsiders, he gets a +4 divine bonus to his saving throws if applicable. Finally, any attacks by the target against evil outsiders are treated as if the target is using a +5 weapon for purposes of damage resistance.

Denev's Leap

Caster travels through earth.

Transmutation [Teleportation]

Level:Drd 5

Components: V, S, DF

Casting Time: 1 full round

Range: Personal

Target: You

Duration: Instantaneous



Saving Throw: None

Spell Resistance: No

Description

Even away from the shelter of Scarn's forests, Denev's druids can use the power of their patron titan to travel through the land itself.

Spell Effect

When casting this spell, the caster chooses a location within 300 feet that she has either traveled through or can see. The ground appears to swallow the caster at his original location and then expel her at the specified location. If the caster is on anything other than natural terrain (i.e., a floor, stairs, a boat, etc.) at the time of casting, the spell fails. If anything other than natural terrain occupies the destination point, the spell likewise fails.

Denev's Shadow

Increases the casting time of arcane spells.

Abjuration

Level: Drd 5

Components: V, S, DF

Casting Time: 1 full round

Range: 50 ft.

Target, Effect or Area: 50-ft. radius centered on caster

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

Description

Denev's followers speak of the campaign against Mormo in the Titanswar with great passion, a campaign in which the Earth Mother played an especially central role. Of her wayward siblings, Denev found the Queen of Witches especially distasteful. This spell is a byproduct of Denev's attempts to harness her power over soil and leaf to disrupt the Mother of Serpents' mastery of arcane magic.

Spell Effect

Within a 50-foot radius of the caster, the casting time of all arcane spells and spell-like abilities is increased. Quicken spells

require a standard action, spells that require a standard action instead require a full-round action, and spells that require 1 full round or more have their casting times doubled. The globe of life energy created by Denev's shadow moves with the caster.

Detect Dreams

See into another's dreams, and learn the secrets of her past.

Divination

Level: Brd 3, Dream 2, Sor/Wiz 3

Components: V, S, M, F/DF

Casting Time: 1 action

Range: 60'

Target, Effect or Area: Quarter circle emanating from you to the extreme of the range.

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

Description

Although this spell has been duplicated by the oneiromancers of the phylacteric vault, it was originally given by the demigod Erias to his priests so that they might have a tool with which to give guidance to their followers.

Spell Effect

This spell grants the caster the ability to see the dreams of sleeping beings. It can also reveal the presence of certain creatures from the Dreamlands. Creatures that are revealed by this spell include dream snakes, dream wraiths, dream wracks, dream folk, and night hags. The amount of information revealed depends on how long the caster studies a particular area or subject:

1st Round: Presence or absence of dreams. Dreams are present in sleeping mortal creatures with an intelligence of 1 or higher. The presence of dream creatures in an area (but not their number or type) is also detected.

2nd Round: Number of dreaming beings, and the emotional intensity of the dreams. The number and relative power of

dream creatures in the area is also discernable.

3rd Round: If the caster focuses on a single individual, he can see the subject's dreams in his mind. The caster can also determine the exact type(s) of dream creatures in the area of effect.

1 Minute or more: For each full minute that the caster focuses on a single dreaming individual, he can make a Knowledge (dreams) check at DC 15 to determine one of the following: a) one great desire of the individual; b) one significant event in past month of the individual's life (for example, the subject killed 3 orcs two days ago); c) one significant life event (the subject's mother died when he was six).

Focus: A masterwork quality dream catcher (cost 150 gp). In addition, a divine spellcaster requires their deity's holy symbol.

Detect Shapechangers

Detects the presence and strength of shapechangers.

Divination

Level:Clr 1, Rgr 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

Description

Given Tanil's dislike for lycanthropes, she began granting her followers the ability to find them. It was not long afterwards when the mages saw this ability and began researching a version for themselves.

Spell Effect

The caster can sense the presence of creatures with the shapechanger type (see MM, Introduction) regardless of their current form. This spell has the added benefit of detecting other creatures in the spell's area that are currently using spells or other

abilities to assume a form other than their natural form. The amount of information gained depends on how long the caster studies a particular area or subject.

1st round: Presence or absence of shapechangers or form-altered creatures.

2nd round: Number of shapechangers and number of form-altered creatures in the area, and the exact location and power level (see chart below) of the strongest (highest CR) of the total creatures.

3rd round: The location and power level for each shapechanger and form-altered creature in the spell's area. If a creature is outside the caster's line of sight but within the spell's area, then the direction but not exact distance is determined.

Creature CR	Power Level
0-3	Dim
4-6	Faint
7-9	Moderate
10-12	Strong
13+	Overwhelming

Note: Each round, you can turn to detect creatures in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, and 3 feet of wood or dirt blocks it.

Arcane Material Component:
A sprig of wolfsbane.

Discord

Causes a performer to suffer – 1 penalty to Perform checks.

Transmutation
Level: Brd 0
Components: S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Single performance
Saving Throw: None
Spell Resistance: Yes (harmless)

Description

This spell causes a singer or musician near the caster to suffer a slight disadvantage for a single performance. Unscrupulous bards

have used this spell to embarrass rivals and get an edge on their competition for centuries.

Spell Effect

The victim suffers a –1 penalty to his next Perform check only. Many a bard has made a few deadly enemies by overuse of this spell, and the conductors of bardic competitions everywhere frown upon its use, often disqualifying any bard foolish enough to be caught using it.

Divine Protection

Grants allies a +6 enhancement bonus to Con, Wis, and Dex.

Transmutation
Level: Clr 7
Components: V, S, M/DF
Casting Time: 1 action
Range: Personal
Target: Up to 1 ally/level in a 30-ft. radius
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes (harmless)

Description

During the Divine War, Madriel's champion Kepli Karranor and a small band of her followers were besieged by the forces of Mormo in a small temple in the titanshome Mountains. Weakened by her battle with Chern in Burok Torn, Madriel was unable to intervene directly, but instead lent her most powerful possession — her mighty spear — to the defenders, casting it down from the heavens and smashing the earth in a thunderous explosion. The followers of Madriel were so inspired by this act, they were able to overcome the odds, and Kepli led them to victory.

Spell Effect

Upon casting *divine protection*, the caster summons from the heavens a great spear of white light. Some believe that Madriel throws this spear herself from the heavens to the caster of this spell. The blazing white light strikes at the feet of the caster, then shoots

forth a beam of pure white light that touches and encompasses the caster and one ally per caster level within a 30 foot radius.

Divine protection grants the caster and her allies a temporary +6 enhancement bonus to Dexterity, Constitution, and Wisdom. *Divine protection's* enhancements do not stack with other enhancement bonuses to Dexterity, Constitution, and Wisdom. The caster and all allies who benefit from this spell gain the usual benefits to AC, Reflex saves, hit points, Fortitude saves, Will saves, attribute checks, and corresponding skill checks.

Material Component: A pinch of chimera's fur.

Downdraft

Creates a blast of wind from the caster's location.

Evocation
Level: Air 2, Drd 2, Sor/Wiz 2
Components: V, S, DF
Casting Time: 1 action
Range: Personal
Area: 30-ft. radius
Duration: Instantaneous
Saving Throw: Special
Spell Resistance: No

Description

In the greatest days of the elven peoples, millennia before the Titanswar, the rulers of a forgotten elf kingdom made a pact with the dragons of the Kelder Mountains. The two races worked together in harmony for generations before certain haughty elven lords began to presume too much, some going so far as to treat the dragons as inferiors and expecting them to serve as mere mounts. That kingdom no longer exists, and any memory of that alliance has turned to dust; yet certain magics still surface from those days, when elf and dragon worked side by side to share their lore, and elven druids and sorcerers crafted spells to emulate the abilities of their powerful allies.



Spell Effect

The caster makes a wing-like gesture with his arms while reciting the verbal component, unleashing a great rush of wind. The wind generated snuffs out all torches, campfires, exposed lanterns, and other small, open flames of non-magical origin.

If there is any loose dirt, soil, or gravel, the wind blows up a great cloud of debris, blinding any creatures in the area of effect that fail a Reflex save. Creatures in the area of effect must also make a second Reflex save or be knocked prone. Creatures in the area of effect must also make a Fortitude save or be temporarily deafened by the sudden explosion of air. Blindness and deafness last 1d4 rounds. The caster is not affected, but his allies may be if they are in the area of effect.

Dragonflight

Wings sprout from the caster's back, allowing flight.

Transmutation

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: Concentration (1 hour/level maximum)

Saving Throw: None

Spell Resistance: No

Description

This spell is known to have been used by the ancient asaathi, leading some to conclude that the serpent-folk had connections or alliances with the old dragons. Historians have theorized that this is why the dragons were wiped out or driven from Ghelspad, but others claim that not all dragons were evil and point to legends of some heroic dragons opposing the asaathi.

Spell Effect

Great wings of greenish-gold leathery scale each as long as the caster's body burst from her shoulders. They rip through cloth but cannot appear if the caster is wearing armor (armor crafted with openings for the wings can be

used, however, but the cost and limitations of such armor should be determined by the GM). The wings allow flight at the caster's base movement rate with average maneuverability. The magically strengthened wings can carry up to the caster's maximum load, using normal encumbrance rules.

Material Component: A preserved bat wing.

Dragonhide

Transforms the caster's skin into a scaly hide.

Transmutation

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 full round

Range: Personal

Target: You

Duration: 8 hours

Saving Throw: None

Spell Resistance: No

Description

Several spells developed by the ancient elf-dragon union have been rediscovered, much to the

distress of the Vera-Tre elves and the Incarnates, many of whom remember (or, in previous lifetimes, actually participated in) the ill-fated alliance. This spell was unearthed by the Darakeene chronomancer Ce'Ressa, who drinks a special tea of her own concoction that allows her to see bygone eras clearly.

Spell Effect

The caster's skin hardens, turning the shade and texture of a dragon's hide, conferring a +3 natural armor bonus to AC for the spell's duration. Unlike mundane hide armor, *dragonhide* causes no armor check penalty, arcane spell failure chance, or speed reduction.

Material Component: A scale from any reptile.

Dreadmantle

The caster radiates despair, weakening the will of all those who view him.

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 round

Range: Personal

Area: 60-ft. radius centered on the caster

Duration: 1 minute per level

Saving Throw: Will negates

Spell Resistance: Yes

Description

Dreadmantle is most commonly used by solitary spellcasters who wish to be left alone (Yugman the Sage is one of its best-known practitioners) and by bards who use the spell to enhance the effects of their sadder and more depressing songs.

Spell Effect

This spell inflicts an overwhelming sense of despair on all those who can see the caster. Any creature in the spell's area of effect must make a successful Will save or suffer a -2 morale penalty to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. In addition, victims will not voluntarily attack or take offensive action against foes, but will fight without penalty if attacked. The

effects of this spell fade one minute after leaving the area of effect; however, should a creature re-enter the area of effect, it must make a new Will save.

Dying Breath

Exhausts one foe.

Necromancy

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

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

Effect: Ray

Duration: 1 round/level

Saving Throw: Fortitude partial

Spell Resistance: Yes

Description

This spell originated with the necromancers of Hollowfaust, who used it to good effect against their foes during the many sieges of that city.

Spell Effect

Upon casting this spell, the caster exhales toward a target, sweeping it with a gust of foul-smelling wind and draining the strength from its limbs. This is considered a ray attack and requires a ranged touch attack to strike. A target that fails its Fortitude save is considered exhausted (see DMG, Chapter 3, "Condition Summary") for the spell's duration. A target that saves successfully instead suffers the effects of fatigue (see DMG, chapter 3, "Condition Summary"). Unlike normal exhaustion or fatigue, once the spell's duration expires, the subject is restored to full vigor. This effect does not stack with any other sources of fatigue or exhaustion.

Eagle Song

Grants target aspects of an eagle.

Transmutation [Sonic]

Level: Brd 4

Components: V, F

Casting Time: 1 action

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

Target: One living creature

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Description

This famous bard spell originated with the mysterious performer known only as the Maestro. *Eagle song* is an exultant, glorious tune that has proven a boon to travelers everywhere.

Spell Effect

The target of this spell sprouts wings of light from her back, allowing her to fly at a speed of 80 with average maneuverability. Additionally, targets of this spell gain a +6 bonus to Spot checks and a +1 bonus to Wilderness Lore checks for the spell's duration. Targets also can communicate with eagles (only) as if using a *Speak with animals* spell.

Focus: The bard's instrument.

Ears of the Wolf

Adds +1 insight bonus per level to caster's Listen checks.

Transmutation

Level: Drd 2, Rgr 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: Self only

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes (harmless)

Description

Well-known among the druids of the Ganjus, the incarnates of Vera-Tre, and the wilderness scouts of Albadia, *ears of the wolf* has gained great popularity in recent years due to its adoption by the Vigilants of Vesh and the Windwalkers of Ontenazu.

Spell Effect

This spell adds a +1 insight bonus per level to the caster's Listen checks, up to a maximum of +20.

Earth Blast

Wave of displaced earth explodes beneath an enemy's

feet, causing $4d6 + 1/\text{level}$ damage.

Transmutation

Level: Drd 3, Earth 3, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

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

Area: 30-ft. radius

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Description

Druids used this potent offensive spell reluctantly during the Divine War, as it tended to ravage the land as much as it did their foes. It did prove useful in allowing them to attack spell-resistant titanspawn, however, so the spell was occasionally cast to devastating effect.

Spell Effect

To cast *earth blast*, the caster must be able to touch the ground – any natural earthen surface will do, including stone (but not including worked stone such as a path, stairs, or a floor). When the spell is cast, a furrow of displaced earth 5 feet across races toward the target area and explodes in a 30-foot radius of stone shrapnel and dirt. Anyone standing atop the furrow as it passes underfoot must make a Reflex save or be knocked prone. Anyone caught in the blast itself takes $4d6$ damage + 1 per level and will automatically be rendered prone. A Reflex save halves damage and allows the victim to remain on his feet.

Material Component: A piece of volcanic rock.

Earthen Screen

Creates a small wall to provide cover.

Transmutation

Level: Brd 3, Drd 3, Rgr 2

Components: V, S, M/DF

Casting Time: 1 full round

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

Effect: Wall, 6 in. thick, 5 ft. wide, 2 ft. high

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Description

Denev's druids used this spell to protect themselves and their followers in the early stages of the Divine War, when there was still hope for a peaceful resolution. As they were slowly drawn into the conflict, however, the spell came into more widespread use, eventually being utilized by bards, rangers, and other worshippers of the gods. Today, the spell is still most commonly used by the elves of Vera-Tre, but it is also part of the repertoire of many rangers of the Veshian Vigils.

Spell Effect

This spell can be cast on any wood or earthen surface and causes a section of ground to reshape itself into a low wall, 6 inches thick, 5 feet wide, and 2 feet high. This is enough to provide one-quarter cover to a Medium-size creature, one-half cover to a Small creature, or full cover for creatures of size Tiny or smaller (see PHB, Chapter 8, "Combat Modifiers," Table 8-9: Cover). The *earth screen* provides cover only against foes on the opposite side of the wall.

Any attacks against the screen itself automatically hit and can cause it damage. The screen is considered to be a construct with respect to its immunities. Regardless of the terrain from which it was formed, the screen has hardness equal to one-half the caster's level and a number of hit points equal to half the caster's current hit points. If the screen is reduced to zero hit points or is targeted by a spell that reshapes or destroys earth or stone (such as a *transmute rock to mud* or a *stone shape*), the spell ends immediately. The screen returns to its natural state when it is destroyed or when the spell ends.

Arcane Material Component: A small bit of soft clay.

Ease the Ages' Burden

Slows target's aging with some side effects.

Transmutation

Level: Sor/Wiz 7

Components: V, S, M, XP

Casting Time: 1 hour

Range: Touch

Target: One creature

Duration: 1 year/3 levels

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Description

For many years, the wizard Anteas has searched for a means of securing immortality for his lord, King Virduk. Hearing of the groundbreaking time magic research occurring in Darakeene, Anteas of course set about procuring some chronomancer "assistants." With their help, he was able to develop a spell that prevented aging by displacing a subject in time. Unfortunately, this proved dangerous, as the spell had several quirky side effects. Unwilling to subject his liege to an unstable spell, Anteas considered the research a failure and turned it over to lesser colleagues for further development. The chronomancers did not return to Darakeene, and their fate remains a mystery.

Spell Effect

For the spell's duration, the target is disconnected from time and does not age. This state has several disadvantages, however. First, due to the target's displaced presence in time, he suffers a -4 penalty to all saves versus magic that involve time or aging (such as *speed the years*).

Secondly, time periodically "catches up" with the target, influencing him adversely. Each day, there is a 5% chance that time will slow for the target for 24 hours. During this time, the target acts as if affected by a *slow* spell. There is no save against this effect and SR does not apply. (See PHB, Chapter 6, "Age," for details on aging.)

Arcane Material Component: An intricate and accurate planetary model worth at least 10,000 gp, requiring a Knowledge (as-

tronomy) check (DC 30) to construct.

XP Cost: 2,500 XP.

Elemental Kiss

Target creature temporarily gains the elemental type.

Transmutation [Acid, Cold, Fire]

Level: Clr 8, Drd 7, Sor/Wiz 8

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes (harmless)

Description

Denev was the mother of the djinn and other elemental creatures, and she mourned when her children failed to come to her aid during the Divine War. Today, she slumbers, still troubled by the djinn's failure. Her followers use this spell to take on the aspect of one of her elemental kin, gaining some of the resistance of each type. Denev and her followers hope that some day the sealed cities will be opened and that her elemental children can once more travel freely, but until that day this spell remains as a reminder of her loss.

Spell Effect

This spell heals all of its recipient's hit points and makes him immune to poison (eliminating any current poison effects), aging, mind control, sleep, paralysis, and stunning. The target is not subject to critical hits and sneak attacks, has 60-foot darkvision and damage reduction 10/+2. He also chooses a preferred element for an additional immunity (fire type grants fire immunity, water grants cold immunity, air grants electricity immunity, and earth grants acid immunity). The target looks normal, save that his eyes reflect the color of his chosen element (Spot DC 20 to notice the change).

Material Component: A handful of the desired element or its equivalent in a container. Air is freely available, and fire can be

represented by a piece of igneous rock.

Elina's Perfume

Change the scent of an object or person.

Transmutation

Level: Brd 0, Sor/Wiz 0

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Object touched or any one creature

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

Description

Elina, a bard at the court Darakeene, developed this spell to save herself the expense of purchasing the many different perfumes that noble ladies were expected to wear. Since then, many bards, wizards, and sorcerers have used the spell for various purposes. It is often employed as a practical joke by the followers of Enkili and the pranksters of the Scaled.

Spell Effect

The target's scent is changed to any other of the caster's choice. The scent lasts for the duration of the spell and can only be removed with a successful *dispel magic*. The scent can be anything that the caster wishes, either pleasant or offensive. This effectively gives a -1 or +1 enhancement modifier to the target's Charisma score. A creature whose scent is changed by this spell is harder to track with the Scent ability, adding +5 to the tracking DC.

Focus: A handkerchief or letter scented in perfume.

Elina's Wardrobe

Allows caster to change outfits quickly.

Transmutation [Teleportation]

Level: Brd 1, Sor/Wiz 1

Components: V, S, F (see text)

Casting Time: 1 action

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

Target: One or two creatures wearing clothing (see text)

Duration: Instantaneous

Saving Throw: Will negates (see text)

Spell Resistance: Yes

Description

As a bard in the imperial court of Darakeene, Elina was expected to wear elaborate, fashionable garb and jewelry. To save herself the time it took to don such cumbersome apparel, she developed this spell and perfected it to allow for some rather amusing effects. It has since become a popular spell among fighters, who use it to don their armor quickly.

Spell Effect

The caster can choose to switch her own clothing with another set of clothing that she can see and that is within range, whether it is hanging in a closet, strewn on the floor, or worn by another. She may also use it to exchange the clothing worn by two other individuals within range. If a target is unaware of the spell or is resisting, he receives a Will saving throw. If he succeeds, the spell fails. If the caster is attempting to exchange the clothing of two other individuals, the spell fails if either individual succeeds at his Will save.

All worn items are exchanged, including cloaks, rings, backpacks, sheathed weapons, etc. Drawn weapons are not exchanged, nor are magic items. Non-magical armor can also be exchanged or quickly donned using this spell. The GM should adjudicate the consequences for switching items that are the wrong size: armor that is too small will fall off and be useless; clothing that is too large will hinder movement and provide a Dexterity penalty; rings that are the wrong size may break, fall off, or cause discomfort, etc. Physical damage is never taken due to exchanged items being the wrong size.

Focus: The exchanged clothing.

Enchant Spirit Doll

Creates a spirit doll that can be used in conjunction with other spirit doll spells.

Transmutation

Level: Sor/Wiz 5

Components: V, S, M, F, XP

Casting Time: 10 minutes

Range: Touch

Target: One non-magical doll or figure

Duration: 1 day/level (D)

Saving Throw: None (object)

Spell Resistance: No (object)

Description

On a reconnaissance mission, a vigilant name Fezoth Barpet first discovered a sect of Albadian witches who specialized in using small simulacra through which they could work magic on subjects from great distances. He and his partner, Acacia, tracked and observed these witches for a couple of days in hopes of uncovering the secrets and extent of this previously unknown spirit magic. This incantation is the primary one that allows the spirit witches' most potent magics to have effect.

The most commonly used spirit doll spells (see *bath of purity*,

blind mark, *burning sight*, *ghost voice*, *spirit watch*, and *spy senses*) are listed here. Other spells exist as well, though the witches of Albadia are extremely reluctant to share them.

Spell Effect

This spell turns an ordinary doll or figure into a spirit doll. During the time of casting, the caster specifies a mark. The mark may be any living creature native to the same plane. The spell requires a piece of hair, fingernail clipping, blood, or personal possession from the intended mark. This item is then attached to the doll in some fashion.

While the spell has no direct effect on the mark, it does make the spirit doll a conduit between the mark and the doll, allowing other spirit magic spells to be effective. If the mark and spirit doll are ever on different planes, the link between the two is suppressed for that time but remains active for whenever the two are once again on the same plane.

If the spirit doll is used as an extra focus component for any spell that does not already require

the spirit doll as a component or target, the doll's mark receives a -2 penalty to any saves versus spells cast in this manner.

The spell finishes at the end of its duration, if a *dispel magic* or similar spell is successfully cast upon the doll, or if the doll and the personal item used in its creation are ever physically separated. When the spell does end, the doll shrivels into nothingness as it is consumed by the magic that was used to enchant it.

Focus: A doll roughly shaped like the mark, and a piece of hair or personal item from the mark.

XP Cost: 25 XP per total level of the mark.

Enduring Webs

Creates a permanent web.

Conjuration (Creation)

Level: Sor/Wiz 4

Components: V, S, F

Casting Time: 1 action

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

Effect: Creates webs in a 20-ft. radius

Duration: Permanent

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes



Description

The followers of Sethris and the sorcerers of the spider-eye goblin tribes of Ghelspad use this spell to create permanent webs, protecting important lairs and trapping the unwary.

Spell Effect

This spell acts exactly like the 2nd-level *web* spell, save that it swarms with thousands of tiny harmless spiders that repair and replace damaged sections with supernatural speed and efficiency. As a result, the *enduring webs* are indeed permanent, and the spiders within them need neither food nor air to survive for centuries.

Treat the spiders themselves as creations of the webs they maintain; they cannot be targeted with spells. They are continually replenished by the magic of the *enduring web*, and exist as long as the spell does.

A single 5-ft. square of web can be repaired in a single round, and the enduring webs can only be permanently destroyed by magical area fire attacks that are capable of engulfing the entire area of webbing, or by a *dispel magic* that succeeds in negating the spell. If a section is burned or cut away, it will regenerate on the next round fully, making the webs' destruction nearly impossible without magical assistance.

Focus: A spider and a bit of webbing frozen in amber.

Enhanced Senses

Grants darkvision; +10 bonus to Listen, Search, and Spot; plus Scent ability.

Transmutation

Level: Clr 4, Drd 3, Rgr 3, Sor/Wiz 4

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes (harmless)

Description

First used by Denev's druids, this spell combines several effects into one spell that enhances the most important senses. Since the Divine War, many followers of Tanil the Huntress use this spell, as well as adventurers and scouts, as it has proven itself very useful for tracking enemies, avoiding ambushes, and discovering hidden passages.

Spell Effect

The spell's recipient gains darkvision of 120 ft. and a +10 competence bonus to Listen, Search, and Spot checks. Furthermore, she gains the Scent ability (see MM, Introduction, "Special Qualities").

Material Component: A piece of dried carrot, a pinch of pepper and a small amount of bat guano.

Enkili's Shadow

A shadowy, protective cloak covers the caster.

Abjuration [Chaotic]

Level: Brd 2

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

Description

Enkili had a special fondness for the elven bard Vourlon Blackleaf. A master of satirical and farcical songs, Vourlon angered many, and in order to help her favored servant escape from his enraged enemies, the Jester granted the bard this spell. Although the spell was lost for many years, one of Vourlon's old notebooks recently turned up during renovations of a tavern in Mithril, and information about the spell is beginning to spread from bard to bard.

Spell Effect

With a few rhyming words the caster is cloaked in swirling shadows that help him hide and

provide protection against spells. The shadows conceal the caster, providing a +5 competence bonus to all Hide skill checks, a +2 competence bonus to all saving throws, and a +4 competence bonus against spells cast by lawful opponents. Only characters of chaotic or true neutral alignment can cast this spell.

Essential Blade

Allows a melee or natural weapon to ignore object hardness, to damage incorporeal targets, and to make touch attacks when used in melee.

Transmutation [Force]

Level: Brd 4, Clr 5, Drd 5, Sor/Wiz 5

Components: V, F

Casting Time: 1 action

Range: Touch

Target: 1 melee or natural weapon

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

Description

Originally used by the soldiers of the ancient Ledean Empire, the *essential blade* spell was thought lost for many years until it was rediscovered in a cache of old documents. The spell is popular with swashbucklers, fighter-mages, and others who wear minimal or no armor, enabling them to bypass foes with heavy armor and overcome even well-protected opponents.

Description

The caster touches a melee or natural weapon such as a claw or a creature's teeth, suffusing it with raw magical force. So fortified, the weapon cleaves easily through its targets and acquires the *ghost touch* trait for the spell's duration. The weapon ignores the hardness rating of inanimate objects, doing damage directly to an object's hit points. All attacks made by the *essential blade*-affected weapon are resolved as touch attacks—the target's armor, natural armor, and shield bonuses are ignored, though magical bonuses are not. The weapon's wielder may

attack incorporeal targets without penalty.

Focus: The weapon.

Eyeburst

Destroys the eyes of one creature, rendering it permanently blind.

Evocation

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 action

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

Target: You

Duration: Permanent

Saving Throw: Fortitude partial (see text)

Spell Resistance: No

Description

An especially cruel and sadistic spell, *eyeburst* is favored by sorcerers who still serve Mesos, and by slitheren and other titanspawn. It is also rumored to be a favorite of King Virduk's torturers in the dungeons beneath his palace at Vashon.

Spell Effect

A spark of blinding light leaps from the caster's hand and explodes in the target's face, searing its face and causing the viscous fluid in its eyes to boil and possibly rupture.

The victim of *eyeburst* must make a successful Fortitude save or take 6d6 points of damage and be permanently blinded. A successful save halves this damage and avoids the blindness effect. Eyes destroyed in this fashion can be restored by a *regeneration* or *wish* spell.

Eyes of the Hawk

Adds +1 to Spot checks per caster level.

Transmutation

Level: Drd 2, Rgr 1

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes (harmless)

Description

The half-elven ranger Lythar created this spell a few years before the start of the Divine War in order to aid him in tracking down raiding goblins. Known as Lythar the Sentinel, he died in the Divine War in the service of Tanil, but his legacy lived on in this spell, which is now widely used by the Vigils of Vesh, the elves of the Ganjus, and others.

Spell Effect

Adds a +1 bonus to all Spot checks per caster level, up to a maximum of +20.

Material Component: A feather from a hawk.

False Flavor

Gives food or drink an illusory taste.

Illusion (Glamour)

Level: Brd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

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

Target: 1 cubic foot/level of food or drink

Duration: 1 minute/level

Saving Throw: Will disbelief (if tasted)

Spell Resistance: Yes (object)

Description

This cantrip is popular among apprentices because it lets them enhance the simple meals they're usually served, though occasionally an unfortunate student finds that bread tastes like cow dung and soup is reminiscent of horse urine (especially if they've angered a fellow student). Some assassins use this spell to mask the tell-tale taste of poison slipped into food or drink. Some innkeepers with magic ability have been known to use this spell to disguise otherwise ordinary (or spoiled) fare.

Spell Effect

This spell gives an edible object any sort of flavor desired by the caster. For example, oatmeal can be made to taste like rare steak or smoked flounder, and vinegar could taste just like ale or fruit juice. The spell can't change

the actual nature or quality of the food or drink. Spoiled food remains spoiled, and poisoned food is still deadly, but any taste of poison or spoilage can be hidden in this fashion.

Fanning the Flames

Turns fire into a cone attack.

Transmutation [Fire]

Level: Drd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Target: One fire source, up to a 20-ft. cube

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes (object)

Description

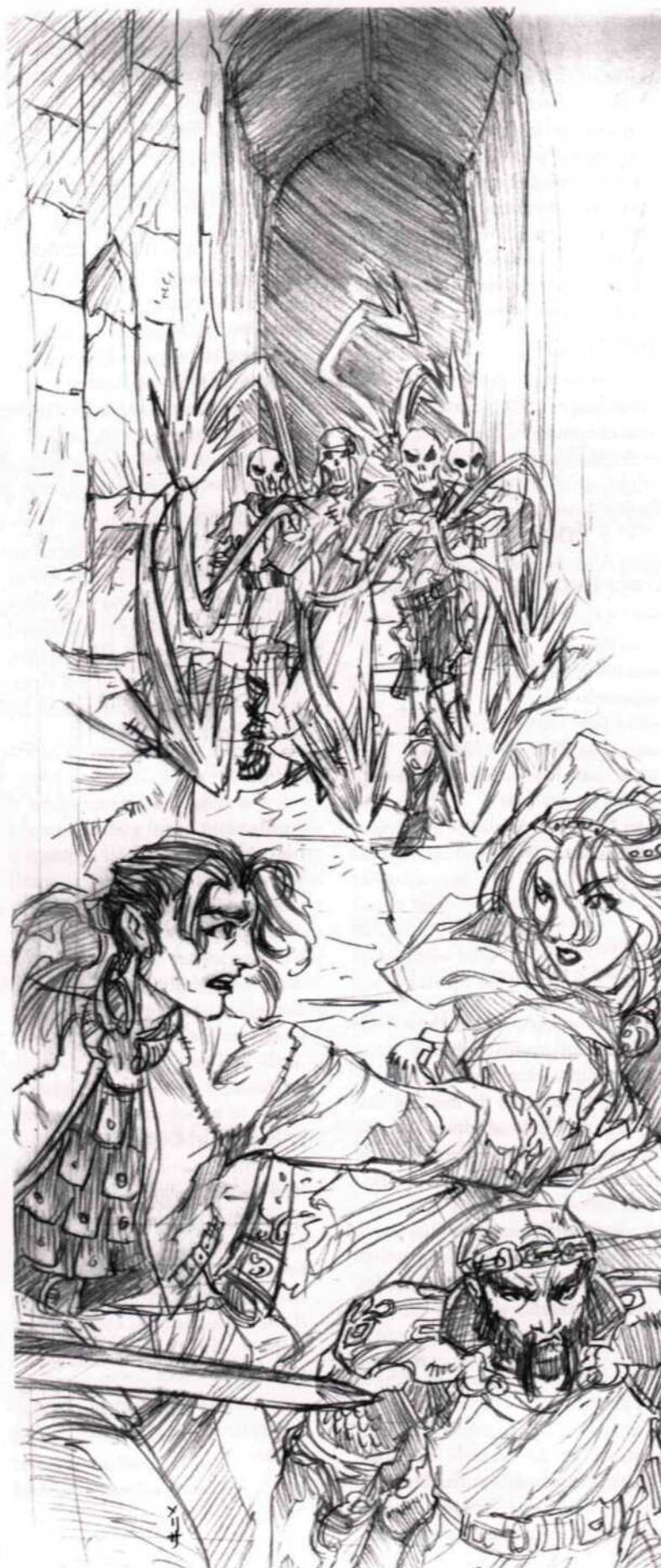
Darian Tibus, founder of an ancient druidic order, saw fire as both his clan's foe and its protector. He created several fire-based druidic spells to help his people, and *fanning the flames* has since seen use by other druids and by arcane spellcasters.

Spell Effect

Fanning the flames turns a regular fire into a cone-shaped blast of fire. The spell requires a fire at least the size of a small campfire to act as the cone's point of origin. The size of the cone is 5 feet per caster level, while the direction of the cone is determined by the caster. Each creature caught in the path of the flames is dealt 2d4 points of fire damage unless a successful Reflex save is made, in which case the creature only takes half damage.

The cone of fire ignites combustibles and damages objects in the area. If the damage caused to an interposing barrier shatters or breaks through it, the cone of fire may continue beyond the barrier if the area permits; otherwise, it stops at the barrier just as any other spell effect does.

Material Component: An ordinary fire the size of a campfire or larger.



Farfinger

Grants an animated skeleton the ability to hurl its fingerbones as missiles.

Necromancy

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

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

Target: 1 animated skeleton per caster level

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Description

Skeletons have the advantage of being easy to create, but many necromancers feel that they make unsatisfactory guardians. Students of the craft at Hollowfaust have devised a number of simple enchantments to make skeletons somewhat more potent. This spell is one such, allowing ordinary animated skeletons to launch their fingerbones as deadly missiles.

Spell Effect

A skeleton enhanced by *farfingers* gains the ability to use its fingers as missiles. Each finger can only be used once. If the skeleton uses more than 3 fingers, it loses one of its claw attacks; if it uses more than 7, it has lost both claw attacks. A finger can be thrown at any opponent within range and hits as a ranged touch attack. If a finger hits, it inflicts 1d6 points of piercing damage.

Small skeletons do only 1d3 points of damage. Huge or Large skeletons do 1d8 points of piercing damage, and Colossal or Gargantuan skeletons do 2d6 points of piercing damage. Skeletons of less than Small size cannot be affected by this spell.

Field of Razors

Caltrop-like razors cover one 5-ft. square/level.

Conjuration (Creation)

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)
Area: One 5-ft.-square/level
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

Description

Tomokeph, a legendary wizard-general of Chardun, is credited with the creation of this spell. Utilizing *field of razors* to great effect, Tomokeph's forces were able to avoid pursuit when defeated by Dalim Kral's goblin army at the battle of Kthom.

Spell Effect

The caster of *field of razors* may designate up to one 5-foot square per level within the spell's range to sprout forth razor-sharp blades. These squares need not be contiguous.

The razors function like caltrops (see PHB, Chapter 7, "Adventuring Gear"), with several exceptions. First, they deal 1d4 points of damage instead of the usual 1 point caused by caltrops. Since the razors are affixed to the ground, they also cannot be swept away or moved in any manner save through the use of *dispel magic* or similar effects. Creatures of Tiny size or smaller are not affected by the razors.

Material Components: A caltrop and a drop of blood.

Filch

Conjure a small nearby object into your hand.

Conjuration (Summoning)
Level: Brd 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One object within range
Duration: Instantaneous
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

Description

This cantrip is one of the first lessons that apprentice wizards in the Scarred Lands must learn, the first faltering step in the difficult task of mastering the art of Conjuration. Many apprentices who fail to become full wizards, however, use this spell for thieving

purposes or pass it on to wizard-rogues who find it helpful in their chosen profession. The Scaled of Hedrad teach this cantrip to their new recruits and consider it a signature spell. In fact, one of the many reasons Karmut, Lucera, and Hashan were expelled from the Academy was for using this spell on their tutors. The Shelzarian Wizards of Sin are also fond of it.

Spell Effect

This cantrip makes an object of Diminutive size or less vanish and then reappear in the caster's hand. If the object is not within sight, then the caster must know the exact location and nature of the object to be *filched*. A thief who has seen his victim pocket a valuable ruby, for example, will know where it is located and so be able to use this spell. *Filch* cannot be used to steal magic items.

Force of Will

Substitute your Wisdom modifier for one of your physical ability modifiers.

Transmutation
Level:Clr 2, Pal 2
Components: V, S, DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

Description

A cleric or paladin's unwavering will is often her most important quality. Through the use of this spell, the godly servant can let that unbending faith conquer the weak flesh of the body, bringing renewed strength and vigor.

Spell Effect

For the spell's duration, the caster's Wisdom modifier replaces that of either Strength, Dexterity, or Constitution (chosen by the caster). This may grant temporary hit points (see the PHB, Chapter 8, "Temporary Hit Points").

Foreaction

Subject gains a +5 bonus to initiative.

Enchantment
Level: Sor/Wiz 1
Components: V, S, M
Casting Time: 1 full round
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Description

When the scholars of the Phylactric Vault began experimenting with chronomancy, one of the most basic areas they explored was the prediction of possible future events. While *true sight* fulfilled this function in combat, *foreaction* was directed toward preparing for combat.

Spell Effect

The subject of this spell gains the ability to see a number of possible outcomes, thus enabling her to predict when combat is to begin and her opponents' likely actions. She receives a +5 bonus to her initiative for the spell's duration.

Material Component: A small looking glass.

Fountain of Blood

Causes acidic blood to erupt from the ground.

Evocation [Acid]
Level:Clr 3, Sor/Wiz 2
Components: V, S, DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: 20 ft. x 20 ft. square
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes (harmless)

Description

Clerics of Vangal revere their god's destructive fury and the rivers of blood that mark his passing. No one survives a confrontation with Vangal himself, and slain foes' souls and rotting bodies are often reanimated in Vangal's service as eternal punishment for

their arrogance. The blood and hatred of these defeated souls can be called upon by those who know the secret, spraying forth from the very ground and burning those on whom it falls with unleashed fury.

Spell Effect

Casting this spell causes a geyser of blood to erupt from the ground, spraying all within a 20-foot by 20-foot area. The blood, filled with the hatred of those defeated by Vangal, burns as if it were a powerful acid, causing 1d6 points of acid damage per 2 caster levels, up to a maximum of 10d6. Followers of Vangal are not affected by the *fountain of blood*, but instead revel in it, exulting as the blood pours down upon them.

Frostform

Caster's body becomes like ice, granting Cold subtype and bonus cold damage to his unarmed attacks.

Transmutation [Cold]

Level: Ord 4, Sor/Wiz 4, Water 4

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes (harmless)

Description

In the wilds of Albadia, the Huror tribe tells of a hunting expedition that lost its way in the Amber Wood. Amidst the snow-covered pines, it encountered a strangely-clad man who commanded it to turn back. Being proud barbarians, the tribesman refused, ordering the fellow to step aside. The man then held up a clear gem and chanted strange words. As he did so, his skin became as ice, and he once more ordered the tribesmen to leave. The haughty barbarians were unimpressed, and one tried to push past the man. He soon learned of his mistake, as the man's icy flesh chilled him painfully to the bone. Another barbarian attempted a mighty bear hug, but found the

icy skin to be quite slippery as well as painfully cold. Finally, painfully frost burned and stymied by the man's obvious magical power, the barbarians left one of their swords as tribute, and found another way through the forest.

Spell Effect

Upon casting *frostform*, the caster's body appears to transform into solid ice. His clothing and equipment remain unchanged. The caster gains the Cold subtype for the duration of the spell. He is immune to cold damage, but takes double damage from fire unless the fire attack allows a saving throw for half damage, in which case he takes normal damage on a successful save and double damage on a failed save.

If the caster strikes an opponent with a natural or unarmed attack, the opponent takes 1d6+1 points of cold damage per caster level (to a maximum of 10d6). Anyone who touches the caster with a natural or unarmed attack also suffers damage in this manner. *Frostform* also grants the caster a +10 competence bonus to Escape Artist checks, due to the slippery nature of his icy skin.

Material Component: A translucent gem worth at least 50 gp.

Gaurak's Corpulence

Causes a target to expand into a bloated, awkward obesity.

Transmutation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

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

Target: One creature

Duration: Permanent

Saving Throw: Fortitude

Spell Resistance: Yes

Description

This spell was created by a cabal of evil wizards during the Divine War. The Order, which held a special hatred for Corean's paladins, transferred their loyalties to Gaurak after the death of their former patron, Mesos. *Gaurak's corpulence* was created

to honor the Order's new patron, as well as to deal a humiliating blow to its hated enemies. The wizards targeted the leaders of the paladins with their new spell. Often, the grace of Corean thwarted their efforts, but their few revolting successes so outraged the holy knights that the evil wizards' cabal was wiped out within a year. Today, the spell is known to a few titanspawn and other twisted individuals.

Spell Effect

The target of *Gaurak's corpulence* suddenly bloats into a horrific mockery of itself, somewhat resembling a fatling. Non-magical belts, buckles, armor, clothes, shoes, and the like are all destroyed by rapidly expanding rolls of flesh. The newly obese victim quadruples in weight and girth, incurring extreme penalties to his physical abilities: -4 to Strength, -6 to Dexterity, and a 50% penalty to speed. Each month, the victim's Constitution will drop by 1 until the condition is cured. Like all such curses, *Gaurak's corpulence* can be countered with *remove curse*. Abilities cannot be reduced to less than 1 by this spell.

Material Component: A handful of raw animal fat.

Greater Bend Sounds

Provides protection from sonic and language based attacks to all within area of effect.

Abjuration

Level: Brd 3, Sor/Wiz 3

Components: V, S, F

Casting Time: 1 action

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

Area: Hemisphere with radius of up to 1 ft./level, or wall of area up to one 10-ft. square per level

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes

Description

An advanced version of the *bend sounds* spell created by the mages and lore masters of the Phylacteric Vault, *greater bend sounds* crafts a large barrier that

stops all sound similarly to the lower level version.

Like the original, this variant of the spell was born of the need for quite and solitude. Specifically, it offered a group of scholars and or mages protection from eavesdroppers wishing to purloin their discoveries. And like its predecessor, *greater bend sounds* is also useful in providing protection from sonic- and language-based attacks as well as a means of isolating opposing adversaries in silence.

Spell Effects

When a mage casts this spell, an invisible barrier is created that stops all sounds from reaching those so protected. *Greater bend sounds* has two options in the form that it takes, either creating a hemisphere or a wall in a location specified by the caster. If a hemisphere is selected, then the caster has the option of moving it at a rate of 10 feet per round. Furthermore, the caster need not be in the spell's area. If the wall option is selected, the wall must completely seal off and separate the area into which it is cast. If the area of the wall version cannot completely fill the space into which it is cast, then sound escapes around it and the spell fails.

Both versions of this spell function similarly to the lower-level *bend sounds* by bending all types of noise and sound away from it. Likewise, both created barriers stop all normal sounds from passing from one side to the other and also therefore provide for complete protection from all sonic- and language-based attacks. Likewise, either version prevents a mage from launching any sonic- or language-based attacks against an opponent on the other side of the barrier, but it does not otherwise inhibit spell casting.

Arcane Focus: A medium sized tuning fork.

Greater Spectral Hand

Creates disembodied glowing hand to deliver touch attacks.

Necromancy

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

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

Target: One greater spectral hand

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

Description

This spell, which originated in Hollowfaust during the Second Siege, is a more potent version of the spell *spectral hand* (see PHB, Chapter 11, "Spells"). The necromancers and animators of Hollowfaust were hard-pressed to match the high gorgons in martial combat and developed this spell to allow them to deliver powerful spells from safety behind the city walls. With the help of this spell, Hollowfaust's defenders quickly dispatched the gorgons. Since the end of the Second Siege, the spell has been circulated widely about Ghelspad and has even begun to make its way to savage Termana. Knowledge of the spell exists primarily in Darakeene, Hollowfaust, and the Phylacteric Vault.

Spell Effect

This spell functions in all ways like *spectral hand*, with the following exceptions. Upon casting the spell, the caster loses 1d8 hit points that return when the spell ends, but not if the hand is destroyed. Any touch range spell of 6th-level or lower that can be cast by the spellcaster can be delivered by the *greater spectral hand*. The hand has the spellcaster's save bonuses + 2, AC 24, plus the caster's Intelligence modifier. The hand has as many hit points as are lost during the spell's casting.

Greater Timeheal

Brings a previous version of the target forward from the past to reverse injury and even death.

Transmutation

Level: Sor/Wiz 7

Components: V, S, M, XP

Casting Time: 1 full round

Range: Touch

Target: Living or dead creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes (harmless)

Description

A recent development among the most powerful chronomancers of Darakeene, this spell uses time-based magic to restore the dead to life. So far the spell has been kept secret for fear that clerics would consider it blasphemous, as it duplicates a power reserved for the gods and their chosen servants alone. Tiwald, the chronomancer who developed the spell, currently works in secret to eliminate some of the spell's more unfortunate side effects before it is presented to a general assembly of the Phylacteric Vault.

Spell Effect

Greater timeheal reaches back through time, creates a duplicate of the target, and pulls it forward, displacing the current target. The caster is able to reach back in time up to 1 round/2 levels, to the point where the target is least injured; if the target suffered injury or death before this time, the spell will fail. The target must then make a Fortitude save (DC 10 + number of rounds displaced) or remain unconscious for a number of days equal to 10 minus his Constitution modifier. At the end of that time, he is restored to life and health as described below.

If the Fortitude save succeeds, the target is then restored to same state as when she was moved forward in time. In addition, the target is stunned for a number of rounds equal to the number of rounds she was displaced in time. This spell normally costs the caster 500 XP, but if the target was dead, it costs 1,000 XP. Characters restored to life in this manner lose one character level (or 1 permanent point of Constitution if the subject was 1st level). The target loses all memory of events that occurred between the round she was displaced in time and the round the spell is cast.

Arcane Material Component:
A piece of amber shaped in a sundial and containing an ancient insect worth at least 500 gp.

XP Cost: 500 or 1,000 XP (see above).

Greater Turn Resistance

Gives undead target +5 turn resistance.

Necromancy

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One undead creature that is subject to turning

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes (harmless)

Spell Effect

This spell functions as *turn resistance* and *lesser turn resistance*, but gives its target a turn resistance of +5. (See MM, Introduction, "Special Qualities.") This effect stacks with any existing turn resistance. It cannot be cast on a target already under the effect of any other *turn resistance* spell.

Gulaben's Ecstasy

Target is distracted by pleasure and has his will weakened.

Enchantment (Charm) [Mind-Affecting]

Level: Brd 5, Enchantment 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level or permanent

Saving Throw: Will negates (see text)

Spell Resistance: Yes

Description

Nothing pleased Gulaben more than the adoration of mortals. The Lady of the Winds spread this spell among her most ardent worshippers, encouraging them to slowly erode the wills of as many other beings as possible, making them more susceptible to the pleasures of her touch by giving them a taste of what it was like.

When the memory of Gulaben was stricken from mortal minds, this spell should have been lost, but somehow the Courtesans of Idra acquired knowledge of it. Today, the courtesans use Gulaben's *ecstasy* to influence certain important political figures more easily, but they do so sparingly, casting it only when absolutely necessary for fear that others might discover it. They will do whatever is in their power to silence those who discover its existence.

Spell Effect

The target is overcome with feelings of pleasure and euphoria. He suffers a -4 morale penalty to AC, attack and damage rolls, skill or ability checks, and saving throws. In addition, he loses 1d4 points of Wisdom until the spell ends.

Immediately after the spell's duration expires, if the target failed his initial Will save, he must make a Fortitude save versus the spell's DC or lose one point of Wisdom permanently. Only a *greater restoration*, *limited wish*, *miracle*, or *wish* will restore this lost point.

Gullibility

Subjects become overly trusting, suffering skill and saving throw penalties.

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 action

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

Target: One or more creatures, no two of which can be more than 30 ft. apart

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

Description

Gullibility is a favorite spell among bards trying to make an audience believe an outlandish tale (commonly concerning the bard's own part in an epic conflict). The spell's more sinister uses are in the field of politics and diplomacy, however. Unwary visitors to the courts of Darakeene

and Calastia often leave with newfound confidence and affection for those nations' leaders due to the surreptitious casting of *gullibility*, and foreign diplomats must always be on guard against this spell during delicate negotiations. A small squad of mages using *detect magic* and other spells often accompany dignitaries on important missions in order to avoid the influence of *gullibility*, but the spell continues to be used nonetheless. Once the spell's duration has expired, the target once more returns to his normal views, but too late to go back on treaties and agreements made while under the spell's influence.

Spell Effect

Failing a Will save, all affected creatures become more susceptible to coercion and deceit. Until the spell expires, each creature receives a -2 penalty to saving throws against Enchantment and Illusion spells. A creature's newfound trusting nature also causes this -2 penalty to apply to any rolls made against the following skills: Bluff, Diplomacy, Disguise, Forgery, and Intimidate.

Hammer and Anvil

Deals 1d8 damage/level and may stagger target.

Evocation [Force]

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Target: One creature

Duration: Instantaneous (see text)

Saving Throw: Reflex half (see text)

Spell Resistance: Yes

Description

This powerful spell was created by one of Corean's war wizards during the earliest stages of the Titanswar. The young wizard found the steady ringing of steel on steel oddly calming and would often take his tomes down to the smiths' forges to study as they worked making the tools of war.

One day, as he watched one of the smiths forge hard steel into swords, he wondered what a giant hammer and anvil could do to Corean's titanspawn enemies. This spell was his answer to that question.

Spell Effect

A shimmering hammer and anvil of force appear on either side of the target, slamming together in a tremendously loud impact that does 1d8 points of

damage per
caster
level
(10d8
maximum).

In addition, the target is considered staggered for 1d4+1 rounds and may take only partial actions for those rounds. Creatures not subject to stunning cannot be staggered by this spell (see DMG, Chapter 3, "Condition Summary"). The target may make a Reflex save; if successful, he takes only half damage and is not staggered.

Material Component: A small steel hammer and anvil.

Healing Interdiction

Target is prevented from healing any kind of damage for 1 day/level.

Necromancy

Level: Drd 8, Sor/Wiz 8

Components: V, S, DF

Casting Time: 1 full round

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

Target: One creature



Duration: 1 day/level
Saving Throw: Will negates
Spell Resistance: Yes

Description

Healing interdiction is an ancient spell found only in molding grimoires and all but forgotten in the arcane repositories of Hollowfaust and the Phylacteric Vault. Today it is primarily used by the druids of Kan Thet and the elves of Termana. The Church of Madriel abhors the spell, and the Order of the Morning Sky relentlessly hunts any spellcaster known to have cast it. The forsaken elves, themselves barred from divine healing since Chern's curse and the fall of their forgotten demigod, are believed to be the primary arcane casters of this spell.

Spell Effect

Healing interdiction is a powerful curse that prevents all forms of healing, magical or otherwise. If the target fails its Will save, the spell prevents the recovery of hit points and ability damage by any means. All *cure* spells and spells with the healing descriptor automatically fail when directed at the target, and the target cannot recover damage through natural healing, use of the Heal skill, or use of the fast healing or regeneration abilities.

Hedrada's Justice

Gives bonus to attack against those who had damaged the caster.

Divination [Lawful]
Level: Clr 3
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

Description

While vengeance is the domain of the lawful good Corean, the followers of Hedrada favor the pursuit of justice — the even-handed application of law against wrongdoers. Hedrada's clergy are

considered the supreme arbiters of justice, so visiting harm upon the Lawgiver's priests is treated as an especially serious crime. This spell allows Hedrada's cleric-judges to defend themselves and justly revisit harm upon their foes.

Spell Effect

The target gains a +5 enhancement bonus to all attacks against any single creature that has inflicted damage upon him during the spell's duration. The bonus applies only to one such foe, but if the target is damaged by a different foe while the spell is in effect, he can choose to apply the bonus against this new enemy.

Hold Stone

Prevents transmutation of stone.

Abjuration
Level: Clr 4, Sor/Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 50-ft. cube + 10 cubic ft. per level
Duration: 1 day/level
Saving Throw: None
Spell Resistance: No

Description

Stone can become a weapon, especially in the never-ending war between the dark elves of Dier Drendal and the dwarves of Burok Torn. Frequently, one race or the other has cause to reshape stone, closing passages or transforming a solid floor to liquid mud. This spell prevents such alteration, locking a given area of stone into its normal shape for the duration of a battle or important event. No one knows if the dwarves or the dark elves first developed the spell — unsurprisingly, both sides claim credit and blame the other for "misusing" it for military purposes.

Spell Effect

This spell prevents the use of Transmutation spells upon a given area of stone. Spells such as *transmute rock to mud* simply do not function in the area of effect, nor can earth elementals or beings with similar abilities pass through

the area. *Passwall* and similar spells do not work, though *teleport* (which does not affect the stones themselves) does. Evocations might damage the stones (though their hardness is increased by +2), but the stones will not magically change form, nor matter what the spell. This spell only works on stone, however, and sand, metal, or earth are not held fast by it. Bricks and non-solid stone walls halve the area of effect.

Material Component: A small piece of stone.

Holy War

+4 bonus to attack, damage, saves, spell DCs, and skills to all worshippers of your god.

Conjuration (Creation)
Level: Clr 9
Components: V, S, DF
Casting Time: 1 action
Range: 100 ft.
Target: All allies of the same faith within a 100-ft. radius
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No

Description

The power of the gods is very real in the Scarred Lands, and the common bond of faith has seen many combatants through the most bloody of battles. The gods grant this spell to their most devoted followers, enabling them to create a bond of faith with their fellow worshippers, granting greater ferocity, skill, and strength in battle.

Spell Effect

All those within the spell's area of effect who worship the same god as the caster receive a +4 luck bonus to attack, damage, saves, and skill checks for the spell's duration.

Hunter's Moon

Grants ranger favored enemy bonuses vs. lycanthropes for one night.

Transmutation
Level: Rgr 2



Components: V, S, DF
Casting Time: 1 full round
Range: Personal
Target: You
Duration: 1 night of a full moon
Saving Throw: None
Spell Resistance: No

Description

Good-aligned rangers, especially those who worship Tanil, are the implacable foes of evil lycanthropes throughout the Scarred Lands. Any ranger worthy of the name knows to keep this prayer handy when traveling through Albadia on the night of a full moon. Followers of Belsameth, obviously, despise the use of this spell and so label any who would use it a self-declared enemy of the church.

Spell Effect

This spell can only be cast under the light of a full moon. For the spell's duration, evil-aligned lycanthropes are considered a favored enemy for the caster, thereby granting him a +1 circumstance bonus to Bluff, Listen, Sense Motive, Spot, Wilderness Lore, and to most damage rolls

against such foes. These bonuses stack with any relevant favored enemy or similar bonuses that the caster already has (see PHB, Chapter 3, "Ranger").

Furthermore, any non-magical weapons (melee or ranged) that the caster wields during the spell's duration are treated as if they were silver weapons for as long as *hunter's moon* remains in effect. Natural weapons and unarmed strikes are not considered silver.

Regardless of how much time has passed since the initial casting, the spell's duration and all its effects end at sunrise.

Iceshards

Caster creates several floating shards of ice that may defend or attack against opponents.

Conjuration (Creation)
Level: Brd 4, Drd 3, Rgr 4, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Person(s) targeted
Duration: 1 round/level (D)
Saving Throw: None

Spell Resistance: No

Description

Used by the ice haglings of northern Ghelspad, this spell has been the bane of many travelers who have encountered these malicious and cold-hearted creatures. This spell creates several ice shards that dance about the caster, either defending him against attack or flying out to strike opponents.

Spell Effect

This spell creates one shard of ice per caster level to dance around the caster (maximum of 10 shards), granting him an enhancement bonus to AC equal to the total number of shards. As a standard action, the caster may send one or all of the shards of ice to attack any opponents within range, with each shard inflicting 1d6 points of piercing damage. Using a shard to attack destroys the shard and lowers the AC bonus by one. The caster must roll a normal ranged attack for each shard in order to hit a foe. Multiple shards may attack multiple opponents.

Material Component: A wineskin of water.

Iron Butterflies

Creates a flock of iron butterflies that damages enemies and harms fey.

Conjuration (Creation)

Level: Fey 4, Sor/Wiz 4

Components: V, S, M/DF

Casting Time: 1 action

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

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

Description

With the destruction of many of Scarn's good fey in the ravages of the Titanswar, evil and aberrant fey have begun to multiply and spread. As part of her stewardship of the world's remaining fey, Syhana the Cloudmaiden has directed her followers to rout out and destroy these malicious beings. This spell was developed in Syhana's honor and image to harm these monstrosities.

Spell Effect

This spell creates thousands of sharp, cold iron butterflies that attack all targets in the spell's area of effect. Any creature in the area takes 1d4 points of slashing damage per caster level (maximum 15d4). Any fey within the spell's area receive a -4 penalty to saves against this spell. In addition, any fey damaged by this spell must make a Concentration check (DC 10 + damage taken from spell) in order to use any of their spell-like abilities until damage caused by the butterflies has been healed.

Material Component: The wings of a colorful butterfly.

Keshmeeri Refuge

Protects target from the harsh desert environment.

Abjuration

Level:Clr 4, Drd 2, Protection 2, Rgr 3, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

Description

The harsh conditions of the Ukrudan Desert require great fortitude, skill, and strength to survive. Even those who live there are sometimes hard-pressed. The Keshmeeri nomads created this spell to help them endure the



deadly environment of the desert, and since the Keshmeeri mage Lison cast it upon the paladin Kuroth to aid him in his battle against the Daywalker slitheren, it has also become part of the repertoire of Coreanic divine spellcasters.

Spell Effect

Keshmeeri refuge surrounds the target with an aura that maintains a constant temperature of 70 degrees Fahrenheit and protects him from both the blazing heat of the day and the freezing cold of the night. It also shields the user from the effects of exposure to sun and wind, though it will not protect him from objects propelled by the wind such as the sand blown by a sandstorm.

Material Component: A pinch of desert sand.

Legion's March

One subject/level gains 1d4+1 Con.

Transmutation

Level: Clr 5, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 action

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

Target: One creature/level within a 30-ft. radius

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Description

Mobility is crucial in a military campaign — the largest and most powerful army cannot triumph if it cannot reach the battlefield in time, and sometimes a smaller, faster force can triumph over vastly superior opponents. The *legion's march* spell was thus created to improve an army's health and vigor, aiding its troops while traveling and also when in battle or while maintaining long watches.

Spell Effect

The spell grants an enhancement bonus of 1d4+1 points of Constitution to 1 creature per caster level within the spell's area of effect, granting the increased

hit points, Fortitude saves, and ability score modifiers for skills based on Constitution.

Material Component: A small lump of granite for each target affected by the spell.

Lesser Timeheal

Rapidly accelerates time for one target in order to heal its wounds.

Transmutation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 full round

Range: Touch

Target: A single living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes (harmless)

Description

The chronomancers of Darakeene developed this spell in order to ease their dependence upon clerical healing. The spell has spread among the chronomancers, who regard it as something of a marvel. It is still somewhat quirky, however, and has been known to fail when death is unavoidable.

Spell Effect

This spell rapidly advances time for the body of one individual, allowing him to heal as if he had rested for 1 day/2 caster levels. The caster may reduce the number of days of the effect if desired. This heals 1 point of temporary ability score loss/day equivalent and hit points equal to the caster's level/day equivalent.

The spell's major drawback is that the timehealed body may suffer from hunger, thirst, or fatigue as a result of being sent forward in time. If the subject is healed a number of days greater than his Constitution bonus, he will suffer the effects of hunger and thirst and be fatigued (see DMG, Chapter 3, "Condition Summary" and "Starvation and Thirst Dangers").

Arcane Material Component: A small golden sundial worth at least 100 gp.

Lesser Turn Resistance

Gives undead target +1 turn resistance.

Necromancy

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One undead creature that is subject to turning

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes (harmless)

Description

The necromancers of Hollowfaust have developed a number of spells to aid their undead servants and protect them from harm. For the most part, the Hollowfausters use *turn resistance* spells only in defense of their city, but as the spells spread throughout Ghelspad, many less scrupulous necromancers have adapted them to their own nefarious purposes, making their undead more resistant to turning. Even self-willed greater undead have been known to use these spells to protect themselves from especially powerful foes.

Spell Effect

Lesser turn resistance grants a single undead creature turn resistance of +1 for the spell's duration. (See MM, Introduction, "Special Qualities.") This effect stacks with any existing turn resistance. It cannot be cast on a target already under the effect of any other *turn resistance* spell.

Material Component: A drop of the caster's blood.

Lethene's Inner Storm

Fills subject with electrical energy, damaging attackers.

Evocation [Electricity]

Level: Drd 5

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 2 rounds/level

Saving Throw: Reflex half

Spell Resistance: Yes

Description

The druids who revere Lethene were given this unique defense. *Lethene's inner storm* fills the caster with the pulsating power of an electrical storm, causing her to glow with bluish energy. This electricity will shock anyone who comes in contact with the caster or touches her with a metal object such as a melee weapon.

Spell Effect

Anyone who makes a successful attack on the caster must make a Reflex save or take electricity damage. Unarmed attackers, or those using metal melee weapons, take 1d6 points of electricity damage per caster level (maximum 10d6). If the attacker is wearing metal armor, the damage increases to 1d8 per caster level. A successful Reflex save halves this damage. Attackers using non-metal weapons are immune from the spell's effect.

Light Blade

Creates a sword made of pure light.

Evocation

Level: Pal 2

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 5 minutes/level

Saving Throw: None

Spell Resistance: No

Description

A paladin's sword is his instrument of justice on behalf of the oppressed and in the punishment of the corrupt. Corean, master of paladins, granted this spell to aid his paladins if they were ever left without weapons.

Spell Effect

This spell creates a weightless blade of pure light the same size and shape as a longsword. A paladin armed in this fashion cannot be disarmed by a foe. The blade deals damage as a +1 longsword, +2 vs. evil creatures.

The blade also produces illumination as per the spell *light*.

Locate Oasis

Locates an oasis in the desert.

Divination

Level: Brd 1, Clr 2, Drd 1, Rgr 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 full round

Range: 5,000 ft. + 500 ft./level

Area: Circle, centered on caster, with a radius of 5,000 ft. + 500 ft./level

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

Description

Since the wounding of the lands during the Divine War, the location of many oases in the Ukrudan Desert has become uncertain. An oasis may exist for several seasons before disappearing, while another may appear overnight. The Keshmeeri nomads believe that these oases are remnants of a time before the war when the land was more fertile, and that some day with the gods' help, the region will be restored to full health and beauty. Keshmeeri mages use this spell to aid their people in the Ukrudan's harsh conditions.

Spell Effect

This spell is similar to *locate object*, but specifically tailored for determining the location of oases. When the spell is cast, the caster receives a mental image of any oases in the area of the spell's effect as well as their general direction and distance. The caster can move normally while maintaining concentration on this spell.

Material Component: A date pit, covered with sand.

Locate Water

Locates sources of fresh or salt water.

Divination

Level: Brd 1, Clr 1, Drd 1, Rgr 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 full round

Range: Long (400 ft. + 40 ft./level)

Area: Circle, centered on caster, with a radius of 400 ft. + 40 ft./level, down to a depth of 40 ft. + 4 ft./level

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

Description

The search for water is paramount to those who live in the desert, thus almost all Keshmeeri spellcasters know this spell. They are reluctant to share it, save with those who have helped the tribe or proven themselves to be loyal friends.

Spell Effect

This spell is similar to *locate object*, but specifically modified to aid in determining the location of water sources. When the spell is cast, the caster receives a mental image of any fresh or salt water sources within the spell's area of effect as well as their general direction and distance. He can distinguish between both types of water and can move normally while maintaining concentration on the spell. The spell also allows the caster to detect water that is underground, though at a lesser distance.

Material Component: A pinch of dried desert sage.

Lure

Causes an intense desire to possess a mundane item or trinket.

Enchantment (Compulsion)

Level: Brd 4, Drd 2, Rgr 3, Sor/Wiz 3

Components: V, S, M,

Casting Time: 1 action

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

Target: Person who sees it first (see below)

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: No

Description

A piscine spell seen during their first attacks on the eastern coasts of Scarn, *lure* caused many foolishly to throw their lives away for the possession of a damaged sword or for a few pieces of copper.

Spell Effect

When this enchantment is placed upon a mundane item, the first person who sees it must make a Will save. Failure makes the victim experience an overwhelming desire to possess the enchanted item, causing him to move immediately toward it, ignoring all dangers. While under the influence of this spell, the victim is considered flat-footed and fights at a -4 attack penalty.

Material Component: A small mundane item.

Malaise

Mist drains Strength from all in the area.

Necromancy

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

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

Target: 20-ft. radius spread

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

Description

Originated by a wizard-scholar named Setothes, who visited Hollowfaust in order to improve his understanding of the necromantic arts, this spell is rarely used by the Hollowfausters, save in defense of their city. The same cannot be said for their evil rivals, the necromancers of Glivid-Autel, who use it with relish. Setothes was something of a dilettante and made himself unpopular in Hollowfaust by calling necromancy "a limited bastard art, but a pale shadow of evocation" and not worth further study. Sensing that he may have outstayed his welcome, the wizard departed Hollowfaust that very night.

Spell Effect

A charnel stench arises from the ground in the affected area, causing a powerful life-sapping effect that robs all within the area of 1 point of temporary Strength damage for every two levels of the caster (to a maximum of -10). Any who resist successfully suffer only half of the ability damage. In

either case, the lost Strength points return at an accelerated rate of one point/hour.

Material Component: Ash from the body of a sentient creature consumed by fire.

Malicious Image

Causes mirror images to attack their casters.

Illusion (Shadow)

Level: Brd 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

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

Target: All *mirror images* of one target

Duration: See text

Saving Throw: Will negates

Spell Resistance: No

Description

A favorite of Belsameth's sorceresses, *malicious image* transforms a mage's protective *mirror images* into shadowy foes. It is also popular with adventurers and the foes of powerful wizards, who enjoy the effect that it has on arrogant spellcasters who cast *mirror image* in combat.



Spell Effect

This spell causes a target under the effect of a *mirror image* spell to be attacked by his images. A successful Will save by the targeted caster negates the spell, and his *mirror images* continue to function as normal.

Should the target fail his Will save, a deadly transformation occurs. Each *mirror image* becomes a hostile shadow-creature, with hit points equal to those of the target, divided by the number of images remaining when *malicious image* was cast. Their AC remains 10 + size modifier + Dexterity modifier of target. They attack once per round with the caster's highest attack bonus, dealing 1d6 points of damage per successful hit. The target loses control of the images, can no longer merge or split with them, and cannot voluntarily end the spell. The images do not disappear when struck, but must be reduced to 0 hit points to be destroyed. They continue to attack until the spell ends, at which time the surviving images go back to functioning as normal, or until they are all destroyed, at which point both the *malicious image* and *mirror image* spells come to an end.

Because the images no longer mimic the target's actions, enemies of the target no longer have difficulty distinguishing the target from his images.

Mana Sink

Floating sphere absorbs magic within its area of effect.

Abjuration

Level: Magic 6, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 round

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

Effect: A floating orb that absorbs magic

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Description

Mana sink was developed by the warrior-wizard Vansin to

lessen the difficulties of facing multiple spellcasting foes. The spell was used to great effect when Vansin and his allies destroyed a cell of titan-worshipping sorcerers in the city of Fangsfall.

Spell Effect

This spell creates a darkly pulsing sphere of power 1 foot in diameter that attempts to negate any magic near itself. The sphere generates a continuous area dispel effect in a 30-foot radius, as per *dispel magic*. The dispel check of a *mana sink* is 1d20+1 per caster level (maximum +10) against a DC of 11 + the spell's caster level.

The *mana sink* also attempts to counterspell as per *dispel magic* any spell cast within its area of effect. The sphere may only attempt to counterspell a target once per round. Any spell cast outside the *mana sink*'s area of effect that targets an area or creature within the *sink*'s area of effect is also subject to a counterspell attempt.

The sphere may be directed to move once per round at the rate of 60 feet (perfect) by the caster as free action. The caster's own spells and effects are also subject to the effects of the *mana sink*, but the DC for the dispel check is 13 + the caster's level.

Mask Magic

Disguises the enchantment of a magic item.

Illusion (Glamer)

Level: Brd 3, Sor/Wiz 3

Components: V, S, XP

Casting Time: 1 action

Range: Touch

Target: A single magic item

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Description

In many places and at many times during the Scarred Lands' history, the casting of magic spells or the possession of a magic item has been a crime. To circumvent such a ban during the Ledean

Thael Dynasty, one particularly cunning mage/assassin known as Willem the Light created this spell to pass off his potent arsenal of magical weapons and tools as simple, mundane items.

Spell Effect

This spell must be cast during the creation of a magic item. All future *detect magic* attempts show that the affected item is non-magical. An *identify* spell, however, will reveal the item's magic qualities.

Material Components: A ruby, an emerald, and a diamond, each worth at least 100 gp.

XP Cost: 327 XP.

Mass True Strike

One subject/level gains a +20 bonus to its next attack roll.

Divination

Level: Sor/Wiz 6

Components: V, F

Casting Time: 1 action

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

Target: One creature/level, all within 30 ft. of each other

Duration: See text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Description

By necessity, the Divine War sparked great ingenuity in the arcane arts. It took masses of warriors enhanced with great magic to defeat the greater titanspawn. This spell was especially useful against creatures such as dragons that were nigh invulnerable. Though this spell is obscure to most spellcasters, adventurers have revived its use.

Spell Effect

One creature per spellcaster level within the spell's area of effect gains a +20 insight bonus on its next attack roll. Additionally, they are not affected by the miss chance that applies to attacks against concealed targets.

Material Component: An arrow that has inflicted damage on a target.

Mesos' Containment

Absorbs and redirects physical energy attacks.

Abjuration [Force]
Level: Sor/Wiz 7
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/level (D)
Saving Throw: Reflex half
Spell Resistance: Yes

Description

Mesos was said to have become furious when mortals began to use magic – which he regarded as his own – against him and his followers. Among the most powerful of these early wizards was a cabal known as the Iron Tower. Determined to teach these upstart mortals a lesson, Mesos sent a brood of arcane devourers to recover the magical energy the wizards had “stolen” from him. Using the magic that they themselves created and manipulated, the wizards were able to sense the devourer's presence and reigned fire and lightning down upon them, obliterating them before they could even approach the Iron Tower.

Enraged, Mesos strode toward the Iron Tower himself, conjuring magical energies into each of his six hands. By the time he arrived, Mesos held six spheres of force. When the Iron Tower wizards began to cast magic at him, Mesos simply held up his force globes and absorbed the spells. Then, he threw them back at the tower, using the wizards' own power to destroy it utterly. Pleased with his success, Mesos taught this spell to his followers, although since his fall it has also spread to the hated wizards who serve the gods.

Spell Effect

This spell creates one force orb per three caster levels that can be used to absorb certain spells. The type of orb is determined by the caster. The first type absorbs Transmutation spells, the second

absorbs Conjunction, the third type absorbs Enchantment, the fourth absorbs Necromancy, and the fifth absorbs Evocation spells.

Any spells of the appropriate type that are directed at the caster are automatically absorbed by their corresponding orb. After an orb has absorbed a spell, the caster can cause it to explode, inflicting 1d6 points of damage per spell level on all targets in a 20-ft. radius centered on the caster. The caster is immune to this damage, but his allies are not. Rather than causing it to explode, the caster may cause the orb to discharge its absorbed spell without effect, though this too destroys the orb. If the orbs have not been charged or caused to explode at the expiration of the spell's duration, they vanish without effect along with the absorbed spells.

Mesos' Vengeance

Greatly amplifies the arcane heat generated by spellcasting in an area.

Transmutation [Fire]
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: 30-ft. radius spread
Duration: Concentration + 1 round/level (D)
Saving Throw: Fortitude half
Spell Resistance: Yes

Description

Ever since the disruption of Mesos, the Sire of Sorcery, at the start of the Titanswar, arcane spellcasters have suffered from intense heat whenever casting spells. Although various sages have posited many theories, few mortals actually know the reason for this arcane heat. Regardless, followers of Mesos have learned to focus this heat into a more dangerous force. Arcane spellcasters within the area of this spell suffer extreme burns and possibly even spell disruption.

Spell Effect

Any arcane spellcaster casting a spell within this spell's area

of effect suffers 1d6 fire damage per spell level. Spells of 0 level cause only 1 point of fire damage. This spell does not affect divine spellcasters.

Arcane Material Component:
 A pinch of ash from the remains of a burned spellcaster.

Mindwrack

Destructive energies cause Intelligence loss and random debilitation.

Evocation [Mind-Affecting, Chaotic, Evil]
Level: Sor/Wiz 9
Components: V, S, F, XP
Casting Time: 1 full round
Range: Touch
Target: Creature touched
Duration: Discharge (see text)
Saving Throw: Will Partial
Spell Resistance: Yes

Description

As the titans created the wrack dragons to aid them in the Divine War, followers of Mesos bemoaned the loss of their patron. Taking note of the titans' new undertaking, a wicked mage studied the energy being put to use creating the dragons. Many months later, he had developed a spell of the darkest magic. He wasted no time in delivering the spell to his colleagues, who were mostly driven mad the first time they attempted to cast it.

Spell Effect

This spell is only effective on creatures with an Intelligence of 3 or higher. Upon casting *mindwrack*, the caster's hand glows with crackling black and red energies. If the caster then succeeds in delivering a melee touch attack on any creature, the target is immediately drained of 1d4 points of Intelligence and must make a Will save. If this save is successful, no other effects are suffered. Should the target fail the Will save, he is drained of an additional 1d6 points of Intelligence and suffers a random debilitating effect. Roll 1d6 to determine the effect:

1: Target becomes shaken (see DMG, Chapter 3, "Condition Summary").

2: The target develops a severe phobia to a relatively common object. Anytime the target is within 15 feet of the object and is able to observe it, he becomes helpless (see DMG, Chapter 3, "Condition Summary") until either he or the source of the phobia is moved out of range. The caster of *mindwrack* chooses what object will be the source of the phobia. The object should be common, but not omnipresent. For instance, "spoons" would be an appropriate subject, while "dirt" would not.

3: The target becomes unable to use any Intelligence based skills.

4: Target becomes confused (see DMG, Chapter 3, "Condition Summary").

5: The target suffers amnesia. He is unable to recall any details of his past, and he is unable to cast spells or use Knowledge skills.

6: The target's mind regresses to a child-like state. His hit points and ability scores, aside from the Intelligence drain, remain unchanged. All other aspects of the character are treated as if he were a 1st-level commoner (see DMG, Chapter 2, "NPC Classes").

All effects of this spell are permanent and may only be eliminated with a *remove curse*, *miracle*, or *wish* spell. A *remove curse* spell will only remove either the Intelligence drain or the debilitating effect, so two castings are required to completely cure the target.

Wizards who use *mindwrack* as part of their retinue of spells must do so with extreme caution. The forces that give this spell its power are not easily controlled and can backfire on their wielder. If the spell is not discharged within 8 rounds of casting, it rebounds on the caster, causing him to suffer the full effect of the spell with no saving throw.

Focus: A small crystal vial containing a drop of blood from a wrack dragon.

XP Cost: 100 XP.

Missile Storm

Transforms one projectile into a volley.

Conjuration (Creation)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

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

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: Yes

Description

Throughout the Scarred Lands, archers are among the most feared and skilled warriors. The elves of the Ganjus, the fearsome Black Dragoons, the Vigilants of Vesh and others have raised missile combat to a fine art. This spell, which transforms a single missile into a hail of deadly magical arrows, makes archers even more potent and enables small groups of archers to hold off forces that are many times their own number.

Spell Effect

When cast upon a single missile such as a bolt, arrow, or sling bullet, this spell causes the missile to transform into a mass of conjured replicas, striking targets within its area of effect. The spell is not effective on thrown weapons — only missiles that are launched from a bow, sling, or similar device. Each target in the area suffers a single automatic hit from a missile identical to the original. Targets are allowed a Reflex save to avoid damage. Each of these projectiles is considered to be a +1 magic weapon for purposes of overcoming damage resistance, but the actual damage is not increased. The duplicate weapons vanish with the spell, but the original missile may be retrieved as normal.

Material Component: A masterwork arrow, bolt, or sling bullet.

Negative Energy Geyser

Creates an eruption of negative energy.

Necromancy [Evil]

Level: Death 8, Sor/Wiz 8

Components: V, S

Casting Time: 1 full round

Range: Long (400 ft. + 40 ft./level)

Area: 5 ft., and 30-ft. emanation

Duration: 2 rounds (see text)

Saving Throw: Fortitude, Reflex, and Will half

Spell Resistance: Yes

Description

Originally attributed to the necromancer Orafid Koralis of Glivid-Autel, this spell has spread across Ghelspad since his demise at the hands of a group of Hollowfaust adventurers. Ransacking the wizard's lair, they found a scroll bearing the *negative energy* geyser spell and soon sold it to the necromancers of their home city and to the battlemages of Calastia.

Spell Effect

The caster selects a single 5-foot square area within range that acts as the center of the spell. A small gate to an alternate plane opens, expelling pure negative energy in a fountain of darkness, damaging anyone in its area of effect.

On the first round of the spell, the geyser's energy deals 1d6 points of negative energy damage per caster level (maximum 20d6) to everything within 5 feet of the spell's center. On the second round, the geyser's area of effect grows to a 30-foot radius, after which it collapses and the gate vanishes. Undead affected by the geyser are healed of 1d6 points of damage per caster level (maximum 20d6), but cannot receive more hit points than their maximum.

Netherblade

Creates a sword that drains negative energy, damaging undead creatures.

Necromancy

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Personal

Effect: Swordlike beam

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

Description

Ryven Thaern was an infamous necromancer and feared battlemage prior to joining the Disciples of the Abyss. He designed this spell early in his adventuring career in order to defend himself against undead who might oppose him in his researches.

Spell Effect

Netherblade creates a 3-foot long sword of swirling energy that springs forth from the caster's hand. The blade strikes as a melee touch attack and drains negative energy, inflicting 1d8 points of damage +1 point per 2 caster levels (maximum +10) against corporeal and incorporeal undead opponents. The blade is also bone-chillingly cold and inflicts half this damage as cold damage against living opponents.

Netherblast

Drains negative energy, inflicting 1d6/level points of damage against the undead.

Necromancy

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

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

Area: Cone

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Description

The second of three spells created by Ryven Thaern during his time as a Disciple of the Abyss, *netherblast* has quickly become a favorite of necromancers on undead hunting expeditions into Hollowfaust's Ghosts' Quarter.

Spell Effect

Netherblast drains negative energy in a cone-shaped area that extends outward from the spellcaster's hand, inflicting 1d6 points of damage per caster level against all corporeal and incorporeal undead creatures (maximum 20d6). This area is also partially drained of heat as well, inflicting 1d6 points of cold damage per 2

caster levels against living opponents.

Nethershield

Creatures attacking the caster are drained of negative energy and heat while the caster is protected against energy and ability drain.

Necromancy

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Description

One of three spells given to the guilds of Hollowfaust by the forsaken half-elf Ryven Thaern in support of his entry into the Disciples of the Abyss, *nethershield* exemplified Ryven's master over negative energy and his ability to manipulate it creatively.

Spell Effect

This spell surrounds the caster in wisps of dark flame, providing him with immunity against energy drain and ability drain attacks. These flames also drain negative energy from the undead, inflicting 1d6 points of damage +1 point per caster level (maximum of +10) upon corporeal and incorporeal undead that attack the caster in melee. Living creatures that attack the caster are similarly drained of heat and suffer half this damage as cold damage.

Arcane Material Component: A fingernail from a wight or piece of cloth torn from the robe of a wraith.

Nose of the Rat

Subject gains the Scent feat, bonus on tracking, enemy detection.

Transmutation

Level: Animal 1, Drd 1, Rgr 1, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 full round

Range: Touch

Target, Effect or Area: Creature touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

Description

The druids of Denev originally developed this spell to identify each other by scent. Several times priests of Enkili infiltrated their holy ceremonies while under the effects of *change self* spells, causing chaos and dissension in the ranks. In order to prevent infiltrators, Denev's druids used the animal ability to recognize individuals by scent rather than believe what they saw with their eyes. Several imposters were discovered and dealt with by use of this spell.

Later, a sect of rangers devoted to Tanil, having learned this spell from druid allies, taught the incantations to allied wizards as a method of catching spies.

Spell Effect

The subject of this spell gains the Scent feat (described in the MM, "Special Qualities"). This ability allows the subject to detect approaching enemies, sniff out hidden foes, and track by sense of smell. The subject can identify familiar odors just as humans do familiar sights.

Material Components: Rat droppings and a small quantity of grain.

Omniscience

Grants the caster great sensory insight.

Divination

Level: Drd 4

Components: V, S, M

Casting Time: 1 full round

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

Description

Even after the titans stripped Golthain the Faceless of his senses, legends say that he was able to see

through the land itself. The birds and insects of Scarn were his eyes, the air itself his ears, and the very ground his skin. Druids dedicated to Golthain have long sought to emulate their master's awesome awareness, finally succeeding with this spell.

Spell Effect

The spellcaster is granted blindsight in a 60-ft. radius. In addition, the caster receives a +10 insight bonus to Spot, Listen, Wilderness Lore, Intuit Direction, and Search checks.

Material Component: A handful of loose dirt.

Persistent Missiles

Creates long-lasting missiles of magical force.

Evocation [Force]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

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

Target: One creature per round

Duration: Concentration (maximum of 1 action/caster level)

Saving Throw: None

Spell Resistance: Yes

Description

This modification of the common *magic missile* evocation is probably the best-known of the spells developed by the witch Sammae. Exiled from her homeland of Vera-Tre, she has since made a reputation for herself as an adventurer and magical innovator.

Spell Effect

In all regards but one, this spell acts the same as the lower level *magic missile* spell. Missiles created with this spell, however, do not disappear when they strike their target, but instead return to the caster and orbit her harmlessly until her next action, at which time they may be directed against a target once more. Attacking with these missiles is a standard action and precludes casting another spell. The missiles remain active for the spell's full duration, and as long as the

caster retains concentration, they may attack any target within range. The missiles can only attack once per round, even if the caster is under the effect of spells such as *haste* and *two minds*.

Material Components: A handful of glass marbles, one per missile to be invoked.

Plague Touch

Cause disease in others with but a touch.

Necromancy

Level: Clr 5, Drd 5, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Living creatures touched

Duration: 1 minute/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Description

This spell is the result of crypt lord Bolen Graves' research into disease and sickness. Graves has since then joined forces with the wizards of the Obsidian Pyre and is furthering the use of plague-magic in Glivid-Autel.

Spell Effect

The caster can infect any living creature with a disease by simply touching it. This effect works like the spell *contagion*, and the victim must make a Fortitude saving throw or be infected with a disease of the caster's choice, which strikes immediately with no incubation period.

Material Components: A piece of putrid flesh and a drop of blood.

Profane Stare

Gaze deals 3d6 damage and paralyzes good creatures.

Evocation [Evil]

Level: Clr 5, Evil 5

Components: V, S

Casting Time: 1 action

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

Target: You

Duration: 1 round/level

Saving Throw: Will half

Spell Resistance: Yes

Description

Profane stare causes the caster to shock the souls of non-evil creatures with a glance. Her eyes glow with a deep purple radiance, and her pupils reflect a terrible red light while the spell is active.

Spell Effect

If subjected to the caster's gaze (see DMG, Chapter 3, "Gaze Attacks"), good- or neutral-aligned creatures who fail their saving throw take damage and suffer paralyzation. A Will save halves this damage and avoids the paralyzation effect. Good creatures suffer 3d6 points of damage and are paralyzed for 1d6 rounds. Neutral creatures take 1d6 points of damage and are paralyzed for 1d3 rounds.

Quick Learn

Grants caster 3 +1/level ranks in a desired skill.

Divination

Level: Brd 4, Clr 4, Luck 4, Sor/Wiz 4

Components: V, S, M/DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

Description

Through the use of divinatory insight, those who use this spell can temporarily improve their use of a known skill. *Quick learn* is especially popular with spellcasting craftsmen, artists, scholars, and especially bards, who use the spell to increase their abilities at critical moments during performances.

Spell Effect

Upon casting this spell, the caster temporarily gains 3 +1/level ranks in any desired skill. The chosen skill must be one that the caster already has ranks in, and the entire bonus must be applied to only one skill. Skill ranks apply equally to both class and cross-class skills. The caster gains no additional bonuses for multiple applications of this spell.

Arcane Material Components:
A pinch of salt and a lock of the
caster's hair.

Repair Dead

*Skeletons or zombies are
instantly repaired.*

Necromancy

Level: Clr 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Touch

Targets: One or more skeletons, corpses, or
zombies touched

Duration: Instantaneous

Saving Throw: Will negates (harmless, ob-
ject)

Spell Resistance: Yes (harmless, object)

Description

The power of *repair dead* was never more apparent than during the First Siege of Hollowfaust. In the course of the battle, the sutak destroyed entire legions of undead servitors, and the minions of Thulkas nearly overran the City of Necromancers. With *repair dead*, however, the members of the fledgling Animator's Society were able to continue to restock Hollowfaust with a seemingly endless supply of skeletal warriors.

Spell Effect

With *repair dead*, the caster instantly repairs one animated skeleton or zombie per caster level, up to a maximum of 20. Animated skeletons and zombies are instantly repaired and restored to full hit points. Destroyed skeletons and zombies are not restored, only those that have been damaged.

Ricochet

*Allows an arrow, sling bullet,
or crossbow bolt to strike
multiple targets in a single
round.*

Transmutation

Level: Clr 3, Drd 2, Pal 4, Rgr 4, Trickery 2

Components: V, S, M, F/DF

Casting Time: 1 full round

Range: Touch

Target: One arrow, sling bullet, or crossbow
bolt

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No (item)

Description

Primarily used by the followers of Denev and Tanil in the war against the druids of Khet, *ricochet* allowed many outnumbered archers low on ammunition to tip the scales of battle by striking multiple opponents with a single shot.

Spell Effect

When this spell is cast on a single non-magical arrow, sling bullet, or crossbow bolt, the missile becomes able to strike more than one visible target in a melee round. The number of extra targets is equal to one for every two caster levels (maximum 10). An attack roll is required for every target, and the missile can only attack each target once (attacks in excess of the total number of opponents are wasted).

Material Component: An arrowhead.

Rie's Lustful Gaze

*Those who meet caster's gaze
are captivated and cannot take
actions.*

Enchantment (Charm) [Mind-Affecting]

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

Description

The notorious Shelzari courtesan-sorceress Rie is rumored to be more than a mere entertainer and sometime-adventuress. Though nothing has been definitely proven, many point to the mind-affecting magic that she practices and her mysterious prosperity, much of it given to her by "admirers." This spell, which has also seen use by the Courtesans of Idra (leading some to accuse Rie herself of being one of their

agents), enables the caster to fix her target with a smoldering, sensual gaze that drives aside all thoughts save lust.

Spell Effect

The caster makes a gaze attack on the target (see DMG, Chapter 3, "Gaze Attacks"). The target can negate the attack with a successful Will save, but if he fails, he is then captivated by the caster's gaze and can take no further actions save shuffling meekly after the caster at half speed for the spell's duration. The victim is considered helpless (see DMG, Chapter 3, "Condition Summary") and may be attacked with the appropriate bonuses, but this immediately ends the spell, and the victim may react and fight normally on the following round.

Righteous Charge

*Imbues the caster's next charge
attack with divine power.*

Evocation

Level: Clr 5, Pal 4

Components: V, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/4 levels or until discharged

Description

This spell is glorified in the famous poem *The Charge of the Hollow Knights*, which tells of a squad of five hopelessly outnumbered knights who bravely charged against a host of Gormoth's minions. Their weapons guided by Corean himself, the squad is said to have slain hundreds of foes before finally being cut down, allowing allied divine forces to advance and route the titanspawn.

Spell Effect

After this spell is cast, the caster's next charge attack is imbued with a furious burst of divine power. The caster can charge four times his normal move (instead of double) and can make an attack of opportunity against every foe in his path at a +4 circumstance bonus. Successful attacks cause



double damage (triple on a critical hit), and those who take damage from the charger must make a Reflex save (DC 15) or be knocked prone and stunned (see DMG, Chapter 3, "Condition Summary"). The caster does not provoke attacks of opportunity while moving.

Sap Strength

Steals the strength from another creature.

Transmutation

Level: Clr 5, Drd 5, Sor/Wiz 4, Strength 4

Components: V, S

Casting Time: 1 action

Range: Touch

Duration: 1 hour/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Description

The wizardess Shog'tarina was well known for her power and cunning. She was also known for her frailty and had to rely on servants to help her perform even the simplest of tasks. While conducting research into the transference of life energies from one body to another, she designed a way to use other's strength, al-

lowing her to engage in more strenuous activities (as attested to by the many lovers that she took after discovering the spell and by the somewhat sickly condition of her servants).

Spell Effect

The caster trades Strength and Constitution scores with the creature touched. For the spell's duration, the caster gains all relevant modifiers such as attack and damage bonuses, temporary hit points, improved skill rolls, etc. If either the caster or the target is reduced to 0 or fewer hit points, the spell ends prematurely.

Scent of the Hunted

Subject is relentlessly stalked by wild predators.

Transmutation

Level: Animal 5, Drd 5

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Target: One creature

Duration: 6 hours/level

Saving Throw: Will negates

Spell Resistance: Yes

Description

The druids of Ganjus and other pristine wilderness areas are ferocious in their defense of nature and all of Denev's gifts. While they have no objection to hunting as such, woe unto the poacher who hunts without their leave or to the greedy woodsman who takes more than his fair share. The druids' vengeance is often quite fitting, especially when they use this spell, which turns the hunter into the hunted.

Spell Effect

The caster of *scent of the hunted* must make a melee touch attack against the target of the spell. The target is then allowed a Will saving throw. The subject saves at -4 DC if he is a follower of Denev or Tanil, or at +4 DC if he has recently committed especially heinous crimes against nature such as killing a sacred animal or unnecessarily destroying a forest. If the spell is successful, predators in the region detect the subject as if he was their most favored prey animal and immediately begin to stalk him.

All meat-eating animals, beasts, magical beasts,

shapechangers, and monstrous humanoids gain a +10 divine bonus on any Spot, Listen, or Wilderness Lore checks related to noticing or tracking the subject of this spell and will relentlessly pursue him until the spell ends. Creatures with a keen sense of smell may be drawn to the trail from up to a mile away. Intelligent creatures may recognize the spell for what it is, but will likely still pursue the subject because they know it makes hunting easier and *scent of the hunted* affects even the taste of whomever it is cast on.

The spell will not change the behavior of any familiars or the target's animal companions. Normal pets and captive animals, hunting or riding dogs, will pursue the subject unless their owners make a successful Handle Animal check at DC 20. The exact type and number of predators attempting to consume a target affected by this spell depend on the terrain, but it can be assumed that in all but the most lifeless regions he will be hounded almost continuously until the spell ends or some form of safe haven is reached.

Scry Blast

Enchants a scrying device to transmit spell energies.

Transmutation
Level: Sor/Wiz 5
Components: V, S
Casting Time: 1 full round
Range: Close (25 ft. + 5 ft./2 levels)
Target: 1 scrying device of focus
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

Description

Scry blast was one of the secret weapons employed by elven druids during the Divine War. This spell is said to have been a gift given by Denev in answer to the desperate need of her followers, but her followers today scoff at such a claim. Regardless of its origins, *scry blast* allowed the druids to attack and defend against titanspawn from the safety of their

groves and to conserve their strength and diminished numbers for more pressing engagements. A number of arcane spellcasters who witnessed and deduced the nature of these magical assaults devoted a great deal of attention to discovering this potent secret for themselves.

The arcane form of this spell is rare and highly prized. It is whispered among some who practice this spell themselves that King Virduk paid an outrageous bounty to obtain *scry blast* for his battle wizards, a tale that the defenders of Burok Torn can sadly confirm.

Spell Effect

Scry blast enchants a scrying device such as a crystal ball or the focus of a scrying spell such as a mirror or pool of water, transforming it into a weapon capable of transmitting the caster's spells. Only the caster's own spells may be used through *scry blast*. Other caster's spells cannot be used, nor can spells that originate from a magical device. Spells of up to 3rd level can be cast in this manner, originating from the scrying device as if the caster were physically present.

There are a few drawbacks, however. The spell cast through the scrying medium must have a range (touch-range spells cannot be used, for example), and that range is halved when cast through the scrying device. Additionally, visible magical effects make the scrying device immediately apparent, so it can be destroyed or its scrying enchantments dispelled.

Serpents' Stare

The caster's gaze freezes a single target in place.

Enchantment (Compulsion) [Mind-Affecting]
Level: Brd 1, Drd 2, Sor/Wiz 1
Components: V, S, F
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature up to your caster level in HD
Duration: Concentration
Saving Throw: Will negates

Spell Resistance: Yes

Description

While crafted by the titanspawn Asaatthi, this spell has since changed hands many times and is now found in the repertoires of both divine race and titanspawn spellcasters.

Spell Effect

The caster fixes the spell's target with a deep, fearful stare. The spell's effect is identical to that of the *daze* spell, but remains in effect for as long as the caster maintains concentration. If the caster breaks concentration for any reason, the spell ends immediately.

Material Component: A shiny bauble such as a coin, gem, or bit of glass.

Shade Storm

Summons a horde of wrathful spirits to harm living enemies.

Necromancy [Death, Evil]
Level: Sor/Wiz 6
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: Cone
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: No

Description

This dreadful spell was created by Malkhus, once an influential necromancer in the city of Hollowfaust. Shortly after he authored *shade storm*, Malkhus vanished into the eastern region of Ghelspad and was never heard from again. Unfortunately, knowledge of this spell seems to have escaped into the Scarred Lands, for its use has been spreading in recent years.

Spell Effect

When the caster invokes this spell, she instantly summons a horde of dozens of wrathful, screaming spirits — gray and incorporeal shades driven to slay the living. The necromancer shapes these spirits into a cone, which is then directed at foes.

Every creature in the area of effect must make a Fortitude save or take 1d6 points of damage per caster level (maximum 10d6). Those who fail their Fortitude save must make an additional Will save or acquire 1d4 negative levels. A successful Will save completely negates this effect. This spell is effective against undead, who are vulnerable to the wrath of angry spirits.

Material Component: A black opal worth at least 100 gp.

Shadow Chains

*Binds different shadows together,
holding their owners captive.*

Evocation [Darkness]

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

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

Target: One living creature/caster's level, maximum of 6

Duration: 1 day/level

Saving Throw: Will negates

Spell Resistance: Yes

Description

The Penumbral Lord Dar'erthah distrusted physical prisons, considering them crude and imperfect. He is said to be the author of this spell, which binds the shadows of up to six living beings to a single shadow, holding its captives close together and preventing them from separating. This spell is popular with war wizards and slave masters, who use it to bind prisoners together and make them easier to manage.

Spell Effect

When the caster invokes this spell, she must select up to six creatures within range. Those who fail a Will save are bound to each other, their shadows merged into a single unit, and unable to move more than 5 feet away from each other. This does not prevent them from moving together, but coordinating such movements is difficult, and all such movement is at half rate.

Shocking Missile

*Enchants an arrow or bolt to inflict
1d8+1 electrical damage upon a
successful hit.*

Transmutation [Electricity]

Level: Brd 2, Rgr 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 arrow



Duration: Permanent until discharged

Saving Throw: None

Spell Resistance: No

Description

This variant of the *shocking grasp* spell is used to enhance missile fire. Especially popular with the Vigils of Vesh and with the elven archers of the Ganjus, *shocking missile* infuses a single arrow or crossbow bolt with crackling blue energy that is discharged into its unfortunate target.

Spell Effect

The caster touches a single arrow or bolt, which then can be shot at a foe with no risk to the archer. On a successful hit, in addition to normal damage, the enchanted arrow inflicts 1d8+1 points of electrical damage per caster level, up to a maximum of 10d8+10. If the arrow misses, the spell is wasted and has no effect.

Material Component: The arrow or bolt.

Sigil of Fire

Corporeal undead are marked with a floating sigil and granted the fire subtype.

Necromancy [Fire]

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

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

Target: 1 HD of animated corporeal undead/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Description

When the charduni crypt lord Borkos became a lich, he bequeathed a book containing his personal sigil spells to his son. During the Divine War, the sigils were used to reinforce the charduni's undead armies against the titanspawn hordes. The sigils are well guarded spells of the charduni, although the necromancers of Hollowfaust have gained knowledge of them.

Spell Effect

Undead creatures animated by the caster are imbued with a burning sigil that floats just above their heads. The body of the creature radiates heat, and its eye sockets smoke and burn with orange flame. The spell affects a number of hit dice of animated undead equal to the caster's level.

Undead with the *sigil of fire* gain the fire subtype as an extraordinary ability, granting them fire immunity and exposing them to double damage from cold except on a successful save. Additionally, undead affected by the *sigil of fire* inflict an extra 1d6 points of fire damage when they strike with a natural weapon. Creatures touching or striking the sigil-bearing undead with a natural weapon also suffer this damage.

Sigil of fire does not stack with other sigil spells.

Sigil of Ice

Corporeal undead are marked with a floating sigil and granted the cold subtype.

Necromancy [Cold]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

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

Target: 1 animated corporeal undead/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Description

Sigil of ice is another spell created by the charduni lich Borkos and passed on to his son. Its use has spread beyond the charduni, however, and it is now found throughout Ghelspad and Termana.

Spell Effect

Undead creatures animated by the caster are imbued with an icy sigil that floats just above their heads. The body of the creature radiates cold, and its eye sockets glow with blue energy. The spell affects a number of hit dice of

animated undead equal to the caster's level.

Undead with the *sigil of ice* gain the cold subtype as an extraordinary ability, granting them cold immunity and exposing them to double damage from fire except on a successful save. Additionally, undead affected by the *sigil of ice* inflict an extra 1d6 points of cold damage when they strike with a natural weapon. Creatures touching or striking the sigil-bearing undead with a natural weapon also suffer this damage.

Sigil of ice does not stack with other sigil spells.

Sigil of Ooze

Corporeal undead are marked with a floating sigil and granted ooze related special abilities.

Necromancy [Acid]

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 action

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

Target: One animated corporeal undead/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Description

Sigil of ooze is another spell created by the charduni crypt lord turned lich Borkos and passed on to his son. Borkos' son has shared this spell with a few of his friends, and today it is used primarily by the charduni.

Spell Effect

Undead creatures animated by the caster are imbued with an undulating sigil that floats just above their head. The body of the creature drips with thick grayish slime, and acid oozes steadily from its eye sockets. The spell affects a number of hit dice of animated undead equal to the caster's level.

Undead affected by the *sigil of ooze* inflict an extra 1d6 points of acid damage when striking with a natural weapon. Creatures touching or striking the sigil-bearing undead with a natural weapon also suffer this damage. The creature's acidic touch deals 20

points of damage per round to wood or metal objects. Armor and clothing dissolves and becomes useless immediately unless succeeding at a Reflex save (DC 19). The acid cannot harm stone. A metal or wooden weapon that strikes a sigil-bearing undead creature also dissolves immediately unless it succeeds at a Reflex save (DC 19). Additionally, undead under this spell have acid, cold, and fire immunity.

Sigil of ooze does not stack with other sigil spells.

Slow the Years

Halves the natural aging of the target.

Necromancy

Level: Clr 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: Permanent

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Description

Some of the earliest experiments in temporal magic by Darakeene's chronomancers were aimed at modifying the effects of time on individuals. Their first breakthrough was *slow the years*, a spell that later came into heavy use in their own order, thus enabling them many more years of research before time claimed them.

Spell Effect

The target of this spell has her natural aging magically reduced to half the normal rate. Additionally, any magical aging, such as that from a *pass the years* spell, is affected by *slow the years*. Affected years reduce the duration of this spell by one year for every two years of magical aging. A Fortitude save avoids the effects of this spell. (See PHB, Chapter 6, "Age," for details on aging.)

Material Component: A drop of molasses.

Snake Staff

Creates a magical adder or python that a druid can use as a melee weapon.

Transmutation

Level: Drd 5

Components: V, S, M

Casting Time: 1 full round

Range: Personal

Target: One wooden staff

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Description

Denev blesses her followers with many abilities, among them the ability to use nature in their own defense. To this end, the druids of Denev have learned to harness the primal power of reptiles to do their bidding. Being neutral, these druids may use brute force or poison at their discretion to overpower those who would defile nature.

Spell Effect

This spell transmutes a normal wooden staff into a magical weapon equivalent to a *rod of the python* or *rod of the viper* (see the DMG, Chapter 8, "Rods") at the caster's discretion. The python variant creates a +2 *quarterstaff*, which if thrown to the ground as a standard action, is animated as a giant constrictor snake (see MM) with a +2 enhancement bonus on all its attacks. The adder variant creates a +1 *heavy mace* that inflicts the effects of a *poison* spell on any successful strike made in melee.

Material Components: A piece of mistletoe and an unshod wooden staff.

Songwall

Creates an immobile wall of sound with a number of different effects.

Transmutation [see text]

Level: Brd 6

Components: V, S, F

Casting Time: 1 action

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

Effect: Invisible wall of sound up to one 10-ft. cube/level

Duration: Concentration + 1 round/level

Saving Throw: See text

Spell Resistance: Yes

Description

Many of the more powerful bards of legend learned to weave their own music into powerful tools of manipulation or punishment. The *songwall* was one such tool.

Spell Effect

Through this spell, the bard transforms her music into an immobile wall of sound that either resonates with soothing melody and song or clashes with discordant music into a cacophony of sonic force. The wall consists of one 10-foot cube of sound per caster level and must form a straight line. Some groups of adventuring bards have been known to use multiple castings of this spell to form boxes or other enclosures to hold their foes at bay. The bard chooses which version of the wall to bring into being as she casts the spell. She must then make a successful Perform check (DC 20) in order to create the *songwall*. The two types of walls are commonly called the *wall of melody* and the *wall of cacophony*.

A *wall of melody* transforms the bard's song into an area that resonates with music and song pleasing to the ears of most creatures. One side of the wall, selected by the caster, sends forth waves of soothing melody, causing creatures within 10 feet to make a Will save or become fascinated as though under the effect of a *hypnotic pattern* spell. Stepping into the wall itself forces the creature to make a separate Will save or fall into a deep slumber for the duration of the wall's existence plus 1 round/level. Dragging or moving a slumbering or fascinated creature from within the wall's area of effect will free it from the enchantment as well. Leaving and re-entering the area forces another Will save to resist the effects of the *wall of melody*. Creatures

who cannot hear are unaffected by the *wall of melody*. The *wall of melody* is an enchantment, compulsion, and mind-affecting effect.

A *wall of cacophony* transforms the bard's music into a maelstrom of sound magically funneled into the area she desires. One side of the wall, chosen by the caster, causes 2d4 points of sonic damage to creatures within 10 feet and 1d4 points of sonic damage to those who are 10 to 20 feet away. A Fortitude save halves this damage. The wall causes this damage every round that a creature is within range. In addition, if the creature steps into the wall, it takes an additional 2d4+1/caster level points of sonic damage (maximum +20) and is deafened for 2d6+1 rounds/level (a successful Fortitude save halves damage and negates the deafness).

A *silence* spell will nullify the effects of a *songwall* in the area where it is cast. In addition, another bard can nullify the effects of a *songwall* within 30 feet of herself by beating the spell's save DC with a successful *countersong* performance check.

Focus: The bard's instrument.

Soul Blast

Positive energy ray inflicts damage equal to sacrificed hit points.

Necromancy

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: 1 action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Description

When the scholars of Lokil allowed access to the newly discovered esoteric writings of the pre-Titanswar necromancer Nordriss the White, they probably did not realize that they would set off a race between the mages of Glivid-Autel and Hollowfaust to capitalize on Nordriss' work. This

spell, first adapted from Nordriss' work by Hollowfaust's necromancers but soon after successfully duplicated by those at Glivid-Autel, represents one of their first fruits of this rivalry.

Spell Effect

When this spell is initially cast, the caster sacrifices a number of his own hit points. He may not sacrifice more than his current hit point total +10, although temporary hit points can be sacrificed. Once this is done, the caster makes a ranged touch attack on his target. He may do this even if he sacrificed enough hit points to cause unconsciousness, thus falling unconscious immediately after making the attack roll. If the ranged touch attack succeeds, the target then suffers damage equal to the number of hit points sacrificed. As this is a positive energy attack, it inflicts double damage upon undead.

The caster may not regain any of his sacrificed hit points for 12 full hours by any means short of a *limited wish*, *wish*, or *miracle*. After 12 hours have elapsed, these hit points can be regained through the usual means.

Focus: A phial of the caster's blood.

Soul Disk

The caster launches a keen vorpal disk at her foes, dealing 2d12 points of damage.

Evocation (Force)

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 action

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

Target: One target

Duration: 1 round/3 levels

Saving Throw: None

Spell Resistance: Yes

Description

Crafted by the mages of the divine races late in the Titanswar, this spell is named for its most famous practitioner, the mysterious woman known as the Soul Mage. One legend claims that in a particularly fierce battle, the

Soul Mage beheaded a firewrack dragon with a single blow from this spell.

Spell Effect

The caster conjures a spinning disk of force and launches it at a foe. The disk remains in existence for 1 round per 3 caster levels and can attack one target in range each round. Each attack is a ranged touch attack that deals 2d12 points of damage and has a critical threat range of 19-20. If the disk should score a critical hit, it functions as a *vorpal* weapon (see DMG, Chapter 8, "Magic Weapon Special Abilities Descriptions"). Maintaining this power is taxing, and the caster takes 2 points of subdual damage for every round the *soul disk* remains in existence.

Speed the Years

Double the natural aging of the target.

Necromancy

Level:Clr 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

Description

An aging spell was a natural extension of the research that developed *slow the years*. As their second major breakthrough in their development of magic that altered time itself, Darakeene's chronomancers laid the foundation for the later development of *pass the years* with this spell.

Spell Effect

The target of this spell has his natural aging magically increased to double the normal rate. All of the usual effects of aging apply as if the target had aged normally during the casting of this spell. A successful Fortitude save negates the accelerated aging. (See PHB, Chapter 6, "Age," for details on aging.)

Material Component: A small vial of quicksilver.

Spell Wall

Creates magical lens through which spells may pass one way only.

Abjuration

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

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

Effect: Creates magical lens, 10 ft. in diameter per level, max. 60 ft.

Duration: 1 turn/2 levels

Saving Throw: None

Spell Resistance: No

Description

In a war that seems increasingly to depend on spells and magic, the rune wizard Orin Blackstone of Burok Torn crafted this spell to aid dwarven mages in the tunnels under the mountains. Master Blackstone himself turned the tide of one particularly nasty series of dark elf raids when he placed this wall between a battered division of dwarves and a legion of slave monsters, walked up to the wall, and leisurely started hurling spells until the enemy simply fled. Now it is common to see dwarven battle mages placing these discs in front of themselves to hold off foes, though the dark elves were quick to discover that the rocks around the lens were not protected

Spell Effect

This spell creates a large circular lens, 10 ft. in diameter per caster level. The caster can see through the lens and freely cast spells through it, while the other side protects him as if he was under full cover. Spells of 4th level and lower that are cast from the front of the lens are completely blocked. Spells that are cast from behind the lens, or area effect spells whose center of effect is behind the lens, affect the caster normally.

Material Component: One glass lens worth at least 100 gp.

Spirit Watch

Learn general condition of the mark.

Divination

Level: Sor/Wiz 1

Components: V, S, F

Casting Time: 10 minutes

Range: Unlimited

Target: One creature marked to the spirit doll focus

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Description

By using the link created by the spirit doll, Albadian spirit witches can gather information about the mark — be it enemy or ally. The witches believe it is good to know the relative location and condition of foes, but it is equally important to keep an eye on your own friends.

Spell Effect

By casting this spell, the caster learns the general condition and location of the target (who is also the mark for the spirit doll focus — see *enchant spirit doll* spell for details). How injured (unharmful, minor wounds, severe wounds, near death) and status (disabled, dying, poisoned, etc.) become known. Any spells or spell-like abilities affecting the target (but not the target's equipment) are further divined. The final piece of information gained is the general direction and approximate distance of the target from the caster's current position. If the target is on another plane, the spell fails since the link from the spirit doll is suppressed for that time.

Focus: Spirit doll (see *enchant spirit doll* spell) marked to the target.

Spy Senses

Observe through mark's senses.

Divination

Level: Sor/Wiz 3

Components: V, S, F

Casting Time: 10 minutes

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

Target: One creature marked by the spirit doll focus

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Description

Using this spell and spirit dolls (see *enchant spirit doll*) marked to prominent targets, many Albadian witches can become the ultimate spy — experiencing the world through their targets' own senses.

Spell Effect

The caster can see, hear, and smell everything the mark experiences for the spell's duration. The spell gives the caster no ability to understand what is sensed nor does it grant control or communication of any kind — the caster merely becomes a silent observer to the target's experiences.

Once the spell is cast, the distance between the target and caster does not matter as long as they both remain on the same plane. The caster can switch from the target's senses to his own as a free action, though this ends the spell immediately.

Any gaze or sonic effects that affect the mark can also affect the caster, since mark and caster share the same senses. If the effect allows a saving throw and the mark is affected, the caster must make a saving throw as if he were there as well but with a +4 circumstance bonus to the save.

Note that the target is unaware of the spell's effects, thus the DM should secretly roll the target's initial saving throw for this spell.

Focus: Spirit doll (see *enchant spirit doll* spell) marked to the target.

Stalker's Sight

Caster gains insight into creature tracked.

Transmutation

Level: Rgr 2

Components: V, S, M

Casting Time: 10 minutes**Range:** 5 miles/level**Target:** Creature to be hunted**Duration:** 1 day/level (D)**Saving Throw:** Will negates (see text)**Spell Resistance:** Yes (see text)

Description

Before the birth of the first god, before the dwarves built their first city, before even the elves created their homes in the trees, Hrinruuk the Hunter stalked the land, hunting great beasts the likes of which have not been seen since his defeat. In those early days, hunters of all races sought to emulate him as they strove to provide for their burgeoning tribes. While Hrinruuk could be easily distracted, sometimes forgetting a monster he created for weeks at a time, it was well known that once the Hunter settled on a target, he was relentless in his pursuit.

Stalker's sight helps a ranger achieve that same kind of single-mindedness. It is especially popular among the Stalker slitheren, though divine race rangers use it as well, figuring that its benefits outweigh its dubious origins.

Spell Effect

The ranger gains great insight into the behavior and tactics of a creature he wishes to hunt. He gains an insight bonus of +1 per 3 class levels (up to a maximum of +5) on all Wilderness Lore, attack, and damage rolls against the creature to be hunted.

The ranger designates his intended target, which must be within the spell's range at the start of the casting, and that target gets a Will save to avoid the ranger's attempt to learn its ways. Due to the single-mindedness granted by the spell, the ranger cannot attempt to track another creature for the spell's duration, or the spell ends. The insight bonus gained by *stalker's sight* stacks with the ranger's favored enemy bonus, if applicable.

Material Component: A personal item belonging to the target,

or a piece of the target itself such as a tuft of fur or a tooth.

Stelan's Blood Tentacles

Creates tentacles from a dead or dying creature's blood.

Necromancy [Evil]**Level:** Sor/Wiz 5**Components:** V, S, M**Casting Time:** 1 action**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** All corpses and dying creatures in range**Duration:** 1 hour/level**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

Description

Stelan Shadowfall — an infamous Belsameth cultist, assassin, and necromancer — created this spell to offer himself a quick escape should an encounter turn against him. When the spell proved to be an extremely effective defense, however, he set up a few *blood tentacles* with contingency spells to protect his defiled crypt-base; the hideouts of the cells of his assassins' guild, the Shadow Brotherhood; and sections of the sewers of the Harbor City region of Mithril.

Spell Effect

When this spell is cast, all corpses and dying creatures (those below 0 hit points and disabled) in the spell's area are affected. Dying creatures are allowed a Fortitude save to avoid the spell's effects, but slain creatures are not. Those affected by the spell have all the blood drawn from their bodies (killing all those still alive), forming horrible tentacles of clotting, black blood. These tentacles always remain in contact with the bodies from which they are drawn, lashing out and flailing at the caster's foes. One tentacle is created per affected corpse, up to a maximum of 1/caster level. No more than 20 tentacles can ever be created by this spell. Each tentacle is 10 feet long (large) and saves as the creature from which it was created. Each has AC 15, 1

hp per HD of the creature from which it was drawn plus 1 hp/2 caster levels, half the attack bonus of its host creature, and a Strength of 19. It is immune to spells that do not cause damage, save *disintegrate*, *dispel magic*, and those spells that can affect water or blood.

Each round that a tentacle is not already grappling someone, starting the round after it appears, it will make a slam attack against a foe within reach, dealing 1d6 points of damage and making a grapple attack as a free action. If the tentacle succeeds in its grapple attack, it deals no further damage but begins to drown the target (see DMG, Chapter 3, "Water Dangers"). As described in the rules, the target can hold his breath for a number of rounds equal to twice his Constitution and may attempt to break the grapple every round. If he fails, he must begin to make Constitution checks as described.

Material Components: A handful of dirt from a strangled man's grave.

Stone Assault

Stones pour down, damaging and trapping targets.

Conjuration (Creation)**Level:** Clr 8, Drd 7, Earth 7**Components:** V, S, M, DF**Casting Time:** 1 action**Range:** Long (400 ft. + 40 ft./level)**Area:** One 10-ft. cube/level (S)**Duration:** 1 round/level (D)**Saving Throw:** Reflex partial**Spell Resistance:** No

Description

Besieged from above and below, the dwarves of Burok Torn sometimes feel they have only two true allies: their god and the mountains themselves. This spell was originally used by druids of Kadum the Mountainshaker, but the dwarven god Goran was able to wrest the secrets of it from the titan's followers and passed it on to his faithful to aid in their wars. The dwarves use this spell liber-

ally in battle, as it comes from their two greatest allies.

Spell Effect

Stones and boulders rain down on the caster's foes. The rocks inflict 1d6 points of impact damage per level (15d6 maximum). A successful Reflex save halves this damage. In addition, the stones pile up where they fall for the spell's duration and can temporarily trap the slow or careless. Stones created by this spell vanish when its duration expires.

Any creature that fails his Reflex save is considered pinned until the spell ends, unless the creature makes a Strength check (DC 20) or an Escape Artist check (DC 30). The trapped creature gets a bonus or penalty to this check as if grappling with a Medium sized opponent.

Material Components: A handful of pebbles.

Stone Bolt

Stone bolt causes damage, possible stun, knocks down target.

Evocation [Earth]

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

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

Target: One or more creatures, no 2 of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: See below

Spell Resistance: Yes

Description

This spell, another contribution from Burok Torn's dwarven wizards, provides its caster with one or more bolts made of stone that can be hurled at enemies. Dwarven lore indicates that *stone bolt*, like many of the dwarves' stone and earth spells, was granted to them many years ago by their patron deity, Goran.

Spell Effects

The caster can create 1 bolt of stone per character level. Each bolt requires a successful ranged touch attack and inflicts 1d4+1

points of damage on a successful hit. In addition, if hit by a *stone bolt*, a creature must make a Fortitude save or be stunned for 1 round and must also make a Reflex save to avoid being knocked prone by the impact of the bolt.

Material Components: A small elliptical rock.

Stop the Years

Stops target's aging for 1d10 years.

Necromancy

Level: Clr 7, Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 1d10 years

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Description

Darakeene's chronomancers had many successes and failures in their research of temporal magic. Due to their limited success with *reverse the years*, they focused on pausing the ravages of time on an individual. In doing so, they learned an important lesson -- in many ways, time is a required aspect of living.

Spell Effect

This spell temporarily stops all aging in the target. For 1d10 years, the target does not grow physically older. Additionally, any magical aging, such as that from a *pass the years* spell, is absorbed by *stop the years*. Absorbed years shorten the duration of *stop the years* by the number of years absorbed. A Fortitude save prevents the pause in aging. (See PHB, Chapter 6, "Age", for details on aging.)

Material Components: A handful of sand from an hourglass.

Summon (specific creature)

Summons a single type of creature, as specified by the spell title.

Conjuration (Summoning)

Level: Brd, Sor/Wiz (varies, see spell effect)

Components: V, S, M

Casting Time: 1 full round

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

Effect: Summons one specified creature

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

Description

Amalthean scholars have recently unearthed and translated this ancient form of spell that allows arcane spellcasters a limited ability to circumvent this lack of natural connection (and, indeed, allows forms of summoning never before thought possible).

Though scholars believe that the spell can be used for any known living creature that can take physical form (anything but constructs, undead, and incorporeal creatures) — so long as it is learned in relation to that specific creature — only a few such spells have so far been translated and put into use. Those versions of the spell currently available include: 0 level — *summon (light horse)*, *summon (rabbit)*; 1st level — *summon (unicorn)* (though testing is still in progress, it appears that this spell will always summon a natural unicorn, and never one of the Hornsaw variety); 2nd level — *summon (unitaur)* (this spell dates back to before the unitaurs betrayed Denev, but still functions); 5th level — *summon (forest walker)*; 9th level — *summon (solar)*. Amalthean scholars are confident that hundreds more of these spells wait in the tomes to be translated, as well as a format for wizards to design more of them. One old wizard claims to have discovered the *summon (boat-tailed grackle)* spell, but no one has yet been able to come up with a use for it.

Some argument has arisen in Amalthea between druids and scholars as to whether it is ethical to summon natural or sentient creatures in this way, and a few druids are working peacefully to impede the research.

Spell Effect

Summon specific creature is not a single spell; rather it is a series of individual spells that share the same characteristics. Each version of this spell must be learned and prepared individually. *Summon (rabbit)*, for example, must be prepared separately from *Summon (unicorn)*. *Summon (rabbit)* would then occupy a single 0-level spell slot, while *Summon (unicorn)* would occupy one 1st level slot. Knowing one variant of the spell does not grant access to any other versions — a wizard who learns *Summon (light horse)* would not automatically know *Summon (solar)*, but would have to locate and learn the higher-level version separately. The various versions of the spell are identical only insofar as they share similar mechanics — otherwise, they are treated as entirely different spells. The spell's level is always 1/2 the specified creature's CR. Versions that summon creatures of CR 1 or less are always 0-level.

This spell causes creatures to appear in exactly the same manner as the *Summon monster* and *Summon nature's ally* spells, save that the spell's duration is 1 hour/caster level.

Summoned creatures are always awake and at full strength, with all normal equipment, spells, and abilities available to them. Creatures that require items or weapons to be considered at full strength are always summoned fully equipped. For example, a satyr could never be summoned without his pipes. An orc would probably arrive in armor and bearing a weapon of some sort. Creatures summoned in this manner are also very typical representatives of their species and are rarely exceptional in any way (i.e., summoned creatures never arrive with magic items).

Material Components: A small bit of organic material from the type of animal being summoned, such as a tuft of fur, a feather, or a snake's shed skin. Components from common creatures are usu-

ally available for free, while components from especially rare or dangerous creatures may be harder and more expensive to obtain.

Talen's Confounding Battlefield

Illusions make everyone in the area of effect look like someone else.

Illusion (Glamer)

Level: Brd 5, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

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

Area: 30-ft. radius

Duration: Concentration + 1 round/2 caster levels

Saving Throw: Will disbelief

Spell Resistance: Yes

Description

Invented by a notorious bard whose satirical music often required a quick escape, *Talen's confounding battlefield* causes everyone in its area of effect to take on the appearance of someone else. While *Talen's confounding battlefield* is useful for evasion, clever bards have found many other creative uses for it. Casting this spell on a group of enemy soldiers during a pitched battle tends to cause a drastic breakdown in chains of command. When some bards are aiding people in speaking out against the rulers of a land, they will cast this spell so that no one person can be easily identified.

Spell Effect

When *Talen's confounding battlefield* is cast, it causes every intelligent creature within a 30-foot radius of the caster randomly to take on the appearance of someone else within that area. This illusion extends beyond just physical appearance to include items carried and the sounds of their voices. A successful Will save causes onlookers to disbelieve the spell's effects.

Material Components: A cracked prism.

Talen's Maligned Performance

Ruins a bard's performance without his knowledge.

Illusion (Glamer)

Level: Brd 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 full round

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

Target: One performer

Duration: Concentration + 2 rounds

Saving Throw: Will disbelief

Spell Resistance: No

Description

This spell was invented by the wizard-bard Talen Valithon after a rival musician performed a scandalous ballad about Talen's exploits with a lady of ill repute. After hearing about the song written in his "honor," Talen spent several weeks perfecting his revenge. At his rival's next performance, Talen surreptitiously cast this spell on him. For the rest of his set, the poor musician saw his audience react with great pleasure to his singing and playing. Meanwhile, everyone in the audience saw him give the worst performance of his life. His voice was slightly off key, he missed the occasional note, and he even slipped in the name of his patron during one particularly bawdy song. Needless to say, Talen's rival was ejected in a most unpleasant manner.

Despite his best efforts, Talen could not prevent knowledge of the spell from spreading to other bards. This spell is thought by many to be the main reason why many bards in the Scarred Lands insist that any other bards either join them in their performance or leave while they sing.

Spell Effect

Talen's maligned performance has two major effects. The first part of the spell increases the DC of the target's Perform check by 1 per caster level. In addition, since the target of *Talen's maligned performance* thinks that the audience is responding favorably to his per-



formance, he is not allowed to use a retry on his Perform check. People under the effect of this spell will continue to believe that

the performance is going well so long as they are not directly confronted with evidence to the contrary, such as a mass departure

by the audience or a rain of rotten tomatoes.

Material Components: A broken mirror and an asp's tongue.



Tanil's Spectral Archers

Conjures a flight of normal arrows to blanket an area, causing 4d8 damage.

Conjuration (Creation)

Level: Rgr 3, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

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

Area: 40 sq. ft. + 10 sq. ft./level (S)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

Description

This spell was a staple of militant sorcerers and wizards on both sides of the Divine War. After the conflict, its use fell into obscurity, except among Tanil's followers. Although its actual origins are unknown, *Tanil's spectral archers* is generally credited to the goddess' followers, but this has not stopped less noble individuals from taking advantage of its tactical properties.

Spell Effect

Tanil's spectral archers must be cast on a single non-magic arrow before it is shot. As it flies through the air, the enchanted arrow transforms into a flight of hundreds of arrows, raining down upon a 40 square foot area plus 10 square feet per caster level. All in the targeted area, including the caster's allies, must make a Reflex save or take 4d8 points of damage +1 per caster level (maximum of +20). The arrows vanish as soon as they inflict damage. This spell is not effective on magic arrows.

Material Components: A single non-magic arrow.

Tendrils of Eternal Night

Conjures 4 shadowy tentacles that pull their victim through a portal.

Conjuration (Summoning) [Evil?]

Level: Sor/Wiz 9

Components: V, S, M

Casting Time: 1 full round

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

Area: 10-ft. diameter

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: Yes

Description

Tendrils of eternal night creates a rift to the Plane of Shadows and calls for the four black tentacles of pure shadow-stuff. The tentacles attempt to drag victims through the portal so that their life may be drained from them to replenish further the arcane energies used by the Penumbra Lords.

This spell was first seen used during the battle beneath the streets of Mithril. As the young paladin Barconius and several of his fellows advanced into the lair of the Penumbra Lords, they encountered a dark pit from which sprouted deadly tentacles. Two of the paladins were dragged into the pit and never seen again. Barconius was able to free himself and saved a fourth paladin from a similar fate, but the rescued knight was never again more than a shadow of his former self despite all the efforts of Corean's clerics.

Spell Effect

Tendrils of eternal night creates a portal in the ground or floor with a 10-foot diameter. Anyone standing in this area must make a Reflex save or fall in and immediately suffer the effects outlined below. Four shadow tentacles spring out from the portal and attempt to grapple the caster's enemies and drag them through the portal. Each tentacle is 30 feet long (Huge) and saves as the caster. It has AC 22, 2 hit points/per caster level, an attack bonus of +1 per caster level, and a Strength score of 23 (+6 bonus).

Each round that a tentacle is not grappling someone it will do so and attempt to drag the victim through the portal. Once someone has been dragged into the portal, a tentacle will hold the victim there until he is dead or the spell has ended. These are normal grapple attacks, save that they do not allow attacks of opportunity from opponents. They cause 1d6+6 points of damage per round that the grapple is maintained. Once grappled, a target will be drawn toward the portal at the rate of 10 feet per round. The target may attempt to break the grapple in the normal fashion.

Anyone dragged into the portal must make a Fortitude save each round or gain two negative levels.

The portal closes when the spell's duration expires or when all four tentacles are destroyed. When the portal closes, anyone trapped in the pit is considered slain unless he can cast *plane shift* or similar planar travel spells. If this is not done, such victims may only be brought back through the use of a *wish* or similar spell.

Arcane Material Components: A black pearl worth at least 500 gp.

Thulkas' Fury

The caster glows, radiates immense heat, and is protected from fire.

Evocation [Fire]

Level: Drd 6, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Description

It is said that the titan Thulkas, the Father of Fire, glowed with the heat of the sun when he was angered. Indeed, it is said that when the gods drove him from eastern Ghelspad, he cut a swath of fiery destruction as he moved westward. Around the Iron titan, trees burst into flame as the land itself withered into dust. Thulkas' fury is said to have created the wasteland we now call the Ukrudan Desert.

The Father of Fire's servitors have sought to emulate their patron's fiery aura. This spell, which allows them to radiate immense heat, has spread quickly among the sutak and Speakers of Fire of the Ukrudan Desert.

Spell Effect

The caster glows with the same intensity as a *daylight* spell, shedding light in a 60-foot radius. Each round, the spell absorbs the first 30 points of fire damage the caster would otherwise suffer, regardless of whether its source is natural or magical.

Additionally, the caster radiates heat within a 20-foot radius. Creatures located 0 to 10 feet from the caster sustain 2d4 points of fire damage per round. Those 10 to 20 feet from the caster suffer 1d4 points of fire damage per round. This damage is halved by a successful Fortitude save.

Any creature wielding a metal weapon in melee combat with the caster soon finds his weapon becoming intolerably hot. Weapons are affected as per the *heat metal* spell, save that the damage remains in the searing stage (2d4/round) as long as the opponent remains in melee with the caster. During the round after the opponent leaves melee, the metal

drops one stage per round until it has returned to its normal temperature.

Material Components: A handful of desert sand and a small fragment of iron.

Touch of Madness

Caster's touch deals permanent Wisdom damage to victim.

Necromancy

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One creature touched

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Description

Deep in the bowels of Hollowfaust, necromancers labor to unearth the secrets of the dead. In the Underfaust, the city beneath the city, the remains of the ancient city of Sumara are exhumed and categorized for study. Knowledge gleaned from ancient texts and conversations with the long dead have yielded treasures beyond the necromancers' hopes.

One of the more dangerous treasures is intimate knowledge of the damage that necromantic energy can have on the human mind. *Touch of madness* is one of the spells created with that dark knowledge. The spell destroys victims' minds, devouring sanity from within and driving them mad. None of the masters of Hollowfaust use this spell wantonly, but all keep it secret lest their adversaries from Glivid-Autel learn of its existence.

Spell Effect

The caster must make a successful melee touch attack against the intended victim. If the touch attack is successful, the target is allowed a Will save to avoid all negative effects. A failed Will save results in 3 points of permanent Wisdom damage per 4 caster levels. The caster can intentionally lessen the damage dealt but must declare his intention to do so be-

fore damage is rolled. Damage dealt to the mind by *touch of madness* can be healed by normal means (i.e., *restoration*, *wish*, *miracle*, etc.), although if the damage is not healed within 24 hours of the infliction it is permanent and incurable.

Arcane Material Components:
A bit of bone from a dead man's skull and a live maggot.

Touch of Renewal

Allows target to gain fast healing.

Conjuration (Healing) [Good]

Level: Clr 6, Drd 5, Pal 3

Components: V, S, M, DF

Casting Time: 1 action

Range: Touch

Target: One creature

Duration: 1 round/2 levels

Saving Throw: None

Spell Resistance: Yes

Description

This spell was taught by the titan Denev, the Mother of Life and the Mistress of Earth, who passed it on to her followers in the darkest days of the Titanswar. Though Denev is a destroyer as well as a creator, she grieved at the unnecessary death and suffering of her children, and allowed her druidic followers to help victims heal the wounds dealt by the war. This prayer has also spread among the priests of other gods and among the holy warriors of Corean, Madriel, and Hedrada. The bloodthirsty warriors of Vangal and the assassins of Belsameth have no use for such a spell.

Spell Effect

With a touch, this spell instantly removes the effects of any disease or poison and also grants the target fast healing at a rate of 3. Every round, the target heals 3 points of damage until the spell's duration ends. This spell works just the opposite on undead, causing them to suffer 3 points of damage per round, with no saving throw possible.

Material Components: A handful of fresh soil.

Transform Dead

Transforms zombies into ghouls.

Necromancy [Evil]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 full round

Range: Touch

Target: One zombie

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Description

An ancient spell from a forgotten empire, *transform dead* was discovered by the necromancers of Glivid-Autel in 139 AV and has been closely guarded ever since. According to a dissident necromancer who defected to Hollowfaust, Glivid-Autel is now using the spell to assemble an army of ghouls to launch against the City of Necromancers in a Fifth Siege. The defector has since vanished, and the Sovereign Council is seriously concerned that this indicates that Glivid-Autel has agents or magic that can reach within the Underfaust itself.

Spell Effect

The caster touches a single zombie, which must then attempt a Fortitude save to avoid the spell's effects. If the zombie fails its saving throw, it becomes a ghoul. Controlled zombies transformed by this spell remain under their controller's command and still count against controlled undead HD limits, as do spawn created by the controlled ghouls.

Material Components: A bone from a ghoul and a black onyx gem worth at least 100 gp.

Trust in the Gods

One roll determined by the caster automatically succeeds, but at great personal cost.

Universal

Level: Brd 6, Luck 6, Clr 6

Components: V, XP

Casting Time: 10 minutes

Range: Personal

Target, Effect or Area: The caster

Duration: Instantaneous, may be held for 1 day

Saving Throw: None

Spell Resistance: No

Description

Faced with impossible odds, a high priestess of Tanil beseeched her god for divine intervention. She cut her own wrists as a symbol of sacrifice to her Lord, offering part of her soul if only she could do the impossible!

Spell Effect

Once cast, *trust in the gods* lasts for one day or until used. When it is used, the caster may select any single die roll she is about to make, and the result will automatically be a success (the exact result desired by the caster). The use of this spell must be declared prior to the die being cast. The XP loss accrues regardless of whether or not the spell is discharged.

XP Cost: 500 XP per casting.

Turn Resistance

Gives undead target +3 turn resistance.

Necromancy

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One undead creature that is subject to turning.

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes (harmless)

Spell Effect

This spell functions as lesser *turn resistance* but gives its target +3 turn resistance. (See MM, Introduction, "Special Qualities.") This effect stacks with any existing turn resistance. It cannot be cast on a target already under the effect of any other *turn resistance* spell.

Undead Crew

Summons an undead crew to man a ship controlled by the caster.

Necromancy

Level: Brd 5, Death 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Target: One ship
Duration: 1 hour/level, Concentration discharge (D)
Saving Throw: None
Spell Resistance: No

Description

It is often hard to find a crew loyal enough to sail the seas with you, looking for pirate's gold and new lands to conquer — especially when you are an evil necromancer. Likewise, it is an awful inconvenience listening to sailors gripe about the bad food and long hours, as well as having to waste all that valuable cargo space with water and rations . . .

Spell Effect

This spell summons a crew of undead servitors to sail or row a ship for the caster. These undead will automatically know how to crew the ship as long as the caster maintains concentration. If concentration is broken, the undead simply fail to do anything until the caster resumes concentrating on directing their actions. A bard who casts this spell must direct the crew though encouraging singing of sea songs.

Up to 5 undead crewmen may be summoned per caster level. These crewmen are treated as Medium-sized skeletons with the additional ability of Profession (sailor) +5.

These crewmen will not fight or otherwise engage an enemy in combat, though they can and will operate ballistae or catapults, firing such machinery as 1st-level warriors.

Arcane Material Components:
 The bones or remains of at least 5 drowned men.

Unwavering Ally

Subject gains +20 divine bonus to saves vs. mind-affecting spells for 1 hour/level.

Abjuration
Level: Brd 3, Clr 4
Components: V, S
Casting Time: 1 action
Range: Touch

Target: Creature touched
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: Yes (harmless)

Description

This spell is most often called upon by servants of Corean and Madriel. Though they are servants of light, these clerics are no fools. The clerics themselves being somewhat more resistant to enchantments, this spell is usually cast upon warriors serving the faith. The spell is also popular with those who wish to have an unwavering bodyguard.

Spell Effect

A creature touched by the spellcaster gains a +20 divine bonus to saving throws versus mind-affecting spells. This lasts for 1 hour per caster level.

Vampiric Weapon

Half the damage inflicted by a touched weapon is gained as temporary hit points.

Necromancy
Level: Sor/Wiz 3
Components: V, S, F
Casting Time: 1 action
Range: Touch
Target: One touched weapon
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

Description

Vampiric weapon is perhaps the most powerful of the necromantic battle spells created by Corean Riasi. Stolen by Lucien Daine, the spell has become a staple among the nefarious necromancers of Glivid-Autel.

Spell Effect

The caster touches a weapon while casting the spell. Half the damage inflicted by the touched weapon against a living opponent is then gained as temporary hit points by the wielder. These temporary hit points disappear 1 hour after being gained.

Focus: The weapon.

Vangal's Blessing

One willing subject/level enters a berserker rage.

Transformation [Mind-Affecting]
Level: Clr 3, War 3, Sor/Wiz 3
Components: V, M
Casting Time: 1 full round
Range: Touch
Target: 1 creature/level
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

Description

During the Divine War, Vangal's warriors were among the fiercest combatants, rivaling even the bloodthirsty titanspawn. Even the conscripts and foot soldiers fighting under Vangal's bloody banner were vicious and unstoppable — often due to liberal use of Vangal's blessing.

Spell Effect

When cast, Vangal's blessing turns a number of people equal to the caster's level into raging berserkers. The caster must be able to touch the subject of the spell and may touch one subject per round. The rage begins when the subject is so touched and grants all the benefits, limitations, and other details according to the barbarian's rage special ability (see PHB, Chapter 3, "Classes"). Note that only willing subjects may be affected by this spell.

Material Component: The fang of a predator.

Veil of Lust

Caster appears highly desirable to target, gains +20 to Charisma based rolls.

Illusion (Phantasm) [Mind-Affecting]
Level: Brd 2, Enchantment 2, Sor/Wiz 3, Trickery 2
Components: V, S
Casting Time: 1 full round
Range: Medium (100 ft. + 10 ft./level).
Target: One creature
Duration: 10 minutes/level
Saving Throw: Will disbelief
Spell Resistance: Yes

Description

Many spells are two-edged swords, with hazards as well as benefits. *Veil of lust*, a popular spell with

the mysterious Courtesans of Idra, Shelzari decadents, and seducers across the Scarred Lands, is but one example. It is especially popular with rakish male courtiers, who use it to have their way with beauties of various royal courts, causing victims to see their seducers as beloved husbands or sweethearts.

Not only men have been known to misuse this spell. One cautionary tale speaks of Kathilla Alro, a member of the female Tanil order, the Handmaidens of the Huntress, who used the spell to seduce women away from their husbands and lovers. When she tried to use the spell on a female paladin, however, Kathilla's victim revealed herself to be the goddess Tanil in disguise. Kathilla was punished for her transgressions, spending several years in the form of a boat-tailed grackle before she was allowed to return to her original form, a much humbler and more considerate woman for the experience.

Since that day, use of this spell by followers of Tanil generally results in a loss of powers or terrible misfortune, but its other users generally need not worry about the Huntress' displeasure. In particular, some of the more unsavory worshippers of Enkili make extensive use of this spell, as do some socially inept wizards.

Spell Effect

Should the target of this spell fail his Will save, the caster will appear as the most sexually desirable individual that the target can imagine, gaining a +20 bonus to all Charisma based rolls in regard to that target only. This spell does not compel the target to attempt seduction or abandon a faithful spouse or partner, but it does make the caster far more likely to get his way with the target. This spell can be dangerous — evil targets may resort to nefarious means to have their way with the caster, while good-aligned victims may simply follow the caster around in a lust-smitten haze, morally unable to act on their overwhelming desire.

Verisimilitude

Increases the DC of the subject's illusion spells.

Illusion (Glamer)
Level: Brd 2, Sor/Wiz 2
Components: V, S, F
Casting Time: 1 full round
Range: Touch
Target: One creature
Duration: Concentration + 2 rounds/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Description

This spell is one of the best-kept secrets of the Courtesans of Idra, though a few daring bards have managed to steal it from its keepers. Illusion and deceit are important to the courtesans, and the liberal use of this spell makes their quest for secrets even more successful, aiding them in distracting foes or discouraging pursuit with illusory dangers.

Spell Effect

The DC of illusion spells cast by the subject increases by 3.

Focus: A multicolored glass etching.

Virtue's Curse

Good actions are punished.

Transmutation [Evil]
Level: Brd 2,Clr 2, Sor/Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes

Description

Agents of Belsameth are particularly fond of using this spell on those who revere Madriel, but worshipers of Corean and Tanil also make worthy targets. While a strong soul will resist the effects of this curse, it is easy to destroy the purity of heart of a weak one and forever turn it away from the path of good. Some black-hearted practitioners of the arcane arts as well as sorcerous titan worshippers use this spell for the perverse pleasure of making the world a worse place.

Spell Effect

This spell manifests itself every time the subject performs a good act such as healing or curing, showing kindness, acts of generosity or mercy, or any conduct that shows the virtues of good. When performing any such act, the subject feels a painful clutching at his heart, as if it was being crushed from the inside by the burning hand of a fiend. The subject takes 1 point of damage and must make a Fortitude save or be nauseated for 1d6 rounds (see DMG, Chapter 3, "Condition Summary"). The damage is from unholy power and cannot be averted by any form of energy resistance or damage reduction. The Fortitude save can be modified with any spell that improves saving throws.

Virtue's curse can be dispelled, or it can be removed by a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*.

Material Components: The eye of a crow sacrificed under Belsameth's full moon.

Virulence

Target contracts 1d3 diseases and becomes carrier; may manifest diseases again.

Necromancy
Level: Clr 7, Drd 7, Sor/Wiz 8
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

Description

The legendary fiend known as the Howling Mistress is a favorite of bards and storytellers. In legend, she is a favored servant of Vangal, spreading death, filth, and disease as far as her steed can carry her. Known by her incessant shrieks and the winged black unicorn she rides, she has been said to lay waste to entire villages with her enchanted whip and to infect poor souls with any number of foul diseases. Many say the whip was a gift from her god, which harbors diseases so foul they linger to spread again.

Some of Vangal's worshippers take offense at these stories, claiming that the Howling Mistress never served Vangal, who favors battle and slaughter over the cowardly sowing of disease. Along with some historical scholars, they claim that the Mistress was originally a servant of Chern, but that since the Divine War, she has been resurrected as one of the Reaver's minions. Vangal's followers often take great pleasure in dismembering those who spread these tales, but they continue to spread anyway. As for the Howling Mistress herself, some claim that she lives today, spreading filth and disease in far Termana.

Spell Effect

The subject contracts 1d3 diseases, which strike immediately (no incubation period). The caster inflicts the subject with any disease allowed by the GM, though a Fortitude save is allowed for each. For the next day, if uncured, all living creatures that come within 20 feet must save against each disease the subject carries. The individual disease, not the spell, affects those failing their saves in this case. In order to rid the victim of this curse, each disease must be individually cured by magical means.

Web Sphere

Creates an ensnaring missile.

Conjuration (Creation)

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

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

Target: One creature between Tiny and Large size, inclusive

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

Description

Popular among the spider-eye goblins and the worshippers of Sethris, this spell is used to entrap targets and drag them closer to their doom.

Spell Effect

A small gray glob of fluid projects from the caster's hand, spreading as it flies into a small net of sticky webbing as strong as fine-spun steel wire. The target must make a Reflex save to avoid the missile. If the missile hits successfully, it wraps itself tightly around the target.

An affected creature is affected as if by the spell *entangle* until it breaks free or the spell duration expires. A single strand of webbing extends from the target to the caster, and on a successful opposed Strength check the caster can drag the target 10 feet closer to him each round.

Material Components: A spider's web rolled into a sphere.

Weeping Fool

Subject weeps helplessly.

Enchantment (Compulsion)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Target: One living creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Description

This spell, popular with Enkili's servants (who often alternate with *Tasha's hideous laughter*), causes its victims to weep uncontrollably. *Weeping fool* has its uses both for immobilizing a creature and humiliating it before onlookers.

Spell Effect

A weeping character is considered helpless (see DMG, Chapter 3, "Condition Summary"), but can still move 5 feet per round by crawling across the floor while sobbing. A weeping character that attempts to communicate verbally must make a second Will save or be unable to speak intelligibly. Success allows the target to speak, but does not negate the spell.

Material Components: A tiny piece of onion.

Wrath of Thulkas

Uses sunbeams to harm opponents.

Evocation [Fire]

Level: Drd 4

Components: V, S, F

Casting Time: 1 action

Range: 30 ft. (see text)

Effect: Semicircular 30-ft. long burst (see text)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Description

This spell is said to be the final gift of the titan Thulkas, who passed it on to his followers even as he was shot from Corean's bow into the fiery inferno of the sun. The sutak of the Ukrudan Desert managed to survive in the depths of the wilderness with aid from this spell and also used it to devastate their enemies and those who trespassed in their lands. The necromancers of Hollowfaust had good reason to fear this spell, and today they are concerned that it will be used against them once more if the sutak ever attack the city again.

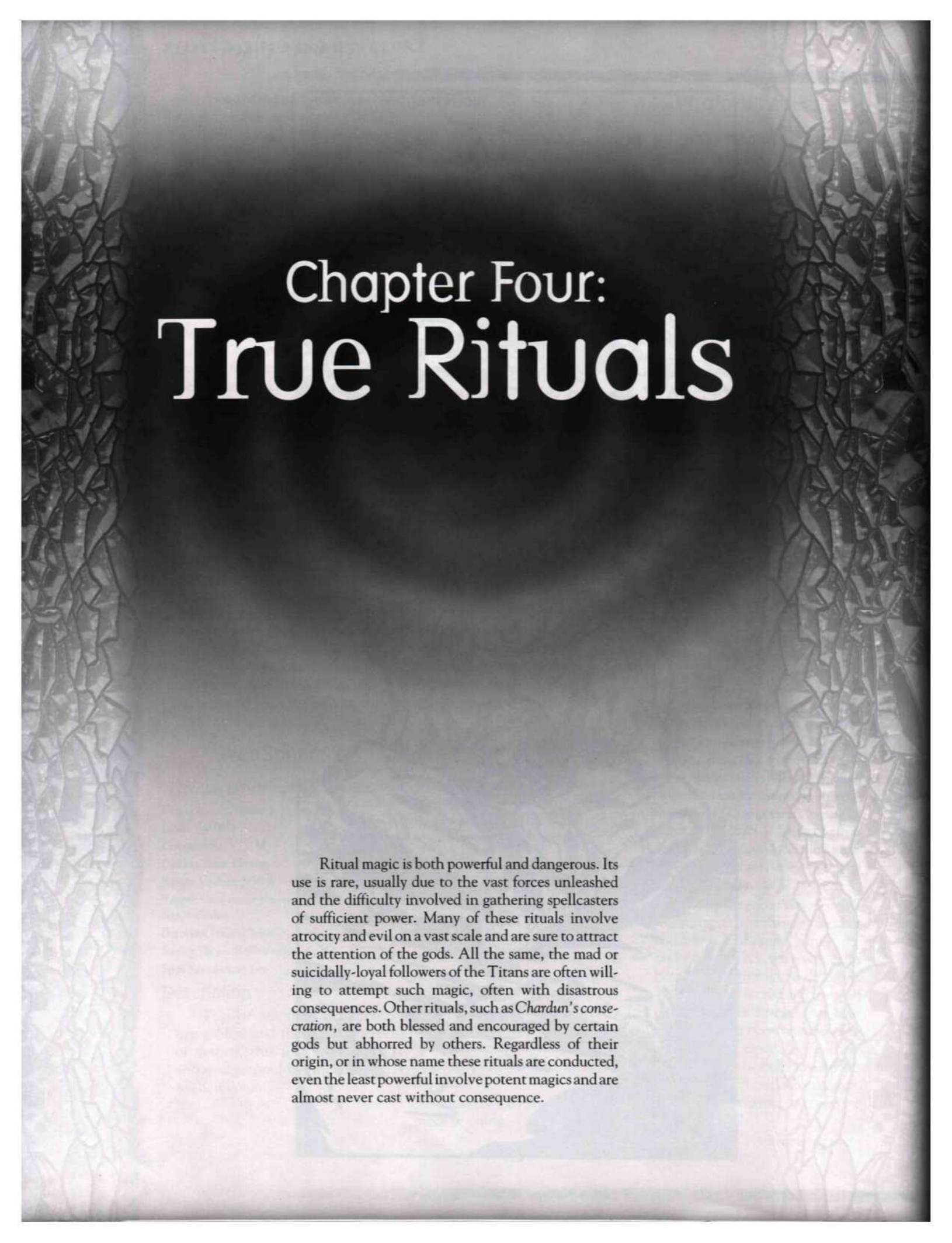
Spell Effect

The caster absorbs the sun's energy and refocuses it, as if his body was a giant lens. Under normal circumstances, this spell's area of effect is a 30-foot long cone that deals 1d4 points of fire damage per caster level (maximum 20d4) to anyone in its area of effect. This effect is halved with a successful Reflex save. Victims must also make a second Reflex save or be blinded for 1d4 rounds.

The spell's effects vary, depending on time of day and current weather conditions. In darkness, at night, or under dense clouds, the spell cannot be cast. At dawn or sunrise, the cone's area of effect is halved and the spell inflicts only half damage. One hour before and after noon on a cloudless day in areas of especially great heat such as a desert the spell's area of effect is doubled, it inflicts double damage, and the DCs to avoid its effects are increased by +2.

Focus: A crystal lens or prism.





Chapter Four: True Rituals

Ritual magic is both powerful and dangerous. Its use is rare, usually due to the vast forces unleashed and the difficulty involved in gathering spellcasters of sufficient power. Many of these rituals involve atrocity and evil on a vast scale and are sure to attract the attention of the gods. All the same, the mad or suicidally-loyal followers of the Titans are often willing to attempt such magic, often with disastrous consequences. Other rituals, such as *Chardun's consecration*, are both blessed and encouraged by certain gods but abhorred by others. Regardless of their origin, or in whose name these rituals are conducted, even the least powerful involve potent magics and are almost never cast without consequence.

True Rituals

True rituals are very complicated spells that are either the stuff of legend or the backbone of religions. They can only be cast in ritual form and cannot be augmented further with any feats or other abilities. True rituals have no schools of magic associated with them; their great power combines all aspects of magic.

True rituals are cast as normal spells with a few exceptions.

Components: All true rituals have verbal, somatic, material, and XP cost components. Each member of the ritual must pay the XP cost. If the ritual is using proxy ritual members (see below) to cast the spell, the XP cost of the replaced caster(s) is divided among the normal casters who are participating in the true ritual.

Casters Required: Each true ritual has a minimum number of required casters. Each caster must have the spell prepared in the usual fashion at the time of casting. True rituals are prepared in lieu of one of the caster's spells of equivalent level.

With multiple casters, the power of the ritual is enhanced. Use the level of the highest caster in the group and add the number of other casters (not proxies) participating in the true ritual. The spell effects are based upon this effective caster level.

Proxy: Some true rituals allow a proxy in place of one or more of the required casters. The proxy section of a true ritual's description details who can replace a required caster during the ritual. Proxies cannot replace every caster; there must be at least one spellcaster to lead the ritual.

Saving Throw: True rituals have more power behind them, which in turn makes them more difficult to resist. Any saving throw against a true ritual spell has a DC of 15 + the level of the spell + the relevant ability modifier (Wisdom for clerics and druids, Intelligence for wizards) of the highest-level caster participating in the ritual.

Researching Original True Rituals

Any spellcaster who can cast a true ritual (cleric, druid, or wizard) can attempt to create a new, original true ritual. Yet creating a true ritual is much more demanding than creating a normal spell. Like the research of regular spells, the creation of true rituals requires access to a well-stocked library for a wizard and meditation, prayer, and sacrifices in a major temple or blessed natural location for clerics and druids. A wizard's library must be comprised of books, treatises, and manuscripts totaling at least 50,000 gp in value. Magical items and spellbooks do not count toward this total for the personal library's value. The research must be conducted by at least three spellcasters of the same type (arcane or divine) who collaborate on the spell's research. During the research, each of the spellcasters must pay 1,000 gp per week with a minimum of one week per effective level

of the true ritual. This money goes into the same fees, experimentation, and components that regular spell research consumes. At the end of the research period, each of the researchers makes a Spellcraft check against a DC of 20 + the spell level. If all of the researchers succeed, the new true ritual has successfully been created (assuming the spell is viable). If any one of the researchers fails, they must all go through the research process again if they wish to keep attempting to learn the true ritual.

The criteria for a viable true ritual are entirely dependent upon the requirements of the Game Master. (See the DMG, Chapter 3, "Creating New Spells.") Compare any new true ritual concepts to those presented in the next chapter. The following are required for all true rituals:

- A minimum of three casters is required to perform a true ritual, more depending upon the spell.
- The ritual must have an XP cost to cast. Higher XP costs can balance the power level of some true rituals.
- The number of casters required to cast a true ritual is also the number of casters required to research the spell. Requiring a high number of casters can also serve to balance a ritual's power level, though not as much as an XP cost.

Variant: Casting Component — Experience Cost

True rituals feed off the life energies of the casters involved with their creation, which can result in the loss of a level of experience from the true ritual's XP cost. In the event that the XP cost lowers one of the casters' levels, the lost level must come from the primary spellcaster class.

Variant: Power Points

Power points exist throughout the world, where magic gathers in greater amounts. These power points are located throughout the Scarred Lands and can be traced to regions called ley lines. Any magic performed on these points is enhanced as if the caster were a level higher than normal. Dragons naturally gravitate to and attempt to lair at locations with power points. Druids are likewise required to cast all true rituals within the confines of specially prepared power points ringed with standing stones.

Variant: Power Components

The variant for power components (see the DMG, Chapter 3, "Variant: Power Components") can be used for ritual spellcasting. For augmented and combined casting of spells, this variant of the rules works normally. For true rituals, however, the use of power components will not completely replace the need for an XP cost in the spell casting. Power components of true rituals eliminate only half the required XP cost; the casters of the spell must still pay the remainder.

Countering Ritual Magic

Dispelling or countering augmented and combined ritual castings of spells (see **Relics & Rituals**, pages 128-30) is similar to countering a normal spell. Of course, the longer casting time offers a larger window of opportunity to disrupt the spell. Throughout the casting, observers get a Spellcraft check (DC 18 + the spell's level). The DC is slightly higher due to the changes in the prolonged casting, but the longer casting time allows for a retry Spellcraft check each round. Using *dispel magic* to counter an augmented and combined ritual casting is much easier due to the very delicate magical energies being manipulated. The dispel check goes against a DC of 6 + the spell's caster level if the dispel check is made during the casting to counter the ritual spell.

As with countering metamagic feats, any additional effects or added levels are not taken into account when counterspelling a ritual casting. A regular *cone of cold* spell counters a ritually enhanced *cone of cold*.

True rituals cannot be countered with knowledge of the true ritual in question; the preparations are too long and complicated to enact even throughout the hours of casting time required. True rituals can be easily disrupted through combat, distraction, or other means. Unlike ritual casting spells, any *dispel magic* checks to counterspell a true ritual go against a DC of 15 + the caster level of the ritual's highest-level caster.

Ban of Mesos

Negates the magical ability of one creature for 1 year/level.

Level: True Ritual — Wiz 9

Components: V, S, M, XP

Casters Required: 9

Proxy: No

Casting Time: 1 day

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

Target: One creature

Duration: 1 year/level

Saving Throw: Will negates

Spell Resistance: Yes

Description

Legend holds that the Divine War began when Mesos stripped Enkili of his divine powers and barred him from access to his worshippers. Inspired by the cunning effectiveness of their arcane master, the Cult of Mesos created this ritual in order to gain revenge against the sorcerers and magic-using titanspawn that betrayed their fallen master by joining with the divine races against the Titans.

The fact that the ritual does not permanently bar the target from using its magical abilities is unknown even to the ritual's creators, though it is suspected. Since no spellcaster who has succumbed to its effects has come even close to outliving the ban enacted by this ritual, the true duration of the ritual remains only a theoretical concern to its creators.

Spell Effect

On a failed Will save, *ban of Mesos* prevents the target from casting any spell or using any spell-like or supernatural ability for 1 year/level.

Material Component: An item of personal significance to the creature targeted by the ritual and alchemical ingredients totaling 10,000 gp per character level or CR of the targeted creature.

XP Cost: 1,000 XP per character level or CR of the creature targeted by the ritual from each caster.

Chardun's Consecration

Allows a blackguard to become a Favored of Chardun.

Level: True Ritual — Clr 4

Components: V, S, M, DF, XP

Casters Required: 9

Proxy: No

Casting Time: 1 hour

Range: Close

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (special)

Spell Resistance: Yes (special)

Description

This rare ritual is only used by the followers of Chardun, and even then it is generally cast successfully only once in a generation. Duke Traviak is the most recent beneficiary of the spell, an event that is interpreted by some elements in Chardun's priesthood as an indication that the church should throw all its power behind him.

Spell Effect

Any blackguard judged worthy by Chardun gains the favor of Chardun, which manifests as granting the character the special blackguard benefits usually reserved for blackguards with 10 levels of ex-paladin (see DMG, Chapter 2, Table 2-12: "Fallen Paladin Blackguard Abilities"). Those judged unworthy by Chardun are utterly destroyed, beyond resurrection short of a *wish* or *miracle*.

Material Component: A paladin of level equal to the ritual's recipient must be sacrificed. A paladin so slain cannot be resurrected by anything short of a *wish*, *miracle*, or divine intervention.

XP Cost: 500 XP per caster.

City of the Dead

Converts all the inhabitants of an area into undead.

Level: True Ritual — Drd 9, Wiz 9

Components: V, S, M, DF, XP

Casters Required: Special

Proxy: No

Casting Time: 1 night

Range: Special

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Description

This fearsome ritual was thought lost during the Divine War, but recently reports have begun to



reach the necromancers of Hollowfaust and the scholars of Lokil that it has been rediscovered. These reports have not escaped the notice of the evil necromancers of Glivid-Autel, who have heard legends about the ritual and are eager to see it put into practice.

During the Divine War, sorcerers who served the Titans (and a few spellcasters who served the gods of evil) would gather in large circles to cast this spell, transforming entire communities into hordes of undead monsters. So fearful was this spell that the clerics of Corean, Madriel, and Tanil have all forbidden its use, and Hedrada has bade his followers hunt down and destroy any who dare to cast it. Denev's followers are similarly horrified by this spell, and the elves of Vera-Tre are known to be keeping close watch on Glivid-Autel for any signs that the necromancers have learned it.

Spell Effect

This ritual can only be cast during a full moon and takes the entire night. At least six casters are required to perform the ritual. They select a city, town, or similar area and space themselves in a vast circle around its perimeter. The casters

may be no more than 300 feet apart – the more casters, the greater the area within the circle. A city that is one mile across, for example, would require 56 casters, while a small village that is only 300 yards across would require only 10. Needless to say, this ritual was used only rarely on truly large cities.

Once the casting is complete, every living thing in the affected area must make a Will save or be instantly and agonizingly transformed into an undead creature, usually a skeleton (60%), zombie (30%), or ghoul (10%). Animals and vermin are transformed into skeletons of equivalent size – rats are turned into tiny skeletons, for example. Insects and other insignificant creatures are destroyed outright. Higher-level characters may be transformed into more powerful undead at the GM's discretion. The undead created by this ritual are all mindless and uncontrolled. Historically, bands of evil spellcasters entered towns that were victimized by this ritual, rebuking and otherwise controlling the newly-created undead.

Material Component: Each participant must sacrifice one sentient, Medium-sized creature.

XP Cost: 3,000 XP per caster.

Eternal Youth

Rejuvenates caster, grants timeless body, regeneration, +2 Charisma.

Level: True Ritual — Wiz 8

Components: V, S, M, XP

Casters Required: 3

Proxy: No

Casting Time: 1 day

Range: Close

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Description

Lardanna was a human wizard who feared that her beauty would slowly but surely wither with time. She sought the way to defeat time and grant herself endless youth and beauty. Surprisingly, this true ritual had some unexpected side effects, including the refinement of her looks and the ability to regenerate damage. The arcane knowledge from this ritual made the path to the true ritual of *immortality* more clear. It is rumored that Sonnuniel, Herald of Idra, can teach this ritual, though he rarely if ever does.

Spell Effect

The target of this ritual drinks a bowl of nymph's blood at the beginning of the ritual. Afterwards, the subject returns to any desired age between her adulthood and middle age (see *PHB*, Chapter 6, "Age"). She receives the special quality of timeless body (as per the monk ability), gains regeneration (1 hit point per round, damage from fire and acid cannot regenerate), and a +2 enhancement bonus to her Charisma. Under normal circumstances, the subject's beauty remains even after death — her corpse will not decay and remains ever-beautiful and youthful.

Material Components: A bowl of nymph's blood and 50,000 gp worth of herbs, precious gems, and other rare materials.

XP Cost: 4,000 XP per caster.

Infernal Legion

Conjures a small army of evil outsiders.

Level: True Ritual -- Clr 6, Wiz 7

Components: V, S, M, XP

Casters Required: 5

Proxy: No

Casting Time: 24 hours

Range: Long (400 ft. + 40 ft./level)

Target: Evil outsiders whose total HD are 100 or less

Duration: 1 night (the night of the new moon)

Saving Throw: None

Spell Resistance: No

Description

This ritual was first used by wizards of Belsameth during the Divine War. If hard-pressed by powerful foes, Belsameth's arcane spellcasters sometimes used this spell as a last resort, calling up a horde of deadly outsiders to slaughter their foes. Often these outsiders proved difficult to control and sometimes even turned on their summoners, making use of this ritual relatively rare.

Spell Effect

This spell calls 100 HD of evil outsiders to the mortal world to do battle for the casters. The exact types of outsiders are determined by the GM, but they will not vary from the head caster's alignment by more than one step. The outsiders will do the caster's bidding for a single night, from sunset to sunrise, at which time they will vanish. This spell is only effective on a night when Belsameth's moon is new.

Material Component: 6,000 gp worth of rare materials, and the sacrifice of at least 9 intelligent creatures.

XP Cost: 3,000 XP per caster.

Pyre of Sacrifice

Provides temporary immunity to heat and fire.

Level: True Ritual — Drd 3

Components: V, S, M, DF, XP

Casters Required: 3



Proxy: Yes: 10 followers per caster.
Casting Time: 1 day
Range: Close (25 ft. + 5 ft./2 levels)
Target: Casters
Duration: Until discharged
Saving Throw: None
Spell Resistance: No

Description

Peering across the Ukrudan Desert from atop the Gascar Peaks in the evening, one can see hundreds of tiny points of lights spreading out across the sand like a reflection of the stars in the night sky. These are the dying embers of the blazes made by the hordes of sutak and Daywalker slitheren in Thulkas' honor. During the day, as the Eye of Thulkas beats down upon them, these devotees gather valuables, plants, and even living creatures to be sacrificed to the Father of Fire. The shamans and Speakers of Fire then pray to Thulkas as the pyres burn until night falls. It is believed that this ritual calms the Iron God and eases his suffering within the confines of the sun. If the fires provide heat and light, they reason, the sun need not burn so brightly and Thulkas will not suffer so. Thulkas rewards them in return by protecting them from his fiery gaze.

Spell Effect

This spell provides temporary invulnerability to fire and heat damage after a sacrifice to Thulkas. Each caster is able to absorb a number of points of fire damage based on the amount of material sacrificed in the spell. For every 100 gp worth of valuables or 1 HD of dead or living creatures, 1 point of fire protection is provided to each caster (10 points/caster level maximum). This protection remains until it has been reduced to zero by fire damage.

Pyre of sacrifice overlaps (and does not stack with) *resist elements* and *endure elements*. If the character is warded by this ritual and one or both of the other spells, this ritual absorbs damage until it is exhausted and then the other spells absorb damage as normal. The protection granted by *protection from fire* supercedes that offered by this ritual. *Pyre of sacrifice* remains dormant until *protection from fire* has been exhausted.

Material Components: The materials to be burned (see above) as well as special herbs worth at least 100 gp.

XP Cost: 10 XP per caster.

Rite of Nullification

Dispels, reverses, or neutralizes another true ritual, spell, or magic item.

Level: True Ritual — Clr 3, Wiz 3

Components: V, S, M/DF, XP

Casters Required: 3

Proxy: Yes: 10 followers per caster.

Casting Time: 1 hour

Range: Long (400 ft. + 40 ft./level)

Target or Area: One spellcaster, creature, or object; or 30-ft. radius

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: No

Description

The rite of nullification was devised by the followers of the gods to reduce the threat caused by the true rituals of their druidic enemies. Later, the rite was put to use breaching titanspawn strongholds by methodically battering down their powerful magical defenses. Since the war, this rite has spread to casters both friendly and hostile to the divine cause. It is used commonly as a weapon of war to contain an enemy's spellcasters as the soldiers clash arms.

Spell Effect

This ritual may be used as *dispel magic* to counter spells or rituals being performed, end those already in effect, or to affect enchanted objects. Spells or rituals with an instantaneous duration cannot be dispelled after they have taken effect, although they may be cancelled in the casting. The casters must choose whether to use this ritual as a targeted dispel, area dispel, or counterspell.

Targeted Dispel: One object, creature, or spell is the target of the ritual. A single spell affecting multiple targets or all the spells affecting a single creature or object are dispelled if a dispel check is successful. A dispel check is 1d20 + 1 per caster level (maxi-

mum +20) + 1 for every caster (or group of proxies) beyond 3 (maximum +5) against a DC of 11 + the spell's caster level.

If an object is targeted, you must make a dispel check against the object's caster level. If you succeed, all the item's magical properties are suppressed for 1d4 hours, after which the properties return. A suppressed item becomes nonmagical for the duration of the effect. If the dispel check exceeds the item's caster level by 10 or more, the item is instead permanently dispelled and is thereafter considered nonmagical.

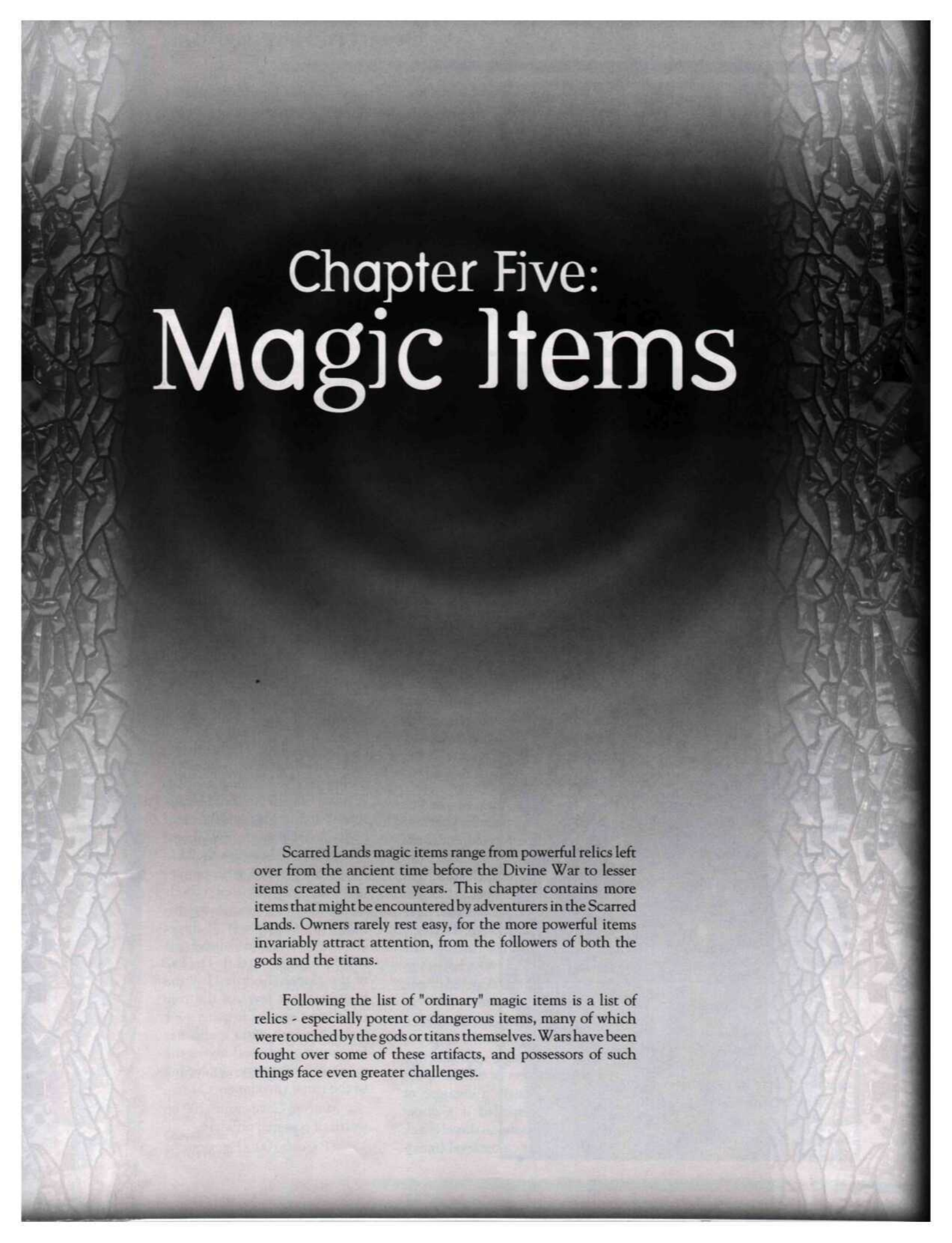
Any spell that was cast by any caster of the ritual is automatically dispelled. You gain a +3 circumstance bonus to the dispel check to dispel any ritual that any of the casters of the ritual previously participated in or to nullify any item any caster created.

Area Dispel: The ritual affects all spells and spell-like abilities within a 30-foot radius. For each active spell in the area, you must make a dispel check against the spell's caster level. Unlike *dispel magic*, multiple spells on objects or creatures in the area may be dispelled. Magic items and true rituals are unaffected by this version of the spell.

Counterspell: The spell targets a spellcaster or a group of spellcasters performing a ritual. A ritual or spell may only be disrupted in this manner if the rite of nullification is performed completely before the target spell has been cast. Normal spells or augmented or combined rituals targeted are automatically dispelled by this ritual. A dispel check must be made to dispel true ritual magics being cast. The DC of this dispel check is 11 + the highest caster level of the true ritual, and each side gains a +1 bonus for each extra spellcaster (or group of proxies) above the minimum necessary performing in the ritual (maximum +5).

Material Component: 200 gp worth of powered obsidian.

XP Cost: 100 XP per caster.



Chapter Five: Magic Items

Scarred Lands magic items range from powerful relics left over from the ancient time before the Divine War to lesser items created in recent years. This chapter contains more items that might be encountered by adventurers in the Scarred Lands. Owners rarely rest easy, for the more powerful items invariably attract attention, from the followers of both the gods and the titans.

Following the list of "ordinary" magic items is a list of relics - especially potent or dangerous items, many of which were touched by the gods or titans themselves. Wars have been fought over some of these artifacts, and possessors of such things face even greater challenges.

Magic Items in Your Campaign

When randomly generating treasure for the Scarred Lands, two issues should be kept in mind.

Firstly, magical treasures are rarer in the Scarred Lands than the assumed norm for the d20 system. One way of reflecting this would be to cut the percentage chances for finding magical treasure of all types in half. Thus, for instance, on the treasure generation table (see the *DMG*, Chapter 7, Table 7-4), the magic item entry for 3rd-level treasure would actually be:

01-59	-
60-89	1d3 mundane
90-00	1 minor

Do not, however, reduce the amount of magic items that higher-level characters often have, for many such items usually represent newly created magic items, commissioned from powerful NPC wizards and priests, or even created by the character herself using the potent Item Creation feats.

Secondly, the "average" magical treasures (if such can be said to exist) will be fairly new; the Divine War saw the gathering up and eventual destruction of a huge amount of the magical items in the land. Treasure troves and burial sites were raided as the fighting grew desperate, and the often disastrous magical conflagrations that accompanied the battles between titan and god often destroyed collections of magical items. In general, when coming up with histories and backgrounds for magic items, assume that most of the non-Major category magic items are recent creations. There are notable exceptions, such as those items found in this and the first **Relics and Rituals** tome.

When randomly generating treasure, once the category is determined, roll on the following tables to determine the source for those magic items. The system presented here assumes the use of the Random Magical Item Generation table (see the *DMG*, Chap-

ter 8, Table 8-2). Once the category on that table has been determined, use the following guidelines to complete random magical item generation for Scarred Lands campaigns.

Armor and Shields

Roll on Table 8-3 in the *DMG*, as normal. Use the following modifiers for these results:

Specific Armor, Medium

Roll	Source
01-75	<i>DMG</i> (Table 8-8)
76-00	Relics and Rituals (Table 5-2)

Specific Armor, Major

Roll	Source
01-60	<i>DMG</i> (Table 8-8)
61-90	Relics and Rituals (Table 5-2)
91-00	Relics and Rituals 2 (Table 6-1, below)

Specific Shield

Roll	Source
01-80	<i>DMG</i> (Table 8-9)
81-90	Relics and Rituals (Table 5-2)
91-00	Relics and Rituals 2 (Table 6-2, below)

Special Ability and Roll Again

When rolling on Table 8-6 in the *DMG*, the GM may, at his option, replace any of the +1 bonus Special Abilities with the Tarred Special Ability, below.

Weapons

Roll on Table 8-3 in the *DMG*, as normal. Use the following tables if a specific weapon or special ability result is obtained.

Specific Weapon

Roll	Source
01-60	<i>DMG</i> (Table 8-17)
61-85	Relics and Rituals (Table 5-3)
86-00	Relics and Rituals 2 (Table 6-5)

Mesos' Curse

The destruction of Mesos sent out waves of arcane force that disrupted the casting of spells for days. In addition, however, it was discovered that this wave of disruption also adversely affected many items of magic.

Many powerful items were destroyed; some were simply left inert, while others exploded in a brilliant detonation of arcane energy. Many of them, though, had their functioning twisted and corrupted.

This strange warping is referred to as Mesos' Curse. Mesos' Curse even somehow affects newly created magic items. Scholars believe that this is because the disruption wave created with Mesos' destruction has not actually dissipated on the Astral Plane, but instead continues to cross and re-cross the world, expanding to its furthest reaches and then bouncing back, like ripples in a cup of wine.

In game terms, random magical items that date from before the Divine War have a 10% chance to be affected by Mesos' Curse. Those that date after it have a 5% chance. The exact workings of this curse can be determined by using the Cursed Items Common Curses charts (see *DMG*, Chapter 8, Table 8-38).

Special Ability and Roll Again

Roll	Source
01-75	DMG (Table 8-15)
76-00	Relics and Rituals 2 (Table 6-3 or Table 6-4, as appropriate, below)

Additionally, when determining weapons from Table 8-13: Uncommon Weapons, the GM is encouraged to use weapons unique to the Scarred Lands, such as warscepters (**Divine and Defeated**, page 69) and the slitheren weapons from **Vigil Watch: Warrens of the Ratmen** (page 86), as appropriate for his campaign.

Potions

Roll	Source
01-75	DMG (Table 8-18)
76-90	Relics and Rituals (Table 5-4)
91-00	Relics and Rituals 2 (Table 6-6)

Rings

Roll	Source
01-60	DMG (Table 8-19)
61-80	Relics and Rituals (Table 5-5)
81-00	Relics and Rituals 2 (Table 6-7)

Rods

Roll	Source
01-80	DMG (Table 8-20)
81-90	Relics and Rituals (Table 5-6)
91-00	Relics and Rituals 2 (Table 6-8)

Scrolls

After rolling on Tables 8-21, 8-22, and 8-23 in the *DMG*, roll on the following table to determine the source from which to draw spells. This roll should be made once for each spell on the scroll.

Roll	Source
01-50	PHB (use Tables 8-24 and 8-25 in the <i>DMG</i> , as appropriate)
51-90	Relics and Rituals (use Table 5-7)
91-00	Relics and Rituals 2 (use Table 6-9, below)

Staffs

Roll	Source
01-50	DMG (Table 8-26)
51-90	Relics and Rituals (Table 5-8)
91-00	Relics and Rituals 2 (Table 6-10, below)

Wands

Roll	Source
01-50	DMG (Table 8-27)
51-90	Relics and Rituals (Table 5-9)
91-00	Relics and Rituals 2 (Table 6-11, below)

Wondrous Items

Roll	Source
01-50	DMG (Table 8-28, Table 8-29, or Table 8-30)
51-90	Relics and Rituals (Table 5-10, Table 5-11, or Table 5-12)
91-00	Relics and Rituals 2 (Table 6-12, Table 6-13, or Table 6-14)

Armor and Shields

In a place as war-torn as the Scarred Lands, it should come as perhaps little surprise that many of the magical innovations have some kind of defensive application.

Armor and Shield Special Abilities

The following are some of the special abilities that may be applied to magical armors and shields. Remember that armors and shields must have a +1 enhancement bonus before special abilities may be applied.

Tarred

Description: Developed by the mad druids of Kan Thet, items created with this special ability appear to be coated in thick black tar resembling the vomit-like breath weapon of the fearsome tar dragon.

Powers: Any bludgeoning or slashing weapon that strikes the armor (rolling higher than the number needed to hit the wearer on a touch attack) becomes stuck to the armor and can only be freed with a Strength check (DC 16).

Caster Level: 9th; **Prerequisites:** Craft Magic Arms and Armor, *transmute rock to mud*; **Market Price:** +1 bonus.

Specific Armors

Table 6-1: Scarred Lands Specific Armors

Medium	Major	Specific Armor	Market Price
-	01-40	angelic armor	22,650 gp
-	41-85	Mormo's embrace	30,300 gp
-	86-00	armor of the shadow goddess	38,175 gp

The following specific suits of armor usually are pre-constructed with exactly the qualities described here.

Angelic Armor

Description: *Angelic armors* were originally bestowed upon the goddess Madriel's mightiest champions during the Divine War. In the times since, her clerics have learned the prayers and techniques for creating these fearsome suits of gold-tinted armor. *Angelic armors* shine with a bright aura and are covered with small engraved prayers to Madriel written in elaborate Ledean letters. The helmet has a crest of three peacock feathers at its brow. Warriors



who wear *angelic armor* are feared by creatures of evil alignment, which sense its aura of divine goodness.

Powers: *Angelic armor* acts as a suit of +2 full plate. It automatically allows the wearer to *detect evil* as a free action. More importantly, it grants the wearer a +4 bonus to all saves vs. spells or spell-like abilities. Evil-aligned creatures who see an individual wearing this armor must make a Will save (DC 11) or be affected as if by a *cause fear* spell. Evil creatures who don the armor must make a Will save (DC 25) every round that they wear it or take 1d6 points of temporary Constitution damage.

Caster Level: 15th; **Prerequisites:** Craft Magic Arms and Armor, *detect evil*, *cause fear*, *holy aura*, *protection from spells*, creator must be a good-aligned worshipper of Madriel; **Market Price:** 22,650 gp; **Cost to Create:** 12,150 gp + 840 XP; **Weight:** 50 lb.

Armor of the Shadow Goddess

Description: According to legend, this suit of armor was originally given to an elven rogue named Um'bris by Drendari, the demigoddess of shadows. Whoever first created it, this armor has since been duplicated and now is worn by rogues across the Scarred Lands.

Powers: Besides being +3 *studded leather of shadow and silent moves*, the *armor of the shadow goddess* also grants the wearer *shadow jump* (80 feet) as the ability of a shadowdancer (see the DMG, Chapter 2), and *darkvision* of 60 feet.

Caster Level: 11th; **Prerequisites:** Craft Magic Arms and Armor, *darkvision*, *invisibility*, *silence*, *plane shift*; **Market Price:** 38,175 gp; **Cost to Create:** 19,175 gp + 1,520 XP; **Weight:** 20 lb.

Mormo's Embrace

Description: As the war between titans and gods raged, it became clear that magical prowess needed physical might to accompany it. The gods all fielded powerful martial champions, from the paladins of Corean to the berserkers of Vangal. While the titans tailored races to create war-worthy fodder, exceptional individuals were still required. And so Mormo passed the secrets of crafting this unusual suit of armor to a chosen few of her high priestesses.

Reserved for the elite of Mormo, the creation of this armor was a quest and rite of initiation unto itself. The supplicant had to hunt down the snakes himself, keep them alive while hunting others, assemble them about a frame of wicker and bone and use the appropriate sacrifices and spells. Those who proved themselves worthy were rewarded with a living suit of snakes that would twine about them protectively and attack enemies savagely.

Though the titans are defeated, the secrets of this armor remain alive, passed from champion to champion through the ages, allowing each new generation of titan worshippers to threaten the divine races with as much potency as ever.

Powers: *Mormo's embrace* is equivalent to +3 *chainmail*. In addition, each round, the wearer may make an attack with the serpents that comprise the armor. This attack is at the wearer's highest attack bonus, inflicting 1d8 points of piercing damage, and the serpents striking as +1 weapons and delivering poisonous bites that do initial and secondary 1d4 temporary Dexterity damage (Fortitude save DC 18 to resist). The armor also grants a +4 competency bonus when grappling, as the snakes twine about the opponent and trap her limbs.

The armor will not allow itself to be worn by anyone other than worshippers of Mormo and will attack all others who try to don it.

Caster Level: 11th; **Prerequisites:** Craft Magic Arms and Armor, *Mormo's serpent hands**, must be a worshipper of Mormo; **Market Price:** 30,300 gp; **Cost to Create:** 15,300 gp + 1,200 XP; **Weight:** 40 lb.

Specific Shields

Table 6-2: Scarred Lands Specific Shields

Medium	Major	Specific Shield	Market Price
01-00	01-30	<i>palisade shield</i>	8,180 gp
-	31-70	<i>shield/missile capturing</i>	16,307 gp
-	71-00	<i>Madriel's Faith</i>	17,670 gp

The following specific shields usually are pre-constructed with exactly the qualities described here.

Madriel's Faith

Description: These steel shields, crafted by members of the martial Madrielite orders, are adorned with Madriel's holy symbol. It is said that the shield can channel the might of a righteous light, but only against the abominable creations that are the undead.

Powers: *Madriel's faith* is a +1 *large steel shield* that becomes +3 against undead opponents. In addition, against undead only, the shield may cast *searing light* as a 5th-level cleric. After three uses, the shield may not use this spell anymore until it is left in the sun to recharge for three hours.

Caster Level: 5th; **Prerequisites:** Craft Magic Arms and Armor, *searing light*; **Market Price:** 17,670 gp; **Cost to Create:** 8,870 gp + 700 XP; **Weight:** 15 lb.

Palisade Shield

Description: These shields appear roughly hewn and crude, in contrast to what most people have come to expect from elven armorsmiths. Careful inspection shows that the shields have in fact been carefully engraved with tiny protective runes, but the markings are so fine the wood appears unmarked from a distance. The shields are made from timber taken from Denev's own sacred groves, and the druids allow such harvesting only once a year in the fall. Fortunately for the elves, the size of many of these trees is so large that it is possible to harvest enough timber to build multiple *palisade shields* without doing any harm to the sacred trees, and in many cases the harvesters

can use windfalls and branches that have fallen due to natural causes. Most large wood elf patrols and outposts will have one officer who possesses a *palisade shield*.

Powers: The wielder of this +2 *large wooden shield* can change it into either of two other forms with the proper command word. As a standard action (which does not draw an attack of opportunity), the wielder can cause the *palisade shield* to be transformed into a +2 *tower shield* (the enhancement bonus of which increases the AC bonus gained from cover by +2), or vice versa.

Once per day as a full-round action (which does not draw an attack of opportunity), the wielder can anchor the *palisade shield* into the ground, as long as he is standing on soil or dirt that allows natural plant growth, and cause it to transform into a 10-foot high by 40-foot long wall of roughly hewn, sharpened wooden stakes. The wall can be created in any shape the owner desires (for example, a square surrounding the user), so long as all eight of its 5-foot sections are perpendicular to the ground. The wall's growth cannot be used offensively — the sections of the wall sprout so as to avoid impaling living creatures — although the *shield's* wielder can decide whether a creature ends up on one side of the wall or the other. Each 5-foot section of the wall has hardness 7 and 48 hit points. The *shield* is instantly repaired of any damage when it is transformed into one of its non-wall forms.

Caster Level: 10th; **Prerequisites:** Craft Magic Arms and Armor, *wood shape*; **Market Price:** 8,180 gp; **Cost to Create:** 4,180 gp + 320 XP; **Weight:** 10 lb. (45 lb. in tower shield form).

Shield of Missile Capturing

Description: This large circular shield, rimmed with fur and studded with the teeth of fierce northland beasts, is a symbol of great honor among the warriors of Albadia. It is these shields that allow Albadian warriors to charge fearlessly into swarms of javelins, catching and launching the missiles back at their enemies. It is said that these shields can only be crafted by a few specific clans of barbarian sorcerers and shamans who learned the secret of enchanting them from their forefathers.

Each shield has a glorious history that is kept alive by its bearer — no warrior is allowed to claim one of these shields until he or she can recite the names and deeds of all of its previous bearers. The shields are not casually traded among warriors, as their bestowal involves an elaborate ceremony in which the recipient must demonstrate his or her worthiness by displaying both courage and the knowledge of a shield's history. Those caught bearing such a shield without having earned the right to do so risk fearful vengeance at the hands of angry Albadians.

Powers: This +1 *large wooden shield* provides its wielder with an additional +3 deflection bonus to AC

against ranged attacks. In addition, whenever a ranged attack employing a physical missile of Medium-size or smaller misses the wielder by 5 or less, the missile is absorbed into the shield itself. Once per round, as a free action, the shield bearer may launch an absorbed missile from the shield's front, attacking a target. This attack is made at the shield bearer's base ranged attack bonus and has a range increment of 10 feet.

Only one missile can be held at a time; the capture of a second missile causes the first missile to be ejected from the shield, dropping harmlessly to the ground in front of the shield bearer. The shield's missile capturing ability only functions against physical missiles such as arrows, bolts, slingstones, javelins, and the like.

Caster Level: 6th; **Prerequisites:** Craft Magic Arms and Armor, *protection from arrows*, *rope trick*; **Market Price:** 16,307 gp; **Cost to Create:** 8,307 gp + 640 XP; **Weight:** 10 lb.

Weapons

The arcanists and priests of the Scarred Lands are well known for their creation of magical weapons, effectively placing their own devastating magical prowess in the hands of powerful combatants on the battlefield.

Weapon Special Abilities

Table 6-3: Melee Weapon Special Abilities

Minor	Medium	Major	Special Ability	Market Price Modifier
01-00	01-10	01-05	<i>vertigen</i> *	+1 bonus
-	11-55	06-35	<i>arcane puissance</i>	+2 bonus
-	56-70	36-55	<i>empowerment</i>	+3 bonus
-	71-75	56-60	<i>deathbane</i>	+2 (+3)** bonus
-	76-85	61-75	<i>silverbane</i>	+1 (+3)† bonus
-	86-90	76-85	<i>deathbane</i>	+2 (+4)† bonus
-	91-00	86-00	<i>demonbane</i>	+2 (+4)† bonus

* Must be a double weapon.

** Assumes the inclusion of the *ghost touch* special ability to the weapon.

† Assumes the inclusion of the *bane* special ability to the weapon.

Table 6-4: Ranged Weapon Special Abilities

Minor	Medium	Major	Special Ability	Market Price Modifier
01-00	01-25	01-15	<i>imbuelement</i> *	+1 bonus
-	26-55	16-40	<i>arcane puissance</i>	+2 bonus
-	56-65	41-50	<i>deathbane</i>	+2 (+3)** bonus
-	66-80	51-70	<i>silverbane</i>	+1 (+3)† bonus
-	81-85	71-80	<i>deathbane</i>	+2 (+4)† bonus
-	86-00	81-00	<i>demonbane</i>	+2 (+4)† bonus

* Must be ammunition only.

** Assumes the inclusion of the *ghost touch* special ability to the weapon.

† Assumes the inclusion of the *bane* special ability to the weapon.

The following are some of the special abilities that may be applied to magical weapons. Remember

that weapons must have a +1 enhancement bonus before special abilities may be applied. Additionally, some of the following special abilities may only be applied if the weapon has other special abilities.

Arcane Puissance

Description: The infamous elf wizard-assassin Lindellion, long envious of the master swordsmen with whom he often traveled, created this sword after a near-fatal encounter with a cornered rival. His rival used his own magic to defend against Lindellion's spells and almost slew the elf before dying himself from slow-acting poison.

Lindellion created the first weapon of *arcane puissance* in order to prevent himself from ever again fearing such a situation, and he kept it with him ever after. Lindellion was at last cornered by a squadron of Corean's paladins, who finally put an end to his murderous career. Lindellion's blade remains in Mithril, displayed as a spoil of war in Emili Derigesh's residence, the only reminder of Lindellion's existence. Rumor has that before he died, however, Lindellion taught the method of creating weapons of *arcane puissance* to his apprentices.

Powers: A weapon with the *arcane puissance* special ability grants to its wielder a +1 competence bonus to attack per 2 arcane spellcaster levels.

Caster Level: 11th; **Prerequisites:** Craft Magic Arms and Armor, *Tenser's transformation*; **Market Price:** +2 bonus.

Deathbane

Description: The Order of Silver exists to fight the supernatural forces of evil, namely undead, evil outsiders, and evil shapeshifters, and it has created several weapons to use against these foes. *Deathbane* weapons (usually blades) are one such weapon, used by members of the Order who have dedicated themselves to ending the existence of the undead.

These weapons are usually in the hands of the Order's members, but the Order has shared the secret of making these blades to the followers of Madriel, whose Order of the Morning Sky also seeks to destroy undead. The weapon appears to be made of clear glass, but is as strong as any other blade. The symbol of Corean or Madriel is usually inscribed on the pommel.

Powers: The *deathbane* special ability may only be applied to weapons already enhanced with either the *ghost touch* or *undead bane* special abilities. Any time a wielder scores a critical hit against an undead creature, the target must make a Fortitude saving throw (DC 14). If it fails the saving throw, then the creature takes an additional 1d10 points of positive energy damage.

Deathbane swords have also been enchanted to detect undead. If a sword comes within 60 feet of an undead creature, the blade will appear to turn from clear crystal to shining white.

Caster Level: 9th; **Prerequisites:** Craft Magic Arms and Armor, *cure moderate wounds*, *detect undead*; **Market Price:** +2 bonus.

Demonbane

Description: The Order of Silver has dedicated itself to fighting the supernatural forces of evil, and it has created these powerful weapons to help battle their most dangerous foes – demons and other evil outsiders. These weapons are crafted of black steel with Celestial runes etched in the blade, reading, “I stand between the Darkness and the Light.”

Powers: The *demonbane* special ability may only be added to *evil outsider bane* weapons. These weapons allow their wielders to detect evil at will.

Additionally, any critical hit on an evil outsider forces it to make a Reflex save (DC 16) or suffer the effects of a *holy smite* spell, taking an additional 5d8 points of damage. In addition, the outsider is blinded for one round.

Caster Level: 8th; **Prerequisites:** Craft Magic Arms and Armor, *detect evil*, *holy smite*; **Market Price:** +2 bonus.

Empowerment

Description: Originally of forsaken elf make, weapons of *empowerment* were first crafted during the Maelstrom, a time during the Epoch of Mesos that saw the forsaken elf people under attack by the strange (and now extinct) spell-wraiths of Mesos, creatures of wrathful spell-hurling fury. The archmages of the Forsaken elves were taught the secrets of creating these weapons by their god, which allowed his people to face the spell-wraiths magical maelstroms.

Powers: When a weapon with the *empowerment* special ability is unsheathed, it protects its wielder by absorbing the energy of spells cast at him. The wielder gains a luck bonus to attack rolls, damage rolls, and saving throws against magic equal to one-half of the spell levels absorbed. The weapon can absorb one spell per round and only holds a total of 10 spell levels at a given time. Spell levels “bleed off” at a rate of two spell levels per minute.

Spells that are even partially absorbed are totally negated as they are cast. If more than one spell targets the wielder in a round, only the first spell is absorbed; the other takes effect as normal.

Caster Level: 13th; **Prerequisites:** Craft Magic Arms and Armor, *greater magic weapon*, *spell turning*; **Market Price:** +3 bonus.

Imbuement

Description: Archmage Lianne created the first of these magical crossbow bolts to augment his already impressive archery ability. His apprentices studied their creation, and thus the design passed into common use.

Though this special ability may be applied to any ammunition, crossbow bolts were Lianne’s favorite;

indeed, crossbow bolts of *imbuement* are often referred to as *bolts of Lianne*. Arrows of imbuement are often found among the Lilliandeli.

Powers: Ammunition of *imbuement* can be “charged” with any 0- to 3rd-level touch or ranged touch spell. When such ammunition impacts a target, the spell is cast upon the target. Once a charged piece of ammunition is fired, the spell detonates whether or not the ammunition hits the target, destroying the ammunition.

Caster Level: 7th; **Prerequisites:** Craft Magic Arms and Armor; **Market Price:** +1 bonus.

Silverbane

Description: The enchanted weapons known as *silverbanes* are one of several items in the arsenal of the Order of Silver used to fight supernatural foes. *Silverbane* weapons were designed to be used against evil lycanthropes, but they have also been used against other evil shapechangers such as doppelgangers.

These arms can be found in either the hands of Silver Knights or the followers of Tanil, since she has stated her distaste for werereatures. The weapon appears to be made of silver, hence its name.

Powers: The *silverbane* special ability may only be added to *shapechanger bane* weapons. When the weapon scores a critical hit against any shapechanger, the victim must make a Fortitude saving throw (DC 14) or be forced back into its original form. The Order of Silver often will then try to capture lycanthropes so transformed, in order to cure them of their “curse.”

Caster Level: 8th; **Prerequisites:** Craft Magic Arms and Armor, *polymorph other*; **Market Price:** +1 bonus.

Vertigen

Description: Those who know of the vertigen (see **Creature Collection 2: Dark Menagerie**) remember their treachery as assassins and spies. Calthalas, one of the mightiest of the vertigen artisan-arcansists, developed the strange weapons which became known as *vertigen* weapons. These two-handed weapons were often crafted in the form of two-bladed swords and wizards’ staves; when spun, the weapons created a distortion field that caused vertigo in those viewing it. Rumors persist that a cabal of vertigen wizards with the knowledge to craft these weapons lives in the mountains near Amalthea.

Powers: *Vertigen* weapons can simulate the effect of vertigo sickness. The wielder must take a full-round action to spin the weapon. All creatures within a 30-foot radius must make a Will save (DC 13) or become vertigo-stricken. Spinning the weapon does not provoke an attack of opportunity.

Those who are vertigo-stricken are unable to use ranged weapons and must concentrate from round to round in order to remain standing. Skill checks are at a -5 morale penalty and the character may only take partial actions. This sickness lasts for 1d4+1 rounds

after this ability is activated. Vertigen are immune to its effects.

Only double weapons may be enchanted with the *vertigen* special ability, so this special ability must be applied to both heads of the weapon in order to gain any benefit from it.

Caster Level: 10th; **Prerequisites:** Craft Magic Arms and Armor, creator must be vertigen; **Market Price:** +1 bonus.

Specific Weapons

Table 6-5: Specific Weapons

Medium	Major	Weapon	Market Price
01-10	-	arrow of truth	367 gp
11-20	-	hunter's bow	5,975 gp
21-30	-	sword of peace	9,915 gp
31-40	01-05	shadow dagger	10,302 gp
41-50	06-10	marrow sword	12,335 gp
51-60	11-15	fist of Chern	15,312 gp
61-70	16-20	ghosthammer	17,812 gp
71-80	21-25	bonewhip	18,301 gp
81-90	26-30	Keng-thi	19,615 gp
91-00	31-35	crimson blade of Glivid-Autel	20,315 gp
-	36-40	storm flail	43,615 gp
-	41-44	war scepter of pain	45,330 gp
-	45-48	serpent sword	50,615 gp
-	49-52	dagger of the moon	60,302 gp
-	53-56	gold sword of Corean	70,315 gp
-	57-60	net of ophidian vines	72,000 gp
-	61-64	sword of divine prowess	72,315 gp
-	65-68	hammer of shaping	77,112 gp
-	69-72	slaver's scepter of Dunahnae	78,330 gp
-	73-76	morningstar of the black thorns	98,308 gp
-	77-80	iron sword of Corean	98,315 gp
-	81-84	charduni death scepter	110,142 gp
-	85-88	spear of the redeemer	110,305 gp
-	89-92	Belsameth's answer	153,320 gp
-	93-96	Karnock's war scepter	162,330 gp
-	97-00	sorrow's tear	201,065 gp

The following specific weapons usually are preconstructed with exactly the qualities described here.

Arrow of Truth

Description: Even to the untrained eye, an *arrow of truth* appears to be a weapon of amazing craftsmanship. An *arrow of truth* always has silver fletching, a perfectly straight shaft made of unblemished white ash, and a head crafted of clear crystal. Although it is generally thought that these arrows are the boon that only Tanil grants her most devout followers, the first *arrow of truth* was actually a gift to the Huntress, crafted by Corean and immersed in the aura of Hedrada's truth and justice. Today, these arrows are seen most frequently in the hands of Tanil's faithful who show a glimpse of the arcane talent, such as the Lilliandeli, elite archer-druids and rangers of Vera Tre. Many Lilliandeli were known for their uncanny ability to fell enemies from hundreds of

yards away with a single *arrow of truth*. Corean and Hedrada, too, need archers, and the most skilled among them will on occasion be seen carrying these deadly weapons.

Powers: If this +1 *arrow* scores a critical hit, its critical multiplier increases by 2 (in most cases, from x3 to x5). The *arrow of truth* also scores a critical threat on any total attack roll that exceeds the target's AC by 10 or more, unless the unmodified die roll was a 1. Finally, the *arrow of truth* can deal a critical hit to an undead target. The *arrow* does not, however, allow characters with sneak attack or favored enemy damage bonuses to deal additional damage to undead; as well, the *arrow* cannot deal critical damage to other creature types that are normally immune to critical hits.

Caster Level: 11th; **Prerequisites:** Craft Magic Arms and Armor, *true seeing* and *keen edge* or *harm*; **Market Price:** 18,350 gp (50 arrows) or 367 gp each; **Cost to Create:** 9,175 gp + 734 XP; **Weight:** 6 lb.

Belsameth's Answer

Description: *Belsameth's Answer* was created in response to an unfortunate prayer uttered by a desperate dwarf named Durkrom Stovelgrimm. During the war with Calastia, Durkrom's wife and daughter both became gravely ill with a terrible fever. Durkrom and other family members sought healing herbs, but the Calastian siege made this task impossible. One night, Durkrom prayed to the goddess Madriel to bring relief to his family's suffering; however, when morning came, their fever had worsened. The next night, he prayed for Corean's intervention, but the Protector did not reply.

And so it went for seven days: each night Durkrom prayed to one of the gods, yet each morning the prayer would go unanswered. On the eighth night, as the tired dwarf began to fall asleep, he prayed to Belsameth to bring an end to his family's suffering.

Durkrom awoke the next morning to find the greataxe *Belsameth's answer* at his feet. The weapon's blades were soaked in blood, as were Durkrom's hands. A dark, crimson trail stained the floor. The dwarf arose from his resting place in a panic. He hurriedly followed the bloody trail to its gory end. There, in their sick beds, lay the murdered bodies of his wife and daughter.

Ashamed of the acts he had committed and fearful of his fate should they be discovered, Durkrom took *Belsameth's answer* and fled Burok Torn. As the number of unexplained murders in the area is on the rise, some wonder if Durkrom was ever able to rid himself of this wicked item or if, perhaps, the weapon has chosen a new, more suitable wielder. In any event, Durkrom's story has become a folk tale among the dwarves and a monster used to frighten dwarven children into obedience.

Powers: *Belsameth's answer* is an intelligent +5 greataxe that seeks to dominate those who wield it for

the purpose of tricking them into killing their allies, family, and loved ones. When a wielder comes in contact with this item, *Belsameth's answer* attempts to dominate its wielder. (See the DMG, Chapter 8, "Items Against Characters" in the Intelligent Items section.)

Once dominated, the greataxe's wielder becomes convinced that his allies, family, and loved ones are actually deadly enemies as though he were under the influence of the spell *Belsameth's strife*. While its wielder is dominated, this weapon can force him into combat and into striking another creature. Whenever the weapon strikes against a creature for which the wielder has some affection, however, the wielder may make a Will saving throw (DC 26) to end the domination. If he then continues to hold the weapon, *Belsameth's answer* will again attempt to dominate the wielder the following around.

This weapon grants its wielder the use of Improved Initiative, *detect good*, and *detect secret doors*, each at will. While wielding *Belsameth's answer*, a creature may cast *feblemind* by touch twice per day. When in pursuit of its special purpose, the weapon grants its wielder the ability to *slay living* (DC 15).

Belsameth's Answer has the following attributes: Int 19, Wis 17, and Cha 13. Its alignment is neutral evil and it has an Ego of 26.

Caster Level: 18th; **Prerequisites:** Craft Magic Arms and Armor, *Belsameth's strife*, *Mord's sword*, *feblemind*, *slay living*; **Market Price:** 153,320 gp; **Cost to Create:** 76,820 gp + 6,120 XP; **Weight:** 20 lb.

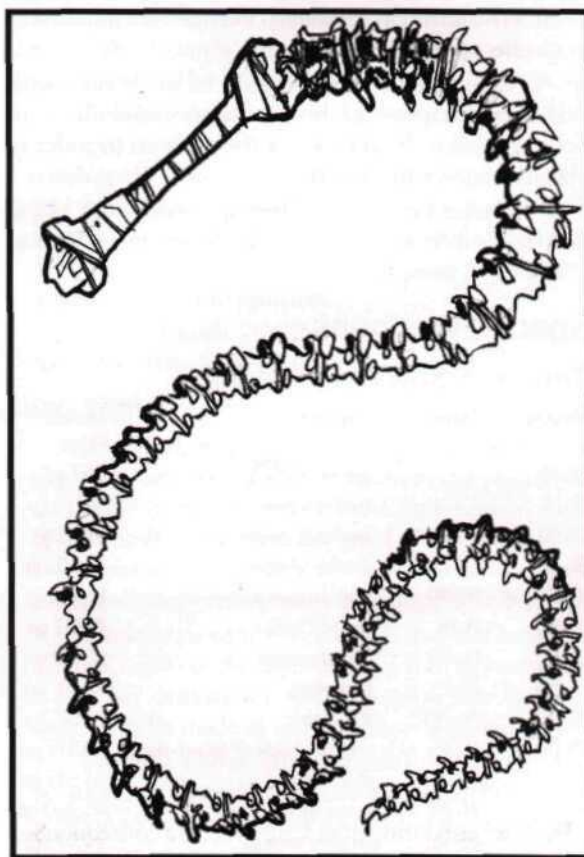
Bonewhip

Description: The scourge is a common punishment in the necromancer-city of Hollowfaust, where its citizens take pride in the even-handed nature of its justice. The *bonewhip* was used in the city's early days to mete out punishment, but the extreme cruelty of such penalties has led to the weapon being largely abandoned today, save in the renegade city of Glivid-Autel.

These items are fashioned from the skeletal tails of dead creatures. With its massively long tail, the dire monitor (see **Creature Collection**, page 49) was particularly favored. *Bonewhips* are animated with the *animate dead* spell, writhing and twisting like a ferocious serpent.

They vary from four to nine feet in length, with six feet being the average. The last few segments of the whip are covered in bronze or silver. Most *bonewhips* have a bone handle 12 to 15 inches in length, bound in wire and wrapped with lizard skin leather.

Though they are scarce in Hollowfaust now, several of the city's necromancers own one of these fearsome weapons. *Bonewhips* are far more common in Glivid-Autel, however, where they are worn openly as a sign of power and prestige. They are particularly



sought after by necromancers owing to their powers related to the undead.

Powers: This weapon functions as a +3 whip. It deals subdual or regular damage as the wielder desires. There is no penalty to attack regardless of which type of damage the wielder is attempting to inflict.

Because the *bonewhip* is animated and responsive to the wielder's will, it can wrap around an enemy's leg or other limb, enabling it to make trip attacks with a +6 bonus. *Bonewhips* also add a +2 bonus on any opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if the wielder fails to disarm the opponent).

Caster Level: 10th; **Prerequisites:** Craft Magic Arms and Armor, *animate dead*; **Market Price:** 18,301 gp; **Cost to Create:** 9,301 gp + 720 XP; **Weight:** 3 lb.

Charduni Death Scepter

Description: Favored by the unholy priest-necromancers of the charduni, a *charduni death scepter* is an evil weapon powered by the might of Chardun and the foul faith of its creator. A grim weapon, the striking surface of the warscepter is often formed from the skull of one of the necromancer's fallen enemies.

Powers: A *charduni death scepter* is a +2 unholy warscepter enchanted with the following spells like a staff:

- *visage of the overlord*† (2 charges)
- *slay living* (2 charges, DC 17)
- *Chardun's torments** (1 charge, DC 14)
- *animate dead* (1 charge)

- *death knell* (1 charge, DC 13)
- *cause fear* (1 charge, DC 11)
- *grim feast** (1 charge)
- *smite* (1 charge)

Caster Level: 10th; **Prerequisites:** Craft Magic Arms and Armor, Craft Staff, creator must be a lawful evil worshipper of Chardun, *animate dead*, *cause fear*, *Chardun's torments**, *death knell*, *grim feast**, *slay living*, *smite*, *unholy blight*, *visage of the overlord†*; **Market Price:** 110,142 gp; **Cost to Create:** 55,236 gp + 4,392 XP; **Weight:** 15 lb.

†See *The Divine and the Defeated*.

Exotic Melee Weapon, Large

Name	Cost	Damage	Critical	Weight	Type
Warscepter	30 gp	1d10	x3	15 lb.	Bludgeoning

Crimson Blade of Glivid-Autel

Description: These blades are crafted by the outcast necromancers of Glivid-Autel in the heart of the Hornsaw Forest. Made of steel, these weapons bear runes that glow crimson, emitting an unholy radiance. It is now believed by the guild-houses of Hollowfaust that the necromancers of Glivid-Autel have been preparing for a full-scale assault on Hollowfaust during their long exile; as a consequence, production of these blades has increased. There is even some talk that these weapons are not only being crafted by enemies in the Hornsaw, but also in the darkest recesses of the Underfaust by rebellious Disciples of the Abyss eager to reverse the humiliation that their guild suffered long ago.

Powers: The *crimson blade* functions as a +2 *longsword*. On scoring a successful critical hit, the weapon produces the effects of a *vampiric touch* spell as cast by a wizard or sorcerer of 5th level in addition to any damage inflicted by the blade. The damage inflicted by the *vampiric touch* is transferred as hit points to the *crimson blade*'s wielder, exactly as per the spell description.

Additionally, any character of non-evil alignment wielding the weapon gains one negative level. This negative level is removed as soon as the character drops the blade. Although this effect does not result in actual level loss, the negative level cannot be avoided in any way (including spells such as *restoration*). There is also no saving throw allowed to avoid this effect.

Caster Level: 6th; **Prerequisites:** Craft Magic Arms and Armor, *vampiric touch*; **Market Price:** 20,315 gp; **Cost to Create:** 10,315 gp + 800 XP; **Weight:** 4 lb.

Dagger of the Moon

Description: *Daggers of the moon* are black daggers, replicas of Belsameth's favored weapon. In truth, these daggers were predecessors of the blade Belsameth carries, each rejected by the fickle goddess for some perceived imperfection and cast down to her followers.

The daggers have a wavy blade of jet-black steel, with blood grooves running along both sides. The handle is wrapped with black leather and is topped with a smooth, unbreakable cabochon-cut crystal. Black and white liquids trapped within the crystal mimic the current phase of Belsameth's moon. The dagger's potency waxes and wanes with the moon's phase, and it is at its most powerful during a lunar eclipse.

Powers: *Daggers of the moon* are +3 daggers, but their power lies with the moon's phases. Used at night, the blood grooves transfer liquid from the crystal sphere into wounds the dagger inflicts. The liquid is harmless during the day, but at night its effects vary. The DC to resist these effects is also noted below.

Moon Phase	Effect
New	Victim suffers <i>unholy blight</i> (Fortitude save DC 16)
Waxing	Victim suffers <i>confusion</i> (Will save DC 16)
Full	Victim is inflicted with lycanthropy (Fortitude save DC 20)
Waning	Victim suffers <i>cause fear</i> (Will save DC 12)
Lunar eclipse	Victim suffers <i>slay living</i> (Fortitude save DC 17)

Additionally, during the lunar eclipse, the dagger of the moon is a +4 dagger.

Caster Level: 17th; **Prerequisites:** Craft Magic Arms and Armor, *Belsameth's blessing**, *cause fear*, *confusion*, *slay living*, *unholy blight*; **Market Price:** 60,302 gp; **Cost to Create:** 30,302 gp + 2,400 XP; **Weight:** 1 lb.

The Fist of Chern

Description: Before the Divine War, the followers of Chern spread his word in the form of death, disease, and suffering. The Titan of Disease cared little for the actions of his devoted, but they gathered up his "offspring" – the flies and other insects that swarmed in Chern's wake. Their magic bound the plague-ridden insects within a specially-crafted mace and created a weapon of terrible purpose, a single blow of which could lead to death from hideous disease.

These heavy maces are crafted in the form of a clawed fist. Within these maces is actually a small hollow space in which resides a single plague insect of Chern. Few of these terrible weapons still exist, and the remaining cultists of Chern closely guard them.

Powers: A *fist of Chern* acts as a +2 *heavy mace* and is always made of black iron. Once per day the wielder may choose to activate the weapon's power of *contagion*. Anything struck by the mace (even if no damage is inflicted) must make a Fortitude save (DC16) or suffer the effects of a *contagion* spell.

Caster Level: 7th; **Prerequisites:** Craft Magic Arms and Armor, *contagion*; **Market Price:** 15,312 gp; **Cost to Create:** 7,812 gp + 600 XP; **Weight:** 12 lb.

Ghosthammer

Description: These imposing ebon warhammers are well known in Hollowfaust, the City of Necromancers. The first *ghosthammer* was wielded in battle during the Second Siege against the forces of Glivid-Autel. Since then, the fame of these weapons has spread across Ghelspad, and several arcane weaponsmiths have duplicated them.

Powers: A *ghosthammer* is a +1 *ghost touch warhammer*. Once a day, the wielder may summon a protective shield of spirit-energy, granting him a +2 deflection bonus to AC and 25 temporary hit points. This effect lasts for one hour. Three times per day, the caster may also project a bolt of necromantic force that acts as an *ethereal bolt* (Reflex save DC 13).

Caster Level: 9th; **Prerequisites:** Craft Magic Arms and Armor, *ethereal bolt**, *life shield**, *plane shift*; **Market Price:** 17,812 gp; **Cost to Create:** 9,062 gp + 700 XP; **Weight:** 8 lb.



Gold Sword of Corean

Description: The Order of Gold is the fourth order of the Swords of Corean. Dedicated to bringing the healing hand of Corean to all that need it, the Gold Knights are travelers and missionaries with strong ties to the faith of Madriel. It was through these ties that the Order of Gold gained the assistance of the faith of the Redeemer in creating these potent weapons for good.

Powers: A *gold sword of Corean* is a +3 *holy longsword* that can shed light equal to a *daylight* spell on command. When carried or wielded by a paladin

or cleric of Corean or Madriel, this blade grants a +3 divine bonus to all saves. When the bearer casts a *cure* spell, the spell heals more damage, gaining a bonus of +1 point per die (to a maximum of +3).

When carried or wielded by a paladin of Corean, blade grants the paladin a +3 divine bonus to his Charisma for the purposes of determining how many points he may heal per day through the use of his *lay on hands* ability. Additionally, the paladin also gains the ability to use *remove disease* once more per week.

Caster Level: 9th; **Prerequisites:** Craft Magic Arms and Armor, *cure serious wounds*, *daylight*, *holy smite*, *protection from evil*; **Market Price:** 70,315 gp; **Cost to Create:** 35,312 gp + 2,800 XP; **Weight:** 4 lb.

Hammer of Shaping

Description: Few beings served at the forge in the heart of the Cursed Mountain, but those that did could not help but learn at least some of Golthagga's techniques. While most of his assistants were giants, a few dwarves quietly worked in the shadow of the Titan's great anvil, trying to learn his secrets. After years of watching Golthagga reshape creatures as easily as he did metal, one of the dwarves created the first of these weapons.

This dwarf is believed now to be the member of the Eight-Fingered Hand known only as the Forgemaster. Other high-ranking members of the Cult of the Reforged Flesh often request that he create these hammers for them, believing that using them in combat honors the Shaper.

Powers: A *hammer of shaping* is a +3 *warhammer*. On a critical hit, the target must make a Fortitude save (DC 16) or be affected by a *polymorph other* spell as cast by a 7th-level sorcerer. The wielder chooses the target's new form. Creatures not subject to critical hits or polymorphing are immune to this effect.

Caster Level: 9th; **Prerequisites:** Craft Magic Arms and Armor, *polymorph other*; **Market Price:** 77,112 gp; **Cost to Create:** 38,712 gp + 3,072 XP; **Weight:** 8 lb.

Hunter's Bow

Description: Tanil's followers created these bows with guidance from the goddess herself and used them to good effect in the Divine War. Since then, few of these bows have been made, as the secrets of their creation are known to but a few (most notably the elves of Vera-Tre and Lilliandeli). Followers of Tanil consider these bows to be a sign of good luck.

Powers: This bow acts as a +1 *long bow*. Three times per day, however, the *hunter's bow* can be used with deadly accuracy. A full-round action is used to fire a single arrow with the user's highest attack modifier. If the attack hits, it automatically inflicts damage as though it were a successful critical hit. If the attack roll misses, that usage for the day is still lost. Targets immune to critical hits take maximum normal damage from the attack, but not critical damage.

Caster Level: 3rd; **Prerequisites:** Craft Magic Arms and Armor, *true strike*; **Market Price:** 5,975 gp; **Cost to Create:** 2,987 gp + 239 XP; **Weight:** 3 lb.

Iron Sword of Corean

Description: The Order of Iron is the second of the four orders of paladins collectively named the Swords of Corean. Paladins of the Order of Iron, sometimes called Iron Knights, are renowned for their skill at arms and ability as strategists. Dedicated defenders of the faithful, the Iron Knights are frighteningly efficient in battle and deadly adversaries. Like all true followers of Corean, the Iron Knights are also skilled craftsmen, and creation of a *sword of iron* is the ultimate goal of many squires of the order.

Powers: An *iron sword of Corean* is a special +3 holy longsword of defending. When its defending ability is in use, the sword also has the unique ability to provide damage reduction equal to the bonus transferred to the wielder's armor class (damage reduction 1/-, 2/- or 3/-).

Caster Level: 8th; **Prerequisites:** Craft Magic Arms and Armor, *holy smite*, *shield of faith*, *shield other*; **Market Price:** 98,315 gp; **Cost to Create:** 49,315 gp + 3,920 XP; **Weight:** 4 lb.

Keng-thi, the white tiger guardian

Description: Several weapons that are grafted to a guardian spirit-animal are said to exist, but *keng-thi* is the best known. Its blade is stronger than steel, but seems crafted from blue ice. Its grip is covered in sharkskin, and its pommel adorned with a tiger's eye gem. The weapon is currently borne by the Coreanic ranger-paladin Aemon Greycastle, but it is known to have been wielded by many heroes throughout its long history.

Powers: This weapon's powers only function when it is held by a wielder of good alignment. *Keng-thi, the white tiger guardian* is a +3 longsword and acts as a *ring of warmth*. Once per week, the user can cast *bulls' strength* on himself. Also once per week, the wielder may summon the sword's guardian, a Large celestial white tiger, which immediately attacks all evil creatures nearby. This guardian is summoned automatically if the weapon is touched by a being of evil alignment.

Celestial White Tiger: CR 4; SZ L Animal; HD 6d8+18; hp 48; Init +2 (Dex); Spd 40 ft.; AC 14 (-1 size, +2 Dex, +3 natural); Atk +9 melee (1d8+6, claw) and +4 melee (2d6+3 bite); SA pounce, improved grab, rake 1d8+3, smite evil; SQ darkvision 60 ft., acid/cold/electricity resistance 10, DR 5/+1, SR 12; AL LG; SV Fort +8, Ref +7, Will +3; Str 23, Dex 15, Con 17, Int 3, Wis 12, Cha 6.

Skills: Balance +6, Hide +5, Listen +3, Move Silently +9, Spot +3, Swim +11.

Caster Level: 11th; **Prerequisites:** Craft Magical Arms and Armor, good alignment, *bulls' strength*,

endure elements, *summon monster VI* (celestial tiger); **Market Price:** 19,615 gp; **Cost to Create:** 9,965 gp + 772 XP; **Weight:** 4 lb.

Karnock's Warscepter

Description: Though the divine truce prevents outright combat between Chardun and Corean, this does not prevent their followers from acting on their gods' enmity. Karnock was one of the most powerful charduni war generals in history, and his hatred for Corean's followers knew no bounds. Never defeated in battle, he wielded this warscepter until his death. Since then, several charduni champions have wielded this warscepter, but none have been able to live up to Karnock's legend.

Powers: Karnock's warscepter is a +3 unholy lawful Corean's bane warscepter. Against good- or chaotically-aligned opponents, the warscepter inflicts an additional 2d6 points of damage (4d6 against chaotic good opponents). Against paladins and clerics of Corean, the warscepter gains an additional +2 enhancement bonus and inflicts an additional 2d6 points of damage.

Caster Level: 8th; **Prerequisites:** Craft Magic Arms and Armor, creator must be lawful evil, *order's wrath*, *summon monster I*, *unholy blight*; **Market Price:** 162,330 gp; **Cost to Create:** 81,330 gp + 6,480 XP; **Weight:** 15 lb.

Marrowsword

Description: The *marrowswords* were developed by a sect of blood witches somewhere in the wilds of eastern Ghelspad. These swords are treasured by those who seek to destroy the divine races. Several of these swords exist, and their powers vary depending on the blood contained in the hilt. Though the blade is undoubtedly of finest steel, the hilt seems to be crafted of bone, capped with a steel butt. When the cap is removed, a spongy, cartilaginous marrow can be seen running up the middle of the hilt. This marrow absorbs any blood with which it comes into contact.

Powers: These +2 bastard swords have a container built into their hilt that is filled with the blood of a creature of a divine race. The blood in the hilt determines the sword's additional powers. The blood of only one race can be placed in the sword. These powers are active while the sword is on the person of the wielder and applies even if the wielder belongs to the race whose blood is in the hilt.

- **Dwarf:** The wielder gains a +2 inherent bonus to Constitution as well as the Endurance feat.

- **Elf:** The wielder gains a +2 inherent bonus to Dexterity as well as the Improved Initiative feat.

- **Halfling:** The wielder gains a +2 circumstance bonus to Hide and Move Silently checks.

- **Half-elf:** As elf, above.

- **Half-orc:** The wielder gains a +2 inherent bonus to Strength as well as the Improved Bull Rush feat.

• **Human:** The wielder gains the Power Attack feat. If the wielder already has this feat, he gains the Cleave feat. If the wielder has both of these, he gains the Expertise feat.

Caster Level: 7th; **Prerequisites:** Craft Magic Arms and Armor, blood enhancement class ability (see Blood Witch prestige class, **Relics and Rituals**); **Market Price:** 12,335 gp; **Cost to Create:** 6,335 gp + 480 XP; **Weight:** 10 lb.

Morningstar of the Black Thorns

Description: The Order of the Black Thorn is a society of evil rangers dedicated to Chardun that seeks to spread his dominion across all of the races of Scarn. These foul weapons are created by the order's clerics using wooden hafts carved from a hamadryad's body and steel heads quenched in a satyr's blood, then enchanted by rituals that include the torture and slaughter of animals. This horrific process creates a weapon of dark and terrible power that fills natural creatures with demonic energies, warping them into servants of Chardun. Black Thorn rangers are known to sometimes be accompanied by these beasts.

Powers: A *morningstar of the black thorns* is a +3 *wounding morningstar* with the power to transform natural creatures. In lieu of a normal attack, the wielder of the *morningstar of the black thorns* may make a melee touch attack. Any animal, beast, plant, or vermin touched by the weapon must make a Will save (DC 15) or be warped into a demonic version of itself (apply the fiendish template from the MM, Appendix 3, ignoring alignment restrictions). If the creature is under the effect of an *animal friendship* spell, it breaks free from that spell, unless the caster of that spell was an evil worshipper of Chardun.

Caster Level: 15th; **Prerequisites:** Craft Magic Arms and Armor, *blasphemy*, *summon monster II*; **Market Price:** 98,308 gp; **Cost to Create:** 49,308 gp + 3,920 XP; **Weight:** 8 lb.

Net of Ophidian Vines

Description: This item is actually a living, semi-intelligent plant creature. The druids of Termana use spells to transform a normal jungle plant into a lethal sentry by weaving it into a complex matrix and awakening the spirits that dwell within.

Powers: This +2 *net* can be used in two ways — its wielder can set it as a trap or throw it as a normal net. If the *net* is set as a trap, it will attack any foe that comes within 10 feet of it, employing a grapple attack with a +13 attack bonus (+4 base attack bonus, +2 enhancement bonus, and +7 for its Strength score of 24). An opponent grappled by the net suffers all of the normal penalties of being grappled and takes 1d3+7 points of constricting subdual damage each round. The *net* will maintain its grapple until the proper command word is uttered or until the grapple is broken.

If the *net* is thrown, the attacker must hit the target with a ranged touch attack (requires Exotic

Proficiency [Net]; nonproficient wielders suffer a -4 penalty to the attack roll). If the attack hits, the opponent is automatically grappled by the net. Treat the *net* as a 6 HD plant creature with 30 hit points, AC 22, damage reduction 15/+1, and fast healing 1.

Caster Level: 12th; **Prerequisites:** Craft Magic Arms and Armor, *awaken*, *plant growth*; **Market Price:** 72,000 gp; **Cost to Create:** 36,000 gp + 2,880 XP; **Weight:** 10 lb.

Serpent Sword

Description: A *serpent sword* resembles a longsword forged out of dark metal, its surface inscribed with a series of "V" shaped grooves. Upon command, the sword breaks apart along these grooves, transforming into a whip-like weapon surrounded by a nimbus of dark green energy. In combat, the sword strikes like a snake, giving the weapon its common name.

Powers: A *serpent sword* functions as +2 *keen sword of wounding*. On command, the sword breaks apart, transforming into a reach weapon and allowing its wielder to attack foes up to 10 feet away. In this form, the weapon can also attack adjacent targets, but it does not receive its +2 enhancement bonus (though it retains its *keen* and *wounding* qualities).

Caster Level: 13th; **Prerequisites:** Craft Magic Arms and Armor, *animate object*, *keen edge*, *Mord's sword*; **Market Price:** 50,615 gp; **Cost to Create:** 25,615 gp + 2,000 XP; **Weight:** 4 lb.

Shadow Dagger

Description: When not being held, the *shadow dagger* looks like a plain black iron dagger. It appears to be wreathed in darkness — shadow tendrils wrap themselves around the wielder's arm and cause the dagger to appear indistinct and hard to follow. The assassins of the Cult of the Ancients use these daggers to strike at their targets and retreat back into the shadows, either to escape after a killing blow or to whittle down their foe rapidly.

The creation of shadow daggers is one of the more closely held secrets of the Cult of the Ancients. These daggers are only given to those who hold the highest prestige among the cult. If a *shadow dagger* is ever lost, the offending assassin is punished, beyond the grave is necessary, and all efforts are made to recover it.

Powers: This weapon acts as a +1 *keen dagger*. Whenever a shadow dagger successfully inflicts damage on a target, it casts *disappear* on the wielder. There is no limit to the number of times this item may be used per day. Multiple instances of *disappear* do not add to the amount of time that the wielder is invisible.

Caster Level: 10th; **Prerequisites:** Craft Magic Arms and Armor, *disappear**, *keen edge*; **Market Price:** 10,302 gp; **Cost to Create:** 5,302 gp + 400 XP; **Weight:** 1 lb.

Slaver's Scepter of Dunahnae

Description: The slaver-priests of Dunahnae serve the Great General Chardun, ruling their peninsula from the Blossoming Ocean to the Wall of Bones with an iron fist. Slavery in Dunahnae is an important part of the religion, and the slavers of Dunahnae have long relied on the power of their thorn-encircled warscepter to "spread the faith."

Powers: A slaver's scepter of Dunahnae is a +1 lawful warscepter that stores the following spells like a staff:

- *command* (1 charge; DC 12)
- *rend the sovereign soul** (1 charge; DC 13)
- *hold person* (1 charge; DC 13)
- *greater command* (1 charge; DC 17)

Caster Level: 9th; **Prerequisites:** Craft Magic Arms and Armor, Craft Staff, *command*, *greater command*, *hold person*, *rend the sovereign soul**; **Market Price:** 78,330 gp; **Cost to Create:** 39,330 gp + 3,120 XP; **Weight:** 15 lb.

Sorrow's Tear

Description: Only one of these weapons is known to exist, though rumors persist that there are others. *Sorrow's tear* is a small scimitar with a pitted, black iron blade, and its pommel is a tear-shaped shard of a strange black-green, jet-like stone. Its hilt is wrapped in a strip of green leather.

The first recorded use of *sorrow's tear* was as the symbol of a thieves' guild of the same name in old Lokil. When the guild's master was ambushed in the city's sewers, he threw away the weapon to keep it from his enemies. With the loss of the weapon, the Sorrow's Tear guild lost much of its influence, and its surviving members were wiped out when the Titans destroyed the city.

Sorrow's tear resurfaced in the hands of a dwarven bandit named Githzar Tharin. Githzar led his band in successful raids against Shelzar's caravans for many months, growing bolder with each victory. Githzar's overconfidence proved to be his downfall, however, when he led his bandits into a clever ambush laid by the elven bounty hunter Elentree Amaodel.

Amaodel later gave *sorrow's tear* to the merchant Wellish Tarrow to cover a gambling debt. Tarrow lost the blade when his merchant caravan was attacked by a band of spider-eye goblins while fording a river. The sword has not been heard of since.

Powers: In combat, *sorrow's tear* acts as a +1 scimitar. Victims who take damage from this weapon make a Will save (DC 20) or become affected as if by a *symbol of hopelessness* for 3d4x10 minutes. *Sorrow's tear* also suppresses sounds, granting its wielder a +5 bonus to Move Silently checks and to saves against sonic effects.

Sorrow's tear is evil in alignment, and any good creature attempting to wield it gains one negative level. The negative level remains as long as the sword



is in hand and disappears when *sorrow's tear* is no longer wielded. This negative level never results in actual level loss, but cannot be overcome in any way (including the *restoration* spell) while the sword is wielded.

Caster Level: 15th; **Prerequisites:** Craft Magic Arms and Armor, *symbol*; **Market Price:** 201,065 gp; **Cost to Create:** 100,690 gp + 8,030 XP; **Weight:** 4 lb.

Spear of the Redeemer

Description: Madriel knew that even her most faithful and diligent clerics could not be everywhere at once. She gave the first of these spears to the elven ranger Alandri Amikiir, one of her favored generals and a fierce foe of the undead. He used that first spear to destroy Harlaak, a powerful lich that was one of Mesos's mightiest followers. As Harlaak led a horde of undead against the Angel of Mercy's troops, Alandri rallied her army about her, seeming to be everywhere at once, skewering foes and exhorting her troops with equal fervor. Finally, she defeated the great undead necromancer with the aid of a few of Madriel's faithful, sending him to his final rest.

Before she fell in battle against a legion of Mormo's medusas, Alandri proved this weapon's value time and again. After her general's death, Madriel transformed Alandri into a deva, and it is said she serves the goddess to this day. In the time since the Titanswar, several more of these weapons have been forged, and any hero that finds one is thought to be marked by Madriel for great deeds.

Powers: A *spear of the redeemer* is a +2 ghost touch undead bane longsword. While holding it, the wielder is treated as if protected by a negative energy protection spell cast by an 8th-level cleric and also has a spell resistance of 15.

Caster Level: 9th; **Prerequisites:** Craft Magic Arms and Armor, negative energy protection, plane shift, spell resistance, summon monster I; **Market Price:** 110,305 gp; **Cost to Create:** 55,305 gp + 4,400 XP; **Weight:** 9 lb.

Storm Flail

Description: Though all the devout seek to emulate the ideals of their deities, occasionally a follower appears whose dedication becomes zeal and whose zeal then becomes deadly fanaticism.

One such man was Malekyte Eridion, a powerful cleric and sorcerer of Enkili who lived some years prior to the Titanswar. He was a bundle of wild, chaotic energy whose desire to emulate the Storm Goddess included doing everything from dancing naked in thunderstorms to fleecing every merchant he met and regularly cross-dressing in an attempt to experience both of the Trickster's androgynous aspects. He created the first storm flail in a further attempt to honor his deity. Of course, Enkili could not help but notice this ardent worship, so when Eridion was making his weapon, Enkili gave it his blessing (with all the dangers inherent in the blessing of a god of chaos).

Powers: The storm flail normally functions as a +2 shocking heavy flail, but other flails have been known to vary in their enhancement bonus from +1 or +3, and some may be *thundering*, *shocking burst*, or *chaotic* instead of *shocking*. The statistics that follow, however, assume a +2 shocking heavy flail.

A storm flail can be used to cast lightning bolt 1d4 times per day as a standard action by cracking it like a whip. The possessor has no way of knowing how many lightning bolts he will be able to cast in a day, nor when he has spent his daily allotment. Additionally, thanks to the dubious blessings of the goddess, the power of these bolts varies. Every time the wielder uses the storm flail to cast a lightning bolt, he rolls 1d6 and adds 4 to determine the level at which the spell is cast. Enkili, however, will not allow himself to be cheated by a mere mortal, and as a result the creation of a storm flail requires a minimum caster level of 7th.

Caster Level: 7th; **Prerequisites:** Craft Magic Arms and Armor, lightning bolt, caster must be chaotic; **Market Price:** 43,615 gp; **Cost to Create:** 21,965 gp + 1,732 XP; **Weight:** 20 lb.

Sword of Divine Prowess

Description: The swords of divine prowess were first created in the forges of the charduni dwarves during the Titanswar and were distributed widely to mid-ranking members of the armies of other divine races. Even after their alignment-twisting drawback became known, many continued to use the swords in

the wars against the titanspawn, considering no price too high to defeat the titans. Since then, new swords of divine prowess have sometimes been sheathed in scabbards bearing the holy symbols of good faiths (especially that of Corean) and placed in situations where the faithful of those deities can find them, in order to corrupt them into the service of Chardun. Worshippers of Chardun usually trade these swords back to his church for magic items of similar value, since their enchantments do them little good.

Powers: This +1 mithril longsword gives those of lawful evil alignment no special benefits. If wielded by someone of another alignment, however, it grants several additional powers. The wielder gains a +5 enhancement bonus to Strength and a spell resistance of 15. The wielder also receives temporary hit points equal to half the damage he inflicts on living targets (up to a maximum of 20 temporary hit points) until he next sleeps. At the end of each day on which the wielder kills a foe, he must make a Will save (DC 15, +1 for each foe killed that day) or change one step toward lawful evil alignment.

Caster Level: 15th; **Prerequisites:** Craft Magic Arms and Armor, divine power, unholy aura, vampiric touch; **Market Price:** 72,315 gp; **Cost to Create:** 37,315 gp + 2,800 XP; **Weight:** 4 lb.

Sword of Peace

Description: Weary and wounded, fleeing his enemies and the Perforated Plains, the warrior Brantur hid in the depths of the Fouled Forest. There he was enchanted by Dreya'Anad, the fey sorceress and priestess of Syhana. When she saw his heart was good, she set him free, but he chose instead to stay with her and at last found peace. To honor the wisdom that Brantur had gained, Dreya'Anad enchanted his sword so that even if he had to face battle he could choose to end it in peace instead of death. Eventually, driven by his compassion for the suffering of others and his desire to aid them, Brantur departed and wandered the world again, but his heart stayed in the Fouled Forest.

Powers: The sword of peace is a +2 longsword that grants the Improved Disarm feat to its wielder and is considered a Large weapon for the purpose of the disarm check only. An opponent successfully disarmed by the sword of peace must make a Will save (DC 12) or be affected as per the spell *Salamar's quiet contemplation* (see **Relics and Rituals**). If the wielder attacks the opponent thus pacified, the enchantment of the sword of peace is forever unavailable to him. Evil beings who wield the sword of peace suffer a -2 penalty to attack and gain none of the weapon's benefits.

Caster Level: 6th; **Prerequisites:** Craft Magic Arms and Armor, divine favor, *Salamar's quiet contemplation**; **Market Price:** 9,915 gp; **Cost to Create:** 5,115 gp + 384 XP; **Weight:** 4 lb.

Warscepter of Pain

Description: A century ago, the charduni war-cleric Jarhoch the Bloodstained forged the first warscepter

of pain so that he could more effectively subjugate his enemies to the agony of Chardun's wrath. Since then, these weapons have become popular among not only Chardun's followers, but those of Belsameth, Vangal, and even the titans Kadum and Gormoth.

Of course, Chardun sees the use of these weapons by the titanspawn as a tremendous blasphemy. He has commanded his servants to hunt down any titan worshippers who dare wield them, and his temples are under orders to aid the efforts of the worshippers of any god fighting such spawn. Paladins of Corean or Vigilants of Vesh have occasionally been surprised when Chardunists approach them with offers of healing and beneficial magic, not knowing the titanspawn they are hunting possess a *warseparator of pain*.

Powers: A *warseparator of pain* is a +1 wounding *warseparator* that inflicts tremendous pain, causing an additional -4 morale penalty on attack rolls, saving throws, ability checks, and save checks to those affected by its wounding power (Will save DC 15 to negate pain effects). The pain lasts as long as the wounding effect.

Caster Level: 5th; **Prerequisites:** Craft Magic Arms and Armor, *bestow curse*; **Market Price:** 45,330 gp; **Cost to Create:** 22,830 gp + 1,800 XP; **Weight:** 30 lb.

Potions

Table 6-6: Potions

Minor	Medium	Major	Potion	Market Price
01-07	-	-	<i>aura of menace</i>	50 gp
08-14	-	-	blade oil, <i>shock weapon</i>	50 gp
15-21	-	-	blade oil, <i>true strike</i>	50 gp
22-28	-	-	<i>body of sand</i>	50 gp
29-35	-	-	<i>Chardun's glory</i>	50 gp
36-42	-	-	<i>foreaction</i>	50 gp
43-49	01-06	-	blade oil, <i>magic weapon</i>	150 gp
50-56	07-12	01-06	<i>bifurcated tongue</i>	300 gp
57-63	13-18	07-12	blade oil, <i>paralyzing weapon</i>	300 gp
64-70	19-24	13-18	<i>dragonflight</i>	300 gp
71-76	25-30	19-24	<i>dragonhide</i>	300 gp
77-82	31-36	25-30	<i>hunter's moon</i>	300 gp
83-88	37-42	31-36	<i>Keshmeeri refuge</i>	300 gp
89-94	43-48	37-42	<i>sharpen senses</i>	300 gp
95-00	49-54	43-48	<i>potion of focus</i>	500 gp
-	55-60	49-54	blade oil, <i>flame weapon</i>	600 gp
-	61-66	55-60	blade oil, <i>frost weapon</i>	600 gp
-	67-72	61-65	<i>potion of horns</i>	600 gp
-	73-78	66-70	<i>arcane parry</i>	750 gp
-	79-84	71-75	blade oil, <i>keen edge</i>	750 gp
-	85-90	76-80	<i>enhanced senses</i>	750 gp
-	91-95	81-85	<i>ghost body</i>	750 gp
-	96-00	86-90	<i>serpentlure</i>	750 gp
-	-	91-95	blade oil, <i>greater magic weapon</i>	900 gp
-	-	96-00	blade oil, <i>vampiric weapon</i>	900 gp

The following descriptions detail specific types of magic potions.

Blade Oils

These alchemical substances can be applied to a weapon and to create magical effects for a limited period of

time. They are particularly popular with adventurers, who use them to modify their weapons to deal with various foes and their vulnerabilities. Some mercenary companies also utilize these potions, sometimes attempting to enhance their reputations by creating the illusion that they bear true magical weapons.

Most of these oils are volatile and evaporate quickly. An application lasts for the indicated duration and then vanishes along with its effects, even if it is not used during that time. The prices listed below are for a single vial of blade oil. Each vial contains a single application. Applying the oil to a weapon is a full-round action that provokes attacks of opportunity. Crafting blade oils requires the Brew Potion feat as well as at least 6 ranks in Alchemy.

Flame Weapon

When applied, this blade oil creates a wreath of magical fire around the weapon, burning all those the weapon strikes. A weapon with this blade oil applied deals +1d6 points of fire damage on a successful hit for a duration of six rounds.

Caster Level: 6th; **Prerequisites:** Brew Potion, *flame/frost weapon*; **Market Price:** 600 gp; **Cost to Create:** 300 gp + 24 XP.

Frost Weapon

When applied, this blade oil makes the weapon icy cold, freezing all creatures the weapon strikes. A weapon with this blade oil applied deals +1d6 points of cold damage on a successful hit for a duration of six rounds.

Caster Level: 6th; **Prerequisites:** Brew Potion, *flame/frost weapon*; **Market Price:** 600 gp; **Cost to Create:** 300 gp + 24 XP.

Greater Magic Weapon

When applied, this blade oil makes a weapon magically superior, increasing a warrior's chance to hit an opponent and deal damage. A weapon with this blade oil applied gains a +2 enhancement bonus to attack and damage rolls for six hours.

Caster Level: 6th; **Prerequisites:** Brew Potion, *greater magic weapon*; **Market Price:** 900 gp; **Cost to Create:** 450 gp + 36 XP.

Keen Edge

When applied, this blade oil makes a piercing or slashing weapon phenomenally sharp. A weapon with this blade oil applied doubles its threat range (as per the spell *keen edge*), for one hour.

Caster Level: 5th; **Prerequisites:** Brew Potion, *keen edge*; **Market Price:** 750 gp; **Cost to Create:** 375 gp + 30 XP.

Magic Weapon

When applied, this blade oil makes a weapon magically superior, increasing a warrior's chance to hit an opponent and deal damage. A weapon with this blade oil applied gains a +1 enhancement bonus to attack and damage rolls for three rounds.

Caster Level: 3rd; **Prerequisites:** Brew Potion, *magic weapon*; **Market Price:** 150 gp; **Cost to Create:** 75 gp + 6 XP.

Paralyzing Weapon

When applied, this blade oil infuses the weapon with a bone-numbing cold that paralyzes living creatures. After this blade oil is applied, the next living target hit with it must succeed at a Fortitude save (DC 13) or be paralyzed for 1d6+2 rounds. A single application lasts for six rounds.

Caster Level: 3rd; **Prerequisites:** Brew Potion, *ghoul touch*; **Market Price:** 300 gp; **Cost to Create:** 150 gp + 12 XP.

Shock Weapon

When applied, this blade oil electrifies the weapon, shocking all those struck by the weapon. A weapon with this blade oil applied deals an additional 1d8+1 points of electricity damage on a successful hit. This application remains active until the weapon touches something to discharge the electricity.

Caster Level: 1st; **Prerequisites:** Brew Potion, *shocking grasp*; **Market Price:** 50 gp; **Cost to Create:** 25 gp + 2 XP.

True Strike

When applied, this blade oil makes a weapon strike unerringly, almost always hitting the target. After this blade oil is applied, anyone using the weapon gains a +20 insight bonus on his next attack roll. Additionally, those using the weapon are not affected by the miss chance that applies to attacks against concealed targets.

Caster Level: 1st; **Prerequisites:** Brew Potion, *true strike*; **Market Price:** 50 gp; **Cost to Create:** 25 gp + 2 XP.

Vampiric Weapon

When applied, this blade oil imbues a weapon with the ability to drink the blood of its victims and pass on some of that vitality to its user. A weapon with this blade oil applied deals an additional 3d6 points of damage on its next successful hit against a living target. As well, the wielder gains temporary hit points equal to the extra damage inflicted (not the total damage, just the additional 3d6). The temporary hit points last for one hour.

Caster Level: 6th; **Prerequisites:** Brew Potion, *vampiric touch*; **Market Price:** 900 gp; **Cost to Create:** 450 gp + 36 XP.

Potion of Focus

Description: This potion was developed by the priests of Hedrada. It is popular among bookish priests and other scholarly types, as it allows them to hold their own with healthier and more physically capable adventurers. The Hedradan priests keep the process for creating this potion a secret, sharing it only with those who are proven allies of their god or their holy city.

Powers: This elixir focuses the mind with divine guidance for 1 hour. During this time, the drinker may use his Wisdom modifier instead of his Constitution modifier for all Fortitude saves. As an added side effect, the wearer gains a +2 competence bonus to all Concentration checks.

Caster Level: 3rd; **Prerequisites:** Brew Potion, spellcaster level 3rd+; **Market Price:** 500 gp; **Cost to Create:** 250 gp + 20 XP.

Potion of Horns

Description: Although there have been few reports of this potion since the end of the Divine War, bardic tales of incautious adventurers being transformed and mistaken for demons persist, leading some scholars to believe that several caches of *potions of horns* still exist. Many alchemists and wizards would pay handsomely for examples of this potion.

Powers: After drinking this potion, the imbiber's head sprouts bull-like horns. Hats, helmets, and other headgear are dislodged by these horns; some tales claim that the horns actually grow through helmets that are strapped to the imbiber's head, punching holes through solid metal.

This process inflicts 1d8 points of damage upon the imbiber. Once the horns have fully sprouted, however, the user may make one extra gore attack per round, inflicting 1d6 points of damage plus his Strength modifier. This extra attack is still subject to normal extra attack rules.

If making a bull rush, the imbiber gets a gore attack at +2 as a free action. As this is considered an attack with a natural weapon, it does not provoke attacks of opportunity.

While the horns are present, the drinker gains a +2 bonus to Intimidate checks and a -2 penalty to all other Charisma based checks. These modifiers may not apply to all opponents, at the GM's discretion. A minotaur, for example, would hardly be impressed by a humanoid with horns.

The effects of this potion prevent the user from wearing any kind of headband, hat, or helmet. The effects last for 1d6 hours.

Caster Level: 6th; **Prerequisites:** Brew Potion, *alter self* or *animal infusion**, spellcaster level 6th+; **Market Price:** 600 gp; **Cost to Create:** 300 gp + 24 XP.

Rings

Table 6-7: Rings

Minor	Medium	Major	Ring	Market Price
01-25	01-07	01-05	<i>ring of the eel's touch</i>	10,000 gp
26-50	08-14	06-10	<i>clothing ring</i>	11,000 gp
51-75	15-21	11-16	<i>ring of soul protection</i>	12,000 gp
76-00	22-28	17-22	<i>ring of turning</i>	12,000 gp
-	29-35	23-28	<i>ring of the covenant</i>	18,000 gp
-	36-42	29-34	<i>ring of Burok Torn</i>	20,000 gp
-	43-49	35-40	<i>ring of sovereignty</i>	20,180 gp
-	50-56	41-46	<i>ring of agelessness</i>	21,000 gp
-	57-63	47-52	<i>ring of rivening</i>	25,000 gp
-	64-70	53-58	<i>ring of poison</i>	27,500 gp
-	71-76	59-64	<i>ring of immaculate form</i>	33,600 gp
-	77-82	65-70	<i>ring of the loremasters</i>	38,000 gp
-	83-88	71-76	<i>forsaken ring of life warding</i>	68,400 gp
-	89-94	77-82	<i>necromancer's ring</i>	70,000 gp
-	95-00	83-88	<i>animal ring of Vera-Tre</i>	75,000 gp
-	-	89-94	<i>ring of Mesos</i>	100,000 gp
-	-	95-00	<i>oath rings (pair)</i>	147,840 gp

The following descriptions detail specific types of magic rings.

Animal Ring of Vera-Tre

Description: The wood elves of Vera-Tre are well known for their reverence of Denev and their dedicated defense of the Ganjus. Beset by foes on all sides, and distrusted by the divine races for their faith in a Titan, the elves have created these rings to better defend the great Virgin Woods.

Powers: When worn by an elven druid of Denev, an *animal ring of Vera-Tre* allows the druid spontaneously to cast *animal friendship*, *Speak with Animals*, or any *Summon Nature's Ally* spell in exactly the same manner that a cleric can spontaneously cast *Cure/Inflict* spells.

Caster Level: 17th; **Prerequisites:** Forge Ring, *animal friendship*, *Summon Nature's Ally* I-IX, *Speak with Animals*; **Market Price:** 75,000 gp; **Cost to Create:** 37,500 + 3,000 XP.

Clothing Ring

Description: After the Titanswar, Scarn had changed in many ways. The land itself was no more what it used to be. Lakes became deserts, majestic mountains were nothing more than rubble, and the very earth had been shaped in new ways. From that day on, several heroes and explorers traveled the ravaged land, trying to discover what was left of their world and where their help would be needed. The *clothing ring* became a commonly used item among travelers that wandered from the hottest deserts to the coldest mountains, providing a different set of clothes according to the weather.

Powers: Twice per day, the ring bearer can change his clothing from one of four sets. The *ring of clothing* normally comes with the following outfits: Cold Weather Outfit, Explorer's Outfit, Traveler's Outfit, and Artisan's Outfit. It is also possible, however, to buy a ring with a personalized set of clothes (see the PHB, Chapter 7, "Clothing"). Aristocrats who purchase a *ring of clothing* in most cases like to have a Noble's Outfit added, same as wizards with Scholar's Outfits or clerics with Cleric's Outfit. Every additional outfit increases the cost of the ring by 25%.

In order for the ring to work, the ring bearer must already be wearing clothes. Magical clothing such as a *cloak of elvenkind* or *winged boots* cannot be transformed unless they can still be used like they normally should. If the clothing suffers any damage, it will be repaired with the next change.

Caster Level: 3rd; **Prerequisites:** Forge Ring, *Alter Self*, *Mending*; **Market Price:** 11,000 gp; **Cost to Create:** 5,500 gp + 440 XP.

Forsaken Ring of Life Warding

Description: Once commonly passed from elven parent to child, *forsaken rings of life warding* are now as rare as the elves that wear them. Traditionally gem-inset family heirlooms of great value, the elves have

been unable to forge new *rings of life warding* since Chern's curse and the death of their forgotten demigod. Like the *rings of windfury*, these rings disintegrate into dust on the death of their wearer unless willingly passed to another.

Powers: A *forsaken ring of life warding* provides a variable deflection bonus to armor class and resistance bonus to saving throws depending on the wearer's race: non-elf +1, half-elf +2 and elf +3. Half-elves also gain immunity to the paralyzing touch of a ghoul and elves gain immunity to the paralyzing touch of a ghastr. Finally, the ring negates a number of energy drain or ability drain attacks per day equal to its bonus. Each energy or ability drain attack negated reduces the protection and resistance bonus of the ring by one for 24 hours, after which time the bonus is automatically restored.

Caster Level: 9th; **Prerequisites:** Forge Ring, creator must be an elven cleric, *Bless*, *Negative Energy Protection*, *Resistance*, *Shield of Faith*; **Market Price:** 68,400 gp; **Cost to Create:** 34,200 + 2,736 XP.

Necromancer's Ring

Description: These silver rings are also called Hollowfaustian rings because they are often worn by the guildsmen of the City of Necromancers, and they are prized by members of the Animator's Society. Knowledge of how to make these rings is not restricted to Hollowfaust, however, and they are relatively common among the renegades of Glivid-Autel and independent necromancers throughout Ghelspad.



Powers: A necromancer's ring allows the wearer to control up to 12 HD of unintelligent, corporeal undead per day. Undead within sight that fail a Will save (DC 20) are placed under the wearer's control until the next sunrise, up to the ring's 12 HD maximum. Once under the ring's control, undead are difficult to turn or rebuke and gain turn resistance +4. Ring-controlled undead that are later turned or rebuked still count against the 12 HD daily limit that the ring can control.

A *necromancer's ring* created in Hollowfaust has the special ability to be worn on the same hand as an *animator's band* (see **Hollowfaust: City of Necromancers**, page 103). This enables the wearer potentially to wield three magic rings at the same time. In addition, when a *necromancer's ring* and *animator's band* are worn on the same hand, the rings enable the wearer to control any superior or masterwork skeleton created in Hollowfaust as if the skeleton had 1 HD (instead of 2HD or 4 HD). The *animator's band* also increases the number of undead that can be controlled per day with the *necromancer's ring* to 15 HD.

Caster Level: 10th; **Prerequisites:** Forge Ring, control lesser undead; **Market Price:** 70,000 gp; **Cost to Create:** 35,000 gp + 2,800 XP.

Oath Rings

Description: The *oath rings* were first created for marriages, but later were found to be more useful as honorable implements and were given to many knights, mostly from Mithril and Vesh. These rings later came to be extremely popular among knightly brotherhoods, where a unit of knights could always count on their comrades in arms, even to the bitter end. They could also be found among many druidic and clerical circles, numerous adventuring companies, as well as some mercenary groups. In some cases, these rings were also given to very closely knit family circles. Over the years, many of these rings came to be forgotten, as was the lore used in creating them.

Powers: Contrary to most magical items, *oath rings* always come in a set of 2 or more rings and are usually made from white gold, and on nearly all the rings one can read, «In heart, oathbound in friendship.» It allows anyone included in the ring of rings to monitor one of his oathbound friend's *status*. Thus, when concentrating, the wearer may mentally monitor his friend's relative position (direction and distance) and general condition (unharmful, wounded, disabled, staggered, unconscious, dying, dead). Even if the ring is removed from the wearer's finger, it can still be used, but it must stay in contact with the wearer (not in a backpack). This power can be used at will for each ring.

The rings are also bound together in such a way that, when within 200 feet of each other, they glow in a palish silvery light. If one ring bearer dies among the group, all the other rings will turn pitch black. If ever there is one among the circle who overtly lies

about various facts, the others will automatically know (as long as the ring is in possession, as stipulated above).

Another fact about the ring bearers is that they can send each other messages as by the spell *sending*, once per week for each ring. The bearer sending the message decides to whom it is delivered (one ring bearer, two, three, or all of them); he can be as selective as he wants.

The other particularity of the ring is that, when in great peril for his life, the bearer may use a *word of recall*, which will teleport him to the nearest ring bearer. This can be done only once per week for each ring.

Caster Level: 8th; **Prerequisites:** Forge Ring, deathwatch, detect magic, discern lies, light, sending, status, word of recall; **Market Price:** 147,840 gp (2 rings) + 73,920 gp per additional ring; **Cost to Create:** 73,920 gp + 5,914 XP for the first two rings, plus 36,960 gp + 2,957 XP per additional ring.

Ring of Agelessness

Description: In the days before the Titanswar, Olun Yom was a wealthy merchant of Rahoch. He grew fat and wealthy from the trade between Rahoch and Termana, but his five wives failed to produce an heir. Well into middle age, he began to fear death and the end of his trading empire. Determined to keep it and himself alive, he commissioned a wizard to find a way to do so. The wizard presented Olun Yom with a ring of fine silver set with five pearls. For forty-seven years Olun Yom lived, suffering none of the ill effects of aging, increasing his already vast fortune. Yet Nemorga is not a god to be trifled with, and on Olun Yom's ninety-fifth birthday, when he failed to arrive at the Gate of Death at his appointed time, Nemorga sent his herald to claim the merchant's soul.

After the merchant's death, thieves plundered his manor, but the ring was never found. It is thought to lie somewhere hidden in the manor's labyrinthine storerooms, guarded perhaps by Olun Yom himself, cursed with undeath for his presumptuousness.

Powers: While the original ring remains missing, its powers have been duplicated before. Each night, while the ring-bearer sleeps, the *ring of agelessness* will *polymorph* him into the man he was the day before and heals him of a number of hit points equal to his character level. The bearer of Olun Yom's ring suffers none of the physical penalties for aging, though he still accrues the bonuses to Intelligence and Wisdom. The ring must be worn for a full day before it begins to function. If removed, the bearer begins to age again normally. Upon reaching his allotted lifespan, the bearer of the ring does not die—he simply must contend with a perturbed god of death and his minions.

Caster Level: 7th; **Prerequisites:** Forge Ring, polymorph other; **Market Price:** 21,000 gp; **Cost to Create:** 10,500 gp + 840 XP.

Ring of Burok Torn

Description: Forced to fight a war on two fronts against Calastia and the dark elves of Dier Drendal, the dwarves of Burok Torn found themselves at a tactical disadvantage in the caverns deep beneath their fortress mountain. Thwarted time and again by the dark elves' superior darkvision and sorcery, the rune wizards of Burok Torn forged these steel rings to overcome this advantage.

Powers: These rune enhanced steel rings provide darkvision of 60 feet unless worn by a dwarf. When worn by a dwarf, a *ring of Burok Torn* doubles the range of the dwarf's darkvision (to a minimum of 120 feet) and enables the dwarf's darkvision to penetrate forms of magical darkness of up to 3rd level.

Caster Level: 5th; **Prerequisites:** Forge Ring, darkvision, daylight; **Market Price:** 20,000 gp; **Cost to Create:** 10,000 gp + 800 XP.

Ring of the Covenant

Description: When the Calastian Hegemony took over the lands of the Heteronomy of Virduk, a great ceremony was held installing the new Lord Satrap Tomvolie Kres, including feasts and music. Yet the core of the ceremony was a public proclamation of loyalty to King Virduk by the Satrap and a pledge of protection to the halflings on the part of the King, followed by the presentation of a signet ring to the Satrap with the black dragon emblem of Virduk. This ring was the first *ring of the covenant*, forged by a ranger-wizard of the Order of the Black Thorn and now used throughout the Calastian Hegemony to ensure the loyalty of Virduk's high-ranking vassals.

Powers: The wearer of a *ring of the covenant* gains the power to cast the enrichment variant of *plant growth* once a day by speaking the appropriate command word. He also receives a +1 deflection bonus to AC and a +2 enhancement bonus to Charisma.

The wearer, however, is also under a *charm* to the person designated by the ring's creator during its forging for as long as it is worn. The wearer can only remove the ring with the benefit of a *remove curse* or more powerful spell.

Caster Level: 7th; **Prerequisites:** Forge Ring, charm person, plant growth, shield; **Market Price:** 18,000 gp; **Cost to Create:** 9,000 gp + 720 XP.

Ring of the Eel's Touch

Description: When the Japhinian Dynast Anna Dragon-Eye first fashioned these rings, she had intended them to enforce her will upon the oft-times unruly crew of her ship, the *Nemesis*. She made a grievous error, however, in giving one to her "trusted" lieutenant Afton Biggs, the "Silvered Eel." During a great storm on the Blood Sea, the "Eel" made his move for power.

Armed with the ring, he took Dragon-Eye by surprise and felled her with a single, electrically charged blow. Throwing the unconscious form of

Anna overboard, the Eel tried to sway the rest of the crew that Anna Dragon-Eye had abandoned them. Few believed him, however, and he was subdued by the crew and thrown into the brig in chains. The crew kept the ring, though, and searched fruitlessly for Dragon-Eye. The ring was renamed the "Eel's Touch" and promptly sold in the first port at which the crew arrived, Hedrad. The crew disbanded and the *Nemesis* was sold. Long months later, however, a stranger came to Hedrad asking about both the ship and the ring. The stranger bought the ship and left harbor claiming she had to find an old family heirloom. It is widely held that the stranger was Anna Dragon-Eye.

Powers: The *ring of the eel's touch* has only one power. Upon command, three times per day, it sheaths itself and anything held in the same hand that bears it in crackling electricity. The wielder may discharge the energy by making a melee touch attack upon a target or by striking a target with a weapon held in the same hand on which the ring is worn. The energy is held until it is successfully discharged. Any attack inflicts an additional 1d8+5 points of electricity damage; the ring can also be used to make melee touch attacks for 1d8+5 points of electricity damage. The ring can be used any number of times per day, but activating it counts as a standard action.

Caster Level: 12th; **Prerequisites:** Forge Ring, shocking grasp; **Market Price:** 10,000 gp; **Cost to Create:** 5,000 gp + 400 XP.

Ring of Immaculate Form

Description: During the peak of the Titanswar, life on the face of Scarn was a constant battle to remain sane. The upheavals in the planet's surface, fire falling from the sky, and rampaging hordes of titanspawn and divine servants were less troublesome in many ways than the recruiting effort. Servants of the Titans and gods would frequently bring magics to bear to create arrow-fodder for their sides in the war. Curses and shapechanging magics could easily catch an unsuspecting individual and transform her into a barely-humanoid creature forced to fight on the side of those who had transformed her.

Some wizards attempted to set up a defense against this chaos. Forging these rings, they would give them to friends and loved ones that they could not protect at all times, giving them the chance to resist these obscene press gangs. A character wearing a *ring of immaculate form* will be bathed in restorative magics should she ever be subjected to any curses or spells that would alter her form.

Powers: These devices possess two powers that are used in sequence. Whenever form-altering magics are cast on the bearer, a *dispel magic* (cast at the 12th level of ability) is activated to remove the offending magic. Subsequently, if the *dispel magic* is not successful or the change was instantaneous, a *polymorph other* spell is cast, returning the bearer to the form that was worn when the ring was put on. These powers can only be used once per day and do

not differentiate between beneficial and malign changes of the wearer's form (such spells as *polymorph self* and *alter self* should be cast after removing the ring).

Caster Level: 12th; **Prerequisites:** Forge Ring, *dispel magic*, *polymorph other*; **Market Price:** 33,600 gp; **Cost to Create:** 16,800 gp + 1,344 XP.

Ring of the Loremasters

Description: The Library of Lokil has long held a reputation as one of the greatest repositories of knowledge. It maintains this reputation by sending out apprentice and journeymen loremasters to gather knowledge of the world and thus increase the knowledge of the Library. Very often these rings are given to these information gathers to help them in their quests for knowledge. These rings are made of simple silver and are engraved with runes that say "Knowledge is power."

Powers: When worn, these rings have their user continuously under the effects of the *tongues* spell. The wearer can also use the ring to *detect magic* at will and once per day use it to *identify* an item.

Caster Level: 5th; **Prerequisites:** Forge Ring, *comprehend languages*, *detect magic*, *identify*, *tongues*; **Market Price:** 38,000 gp; **Cost to Create:** 21,500gp + 1,320 XP.

Ring of Mesos

Description: Many of these rings were worn in ancient times, long before the rise of the gods and the Divine War. Engraved with the symbol of the Sire of Sorcery, these archaic rings were worn by many of Mesos' most powerful servants, and mere possession of a *ring of Mesos* was taken as strong evidence of loyalty to the Titans during the Divine War. After the Divine War, many of these ancient rings were destroyed, though they remain coveted by the Cult of Mesos.

Powers: When worn by a sorcerer, a *ring of Mesos* doubles the number of 1st to 4th level bonus spells that the sorcerer can cast per day, based on her Charisma attribute, and enables the sorcerer to cast metamagic spells more quickly. It does not grant any bonus spells of 5th level or higher. The wearer can cast any spell that she knows, augmented by any metamagic feat that she knows, without increasing the action required to cast the spell. Wearers of a *ring of Mesos* suffer a -2 circumstance penalty on Charisma based skill and attribute checks with members of the divine races.

Caster Level: 13th; **Prerequisites:** Forge Ring, *haste*, *limited wish*; **Market Price:** 100,000 gp; **Cost to Create:** 49,250 gp + 5,440 XP.

Ring of Poison

Description: These sinister rings come in two forms: 70% are sacred to the followers of Belsameth and appear to be plain but elegant silver bands; the remaining 30% are druidic in origin and made of carved,

unvarnished hemlock, usually consecrated to Mormo or Chern. Whatever its form, a *ring of poison's* function is the same: to kill and sicken enemies surreptitiously. Such a ring is activated with a mere thought, allowing its wielder to inflict its deadly touch in a non-combat situation without drawing attention to him- or herself. A creature who is afflicted with the delayed version of the *ring's* poison receives no indication that he or she has been affected on initial contact. These subtle rings, which are common among Belsameth's high priests and priestesses, are a central part of the reputation for extreme subtlety and deadliness owned by the Slayer's followers.

Powers: The *ring of poison* allows the wielder to deliver a melee touch attack that is equivalent to a *poison* spell (Fortitude save DC 16) twice a day. The wearer chooses at the time of activation whether the initial effects of the *poison* will occur immediately on contact or 10 rounds after contact. Activating the ring requires only a free action that does not draw an attack of opportunity, so the ring's wielder can surreptitiously inflict its effect on a creature that he or she is already touching (e.g., in a handshake) without making an attack roll or initiating combat. Discharging the ring's effect against a wary observer or an opponent in combat requires a standard melee touch attack action, however. Finally, the ring resists detection effects as though protected by a *nonetection* spell cast by a 10th-level caster.

Caster Level: 10th; **Prerequisites:** Forge Ring, *Delay Spell*, *dispel magic* or *nonetection*, *poison*; **Market Price:** 27,500 gp; **Cost to Create:** 13,750 gp + 1,100 XP.

Ring of Rivening

Description: The Unfailing of Hollowfaust are often called to defend their necromancer-charges from the undead or to hunt and destroy intelligent undead drawn to the strong death energy surrounding the City of Necromancers. In order to support their warrior brethren in these dangerous endeavors, the necromancers forged *rings of rivening*, silver or platinum rings engraved with the seven-arched symbol of Hollowfaust. Inspired by the bravery of the Unfailing and their effectiveness against the undead, Eltarna Tarn, Hollowfaust's first resident priest of Madriel, forged several of these rings (engraved with the spear and peacock feathers of Madriel, of course) for the Order of the Morning Sky.

Powers: The wearer of a *ring of rivening* can ignore the damage reduction of undead opponents and inflict critical hits against undead creatures in melee and ranged combat. The ring does not negate the relative immunity of incorporeal undead against damage from a corporeal source. The wearer also gains a +2 bonus on saving throws against life-draining attacks that normally allow a save.

Caster Level: 7th; **Prerequisites:** Forge Ring, *greater magic weapon*, *protection from evil*; **Market Price:** 25,000 gp; **Cost to Create:** 12,500 gp + 1,000 XP.

Ring of Soul Protection

Description: The ring of soul protection was created to give the wearer an edge against all forms of evil, not just one specific enemy of the Order of Silver. As such, the Order of Silver has spread the secret of making these items far and wide, with the hope that giving enough of these rings to people will make it next to impossible for the Order's supernatural enemies from being able to gain footholds to spread evil.

Powers: When worn, this ring gives the wearer a +2 deflection bonus to AC and a +2 resistance bonus on all saves against attacks from evil creatures, and it also prevents attempts to possess or exercise mental control over the wearer.

Caster Level: 5th; **Prerequisites:** Forge Ring, *protection from evil*; **Market Price:** 12,000 gp; **Cost to Create:** 6,000 gp + 480 XP.

Ring of Sovereignty

Description: The priests of Chardun originally forged the rings of sovereignty, though the faiths of Belsameth and Enkili have also learned to make similar rings. These gem encrusted rings are worn by high ranking members of all three faiths, as well as powerful secular allies, and they underscore the power of the nobility in Dunahnae and Calastia.

Powers: A ring of sovereignty strengthens the wearer's magic, resolve, and personality. The ring provides a +3 bonus to the spell save DC of all Enchantment spells of the Charm and Compulsion subtypes cast by the wielder and provides the wielder with a +3 circumstance bonus on all Intimidate checks.

Caster Level: 5th; **Prerequisites:** Forge Ring, *aura of menace**; **Market Price:** 20,180 gp; **Cost to Create:** 10,090 gp + 807 XP.

Ring of Turning

Description: The ring of turning was first created by the Order of Silver cleric Zander Toth, whose childhood village and family were slaughtered by an Unhallowed Faithless Knight. The boy escaped by virtue of a wandering paladin and dedicated his life to Corean.

The ring of turning was the first ring that he forged. It has since become one of the most common to be found among the members of the Order of Silver. The ring is made from a bright white gold that seems to be lit from the inside and is inscribed with runes that read "Shine Forth." These letters will glow a fiery red whenever an attempt is made to turn the undead.

Powers: A ring of turning when worn by a class that can turn the undead gives the wearer a +4 sacred bonus to a turning check and +2d6 turning damage.

Caster Level: 9th; **Prerequisites:** Forge Ring, *hallow*; **Market Price:** 12,000 gp; **Cost to Create:** 6,000 gp + 2,400 XP.

Rods

Table 6-8: Rods

Medium	Major	Rod	Market Price
01-40	-	<i>vigilant's rod</i>	1,620 gp
41-70	-	<i>shadowjester's wand</i>	10,500 gp
71-00	01-60	<i>wolfen rod</i>	37,600 gp
-	61-00	<i>animator's rod</i>	75,000 gp

The following descriptions detail specific types of magic rods.

Animator's Rod

Description: Crafted from bone and topped by a skull, true *animator's rods* are created only by the Animator's Society of Hollowfaust. Possession of an *animator's rod* within the domain of Hollowfaust without permission of the Sovereign Council is a crime punishable by final forfeiture because of their potential to disrupt severely the ordered workings of Hollowfaustian society. The rods are normally wielded only by masters and high ranking members of the Animator's Society, who use the rods to maintain and control the servitor undead and constructs that are vital to Hollowfaust's defense.

Powers: An *animator's rod* enables a necromancer to rebuke undead as though he were a neutral cleric of equivalent level. The owner may use this power a number of times per day equal to his Charisma bonus. If the wielder is a cleric or has levels in the animator or crypt lord prestige classes (see, respectively, **Hollowfaust: City of Necromancers and Relics & Rituals**), or any other class that grants the ability to turn/rebuke undead, the wielder adds his necromancer level to his effective turn/rebuke undead level but does not gain additional turn/rebuke attempts per day.

An *animator's rod* also enables the wielder to rebuke any construct created by the guildsmen of the City of Necromancers (ash golem, osseous calabra, risen, etc.; see **Hollowfaust: City of Necromancers**) just as the wielder can rebuke undead. Undead and constructs created in Hollowfaust also halve their number of HD when resisting the wielder's rebuke attempts. The rod also enables any of the necromancer's spells to affect any construct or undead created in Hollowfaust, regardless of the specific immunities normally granted the golem, construct, or undead creature.

Finally, the rod doubles the number of undead that the wielder can animate with a single casting of the *animate dead* spell, though the caster is still limited to controlling 2 HD/caster level at any one time.

Caster Level: 13th; **Prerequisites:** Craft Rod, *animate dead*, *control undead*; **Market Price:** 75,000 gp; **Cost to Create:** 37,500 gp + 3,000 gp; **Weight:** 5 lb.

Shadowjester's Wand

Description: Like its more powerful cousin, a *shadowjester's wand* is more properly classified as a magic rod rather than a wand. Smaller and less

powerful than the *harlequin's wand*, it is wielded by the misshapen, dwarfish shadowjesters of the Carnival of Shadows (see **Creature Collection II: Dark Menagerie**, page 33). It resembles a short rod, topped with a laughing jester's head.

Powers: A *shadowjester's wand* is a use-activated magic item that can be wielded like a club. Once per round, the wielder can use the jester's head to make a melee touch attack and *inflict light wounds* as per the spell. Alternatively, the wielder can strike with the base of the wand and *cure light wounds* (heals 1d8+3 points of damage).

Caster Level: 3rd; **Prerequisites:** Craft Rod, *cure light wounds*, *inflict light wounds*; **Market Price:** 10,500 gp; **Cost to Create:** 5,250 gp + 420 XP; **Weight:** 5 lb.

Vigilant's Rod

Description: Vigilants in the service of Vesh often find themselves working in isolation, with few resources. Making scavenged animal corpses edible, fixing damaged gear, providing water, healing injuries, and providing light in an emergency, these rods are often all that keep vigilants alive in Ghelspad's harsh wilds.

Powers: Upon speaking the command word, the *vigilant's rod* uses one charge to cast *create water*, *cure minor wounds*, *mending*, *light*, or *purify food and drink*. It has five charges per day.

Caster Level: 1st; **Prerequisites:** Craft Rod, *create water*, *cure minor wounds*, *light*, *mending*, *purify food and drink*; **Market Price:** 1,620 gp; **Cost to Create:** 810 gp + 65 XP; **Weight:** 5 lb.

Wolfen Rod

Description: On one end of this polished wooden rod is the metal head of a snarling wolf and on the other is a wolf's paw with sharp claws. During the Druid War, the elves of the Ganjus were aided by the descendants of Moon-in-Eyes, the Eldest Beast of the wolves. This massive pack of intelligent wolves formed an army that aided Denev's children in defending their forest. After the war, elven druids and sorcerers joined forces to create rods that would call their allies to them in times of need.

Powers: The *wolfen rod* can be used to attack as a +3 *heavy mace*. Once per day, the possessor of the rod can summon either 1d4+1 ordinary wolves or 1 dire wolf. Also, once per day, if its possessor howls like a wolf, the rod amplifies and transforms the howl into a loud, terrifying sound. Foes within 60 feet who can hear the sound must succeed at Will save (DC 16) or suffer the effects of a *fear* spell.

Caster Level: 7th; **Prerequisites:** Craft Rod, *fear*, *summon nature's ally IV*; **Market Price:** 37,600 gp; **Cost to Create:** 18,800 gp + 1,504 XP; **Weight:** 5 lb.



Scrolls

Table 6-9: Scrolls

First-Level Arcane Spells

Roll	Spell	Market Price
01-04	<i>aura of menace</i>	25 gp
05-09	<i>bladethirst</i>	25 gp
10-13	<i>Blaise's blazing beads</i>	25 gp
14-18	<i>bolt of power</i>	25 gp
19-22	<i>chill weapon</i>	25 gp
23-27	<i>clawstrike</i>	25 gp
28-32	<i>cobwebs</i>	25 gp
33-37	<i>detect shapechangers</i>	25 gp
38-42	<i>Elina's wardrobe</i>	25 gp
43-48	<i>field of razors</i>	25 gp
49-52	<i>foreaction</i>	25 gp
53-58	<i>locate oasis</i>	25 gp
59-65	<i>locate water</i>	25 gp
66-71	<i>mask magic</i>	1,960 gp
72-77	<i>serpents' stare</i>	25 gp
78-82	<i>spirit watch</i>	25 gp
83-88	<i>stone bolt</i>	25 gp
89-93	<i>summon (specific creature)*</i>	25 gp
94-00	<i>web sphere</i>	25 gp

Second-Level Arcane Spells

Roll	Spell	Market Price
01-04	<i>bed bug bites</i>	150 gp
05-08	<i>bend sounds</i>	150 gp
09-11	<i>blind mark</i>	150 gp
12-14	<i>bull's grace</i>	150 gp
15-18	<i>burning sight</i>	150 gp
19-21	<i>chaos flame</i>	150 gp
22-25	<i>continual heat</i>	150 gp
26-29	<i>downdraft</i>	150 gp
30-33	<i>dragonflight</i>	150 gp
34-37	<i>dragonhide</i>	150 gp
38-41	<i>dying breath</i>	150 gp
42-45	<i>fanning the flames</i>	150 gp
46-52	<i>fountain of blood</i>	150 gp
53-56	<i>iceshards</i>	150 gp
57-60	<i>Keshmeeri refuge</i>	150 gp
61-65	<i>netherblade</i>	150 gp
66-70	<i>nose of the rat</i>	150 gp
71-78	<i>Rie's lustful gaze</i>	150 gp
79-83	<i>shocking missile</i>	150 gp
84-88	<i>soul blast</i>	150 gp
89-92	<i>summon (specific creature)*</i>	150 gp
93-96	<i>verisimilitude</i>	150 gp
97-00	<i>weeping fool</i>	150 gp

Third-Level Arcane Spells

Roll	Spell	Market Price
01-03	<i>arcane parry</i>	375 gp
04-06	<i>Austlinan's violent scream</i>	375 gp
07-10	<i>battle projection</i>	375 gp
11-14	<i>bones of silver</i>	425 gp
15-19	<i>chains of binding</i>	375 gp
20-24	<i>detect dreams</i>	375 gp
25-30	<i>farfinger</i>	375 gp
31-35	<i>greater bend sounds</i>	375 gp
36-42	<i>lesser turn resistance</i>	375 gp
43-48	<i>malaise</i>	375 gp
49-53	<i>malicious image</i>	375 gp
54-58	<i>lure</i>	375 gp
59-65	<i>missile storm</i>	375 gp
66-72	<i>spy senses</i>	375 gp
73-78	<i>summon (specific creature)*</i>	375 gp
79-83	<i>vampiric weapon</i>	375 gp
84-90	<i>Vangal's blessing</i>	375 gp
91-95	<i>veil of lust</i>	375 gp
96-00	<i>virtue's curse</i>	375 gp

Fourth-Level Arcane Spells

Roll	Spell	Market Price
01-03	<i>accelerate reflexes</i>	700 gp
04-06	<i>affliction</i>	700 gp
07-09	<i>bath of purity</i>	1,075 gp
10-12	<i>Blaise's bead of frost</i>	700 gp
13-15	<i>Blaise's blasting bead</i>	700 gp
16-19	<i>Blaise's lucky bead</i>	700 gp
20-22	<i>bloodied blade</i>	700 gp
23-27	<i>bones of iron</i>	700 gp
28-33	<i>earth blast</i>	700 gp
34-38	<i>enduring webs</i>	700 gp
39-42	<i>enhanced senses</i>	700 gp

43-45

46-49

50-54

55-57

58-61

62-65

66-69

70-72

73-75

76-80

81-84

85-89

90-93

94-97

98-00

frostform 750 gp*Gaurak's corpulence* 700 gp*greater spectral hand* 700 gp*hold stone* 700 gp*iron butterflies* 700 gp*lesser timeheal* 800 gp*persistent missiles* 700 gp*quick learn* 700 gp*repair dead* 700 gp*sap strength* 700 gp*shadow chains* 700 gp*spell wall* 800 gp*summon (specific creature)** 700 gp*Talen's malignant performance* 700 gp*Tanil's spectral archers* 700 gp

Fifth-Level Arcane Spells

Roll	Spell	Market Price
01-04	<i>beetle swarm</i>	1,125 gp
05-10	<i>Blaise's iron bead</i>	1,125 gp
11-15	<i>boneblades</i>	1,125 gp
16-20	<i>darksoul</i>	1,125 gp
21-25	<i>dreadmantle</i>	1,125 gp
26-28	<i>enchant spirit doll</i>	3,625 gp
29-33	<i>essential blade</i>	1,125 gp
34-37	<i>Gulaben's ecstasy</i>	1,125 gp
38-41	<i>gullibility</i>	1,125 gp
42-45	<i>legion's march</i>	1,125 gp
46-49	<i>mana sink</i>	1,125 gp
50-52	<i>Mesos' vengeance</i>	1,125 gp
53-55	<i>netherblast</i>	1,125 gp
56-58	<i>nethershield</i>	1,125 gp
59-62	<i>scry blast</i>	1,125 gp
63-66	<i>sigil of fire</i>	1,125 gp
67-70	<i>sigil of ice</i>	1,125 gp
71-74	<i>slow the years</i>	1,125 gp
75-78	<i>speed the years</i>	1,125 gp
79-83	<i>Stelan's blood tentacles</i>	1,125 gp
84-86	<i>summon (specific creature)*</i>	1,125 gp
87-92	<i>Thulkas' fury</i>	1,125 gp
93-96	<i>travel tracker</i>	1,625 gp
97-00	<i>turn resistance</i>	1,125 gp

Sixth-Level Arcane Spells

Roll	Spell	Market Price
01-03	<i>Abrindel's Prism Cloak</i>	1,650 gp
04-08	<i>avalanche</i>	1,650 gp
09-12	<i>blade meld</i>	1,650 gp
13-21	<i>bones of adamantine</i>	1,650 gp
22-29	<i>Chern's exhalation</i>	1,650 gp
30-33	<i>chill gaze</i>	1,650 gp
34-37	<i>deep sleep</i>	1,650 gp
38-42	<i>mass true strike</i>	1,650 gp
43-50	<i>plague touch</i>	1,650 gp
51-59	<i>shade storm</i>	1,750 gp
60-67	<i>sigil of ooze</i>	1,650 gp
68-72	<i>summon (specific creature)*</i>	1,650 gp
73-78	<i>Talen's confounding battlefield</i>	1,650 gp
79-86	<i>touch of madness</i>	1,650 gp
87-94	<i>transform dead</i>	1,750 gp
95-00	<i>undead crew</i>	1,650 gp

Seventh-Level Arcane Spells

Roll	Spell	Market Price
01-09	<i>dark lightning</i>	2,275 gp
10-17	<i>divine protection</i>	2,275 gp
18-28	<i>ease the ages' burden</i>	62,500 gp
29-38	<i>eyeburst</i>	2,275 gp
39-48	<i>greater timeheal</i>	7,275 gp
49-58	<i>greater turn resistance</i>	2,275 gp
59-68	<i>hammer and anvil</i>	2,275 gp
69-78	<i>Mesos' containment</i>	2,275 gp
79-90	<i>stop the years</i>	2,275 gp
91-00	<i>summon (specific creature)*</i>	2,275 gp

Eighth-Level Arcane Spells

Roll	Spell	Market Price
01-17	<i>elemental kiss</i>	3,000 gp
18-34	<i>healing interdiction</i>	3,000 gp
35-51	<i>negative energy geyser</i>	3,000 gp
52-67	<i>soul disk</i>	3,000 gp
68-83	<i>summon (specific creature)*</i>	3,000 gp
84-00	<i>virulence</i>	3,000 gp

Ninth-Level Arcane Spells

Roll	Spell	Market Price
01-17	<i>censure of Mesos</i>	13,925 gp
18-34	<i>cone of oblivion</i>	3,825 gp
35-51	<i>dagger of undeath</i>	3,825 gp
52-67	<i>mindwrack</i>	4,325 gp
68-83	<i>summon (specific creature)*</i>	3,825 gp
84-00	<i>tendrils of eternal night</i>	4,325 gp

First-Level Divine Spells

Roll	Spell	Market Price
01-15	<i>bed bug bites</i>	25 gp
16-30	<i>body of sand</i>	25 gp
31-48	<i>call animal companion</i>	25 gp
49-64	<i>champion swimmer</i>	25 gp
65-70	<i>decompose</i>	25 gp
71-80	<i>detect shapechangers</i>	25 gp
81-90	<i>locate oasis</i>	25 gp
91-00	<i>locate water</i>	25 gp

Second-Level Divine Spells

Roll	Spell	Market Price
01-08	<i>aura of menace</i>	150 gp
09-15	<i>bane of the forge</i>	150 gp
16-20	<i>bolt of power</i>	150 gp
21-25	<i>bread of life</i>	150 gp
26-30	<i>burst of energy</i>	150 gp
31-34	<i>curse of the firefly</i>	150 gp
35-38	<i>curse of solidity</i>	150 gp
39-42	<i>derythcall</i>	150 gp
43-48	<i>downdraft</i>	150 gp
49-52	<i>fanning the flames</i>	150 gp
53-59	<i>force of will</i>	150 gp
60-66	<i>Keshmeeri refuge</i>	150 gp
67-75	<i>lure</i>	150 gp
76-82	<i>ricochet</i>	150 gp
83-93	<i>serpent's stare</i>	150 gp
94-00	<i>virtue's curse</i>	150 gp

Third-Level Divine Spells

Roll	Spell	Market Price
01-14	<i>earth blast</i>	375 gp
15-30	<i>earthen screen</i>	375 gp
31-45	<i>enhanced senses</i>	375 gp
46-60	<i>fountain of blood</i>	375 gp
61-75	<i>Hedrada's justice</i>	375 gp
75-90	<i>iceshards</i>	375 gp
91-00	<i>repair dead</i>	375 gp

Fourth-Level Divine Spells

Roll	Spell	Market Price
01-10	<i>armor of brambles</i>	700 gp
11-22	<i>blood water</i>	700 gp
23-35	<i>bloodied blade</i>	700 gp
37-50	<i>frostform</i>	750 gp
51-60	<i>hold stone</i>	700 gp
61-72	<i>omniscience</i>	700 gp
73-79	<i>quick learn</i>	700 gp
80-86	<i>unwavering ally</i>	700 gp
87-93	<i>Vangal's blessing</i>	700 gp
94-00	<i>wrath of Thulkas</i>	700 gp

Fifth-Level Divine Spells

Roll	Spell	Market Price
01-06	<i>boneblades</i>	1,125 gp
07-12	<i>darksoul</i>	1,125 gp
13-18	<i>demonbane</i>	1,125 gp
19-28	<i>Denev's leap</i>	1,125 gp
29-36	<i>essential blade</i>	1,125 gp
37-42	<i>legion's march</i>	1,125 gp
43-48	<i>Lethene's inner storm</i>	1,125 gp
49-54	<i>plague touch</i>	1,125 gp
55-60	<i>profane stare</i>	1,125 gp
61-66	<i>righteous charge</i>	1,125 gp
67-72	<i>sap strength</i>	1,125 gp
73-78	<i>scent of the hunted</i>	1,125 gp
79-86	<i>slow the years</i>	1,125 gp
87-93	<i>speed the years</i>	1,125 gp
94-00	<i>touch of renewal</i>	1,125 gp

Sixth-Level Divine Spells

Roll	Spell	Market Price
01-25	<i>avalanche</i>	1,650 gp
26-50	<i>Blaise's iron bead</i>	1,650 gp
51-75	<i>Chern's exhalation</i>	1,650 gp
76-00	<i>Thulkas' fury</i>	1,650 gp

Seventh-Level Divine Spells

Roll	Spell	Market Price
01-20	<i>charm's aegis</i>	2,275 gp
21-40	<i>divine protection</i>	2,275 gp
41-60	<i>elemental kiss</i>	2,275 gp
61-80	<i>stop the years</i>	2,275 gp
81-00	<i>virulence</i>	2,275 gp

Eighth-Level Divine Spells

Roll	Spell	Market Price
01-25	<i>Chardun's branding</i>	3,000 gp
26-50	<i>Corean's fire</i>	3,000 gp
51-75	<i>healing interdiction</i>	3,000 gp
76-00	<i>stone assault</i>	3,000 gp

Ninth-Level Divine Spells

Roll	Spell	Market Price
01-34	<i>censure of Mesos</i>	13,925 gp
35-67	<i>dagger of undeath</i>	3,825 gp
68-00	<i>holy war</i>	3,825 gp

Staves

Table 6-10: Staves

Medium	Major	Staff	Market Price
01-16	01-08	<i>staff of craftsmanship</i>	43,093 gp
17-32	09-16	<i>staff of subterfuge</i>	56,674 gp
33-48	17-25	<i>staff of order</i>	60,038 gp
49-64	26-40	<i>staff of night everlasting</i>	94,487 gp
65-80	41-55	<i>staff of Madriel</i>	117,000 gp
81-90	56-70	<i>staff of the forsaken</i>	117,937 gp
91-00	71-85	<i>Calastian battle staff</i>	168,912 gp
-	86-00	<i>staff of meteoric fire</i>	228,687 gp

The following descriptions detail specific types of magic staves.

Calastian Battle Staff

Description: One of the most feared weapons of the Calastian battle-mages, these staves are crafted of stout hardwood and shod at both ends with steel or mithral caps and covered in silver runes of arcane power.

Powers: A Calastian battle staff is a +1 staff of spell storing capable of casting the following metamagically enhanced and standard spells:

- *Enlarged cone of cold* (1 charge, DC 17, 15d6 damage)
- *Empowered fireball* (1 charge, DC 14, 15d6 damage)
- *Empowered lightning bolt* (1 charge, DC 14, 15d6 damage)
- *minor globe of invulnerability* (2 charges)
- *magic missile* (1 charge, 5 missiles, 1d4+1 damage each)
- *shield* (1 charge)

Caster Level: 15th; **Prerequisites:** Craft Magic Arms and Armor, Craft Staff, *cone of cold*, *fireball*, *lightning bolt*, *magic missile*, *minor globe of invulnerability*, *shield*; **Market Price:** 168,912 gp; **Cost to Create:** 84,756 gp + 6,732 XP; **Weight:** 4 lb.

Staff of Craftsmanship

Description: This staff is made entirely from black iron, with a small anvil on the top. If held in the moonlight, silver runes hidden along the shaft are revealed. It was first created by the rune wizard Haraduk in an attempt to reduce the time required to create weapons and armor.

Powers: The staff grants its user a +5 competence bonus to any Craft skill check and allows the use of the following spells:

- *minor creation* (1 charge)
- *fabricate* (2 charges)

- *major creation* (2 charges)

Once all charges are expended, the silver runes disappear, leaving only the +5 competence bonus in effect.

Caster Level: 12th; **Prerequisites:** Craft Staff, creator must have at least 10 ranks in any craft skill, *fabricate*, *major creation*, *minor creation*; **Market Price:** 43,093 gp (1,000 gp for drained staff); **Cost to Create:** 21,546 gp + 1,724 XP; **Weight:** 10 lb.

Staff of the Forsaken

Description: This staff resembles an elongated, polished bone inscribed with the faces of wailing and tormented elves. Unsettling to behold, it was originally created by the forsaken elf wizard Aerian after the death of the elf god and the defeat of Chern. Aerian traveled throughout Termiana, Ghelspad, and beyond searching for a way to recover his lost god, but to no avail. Though Aerian has not been seen for several decades, at least two copies of his staff have appeared in Glivid-Autel and Hollowfaust. The Chorus of the Banshee, one of the ruling guilds of Hollowfaust, is known to have paid a king's ransom for one of these staves.

Powers: The haunting staff of the forsaken allows use of the following spells:

- *wail of the banshee* (2 charges, DC 23)
- *doomwail* (1 charge, DC 17)
- *phantom howl* (1 charge, DC 13)

Caster Level: 17th; **Prerequisites:** Craft Staff, *doomwail*, *phantom howl*, *wail of the banshee*; **Market Price:** 117,937 gp; **Cost to Create:** 58,968 gp + 4,717 XP; **Weight:** 4 lb.



Staff of Madriel

Description: A beautiful staff of white ash engraved with silver runes sacred to the Redeemer, a *staff of Madriel* is a potent magic item that seeks to emulate the righteous yet compassionate fury of the First Angel of Mercy. Holy to the followers of Madriel, many of these staves were used to great effect during the Divine War as both weapons of defiance and instruments of healing. Particularly potent against the undead, these staves are prized above all others by the Order of the Morning Sky. Exemplifying Madriel's righteousness, it is said that a *staff of Madriel* will shatter if ever used in an evil cause.

Powers: A *staff of Madriel* is a staff that sheds light in a 20 foot radius at will. It allows use of the following spells:

- *sunburst* (2 charges; DC 22)
- *sunspear* (2 charges; DC 14)
- *searing light* (2 charges; DC 14)
- *daylight* (1 charge)
- *lesser restoration* (1 charge)
- *cure moderate wounds* (1 charge, cures 2d8+10 hit points)

When using the staff's *sunspear* spell, the staff itself transforms into a shining spear of light.

Caster Level: 15th; **Prerequisites:** Craft Staff, creator must be a good-aligned worshiper of Madriel, *cure moderate wounds*, *daylight*, *holy smite*, *lesser restoration*, *plane shift*, *searing light*, *sunburst*, *sunspear*; **Market Price:** 117,000 gp; **Cost to Create:** 58,500 gp + 4,680 XP; **Weight:** 4 lb.

Staff of Meteoric Fire

Description: Ectorios was the most feared warrior-mage of his age and one of the most powerful evokers of any era. Known to have obliterated entire legions with his magical might, he crafted the *staff of meteoric fire* at the height of his arcane power. Ectorios considered the staff to be his crowning achievement and wielded it without mercy until he was finally defeated by a trio of his fellow war-mages, horrified by his excesses. At that time, the staff came into the possession of a secret cabal of Ledeian fighter-wizards, but with the fall of that order against Mesos at the start of the Divine War, the staff was lost or destroyed. Legends of the staff's power persist, however, and the battle-mages of Calastia are known to be actively researching a way to duplicate the staff's powers.

Powers: The *staff of meteoric fire* allows use of the following spells:

- *meteor swarm* (2 charges, DC 23)
- *fireball* (1 charge, DC 14, 10d6 damage)
- *protection from elements (fire)* (1 charge)
- *flaming sphere* (1 charge, DC 13)
- *flame bolt* (1 charge, 9 missiles, 1d4+1 damage each)
- *burning hands* (1 charge, DC 11, 5d4 damage)

The wielder of the *staff of meteoric fire* and all within 10 feet of the staff are protected from fire as if each were wearing a *ring of major elemental resistance (fire)*, negating the first 30 points of fire damage per round.

The staff can also absorb spells with the fire descriptor in a manner similar to a *rod of absorption*, gaining 1 charge per level of spell absorbed. Because the staff does not communicate the level of the spell directed at the wielder, absorbing spells does carry some risk, and exceeding the 50 charge limit of the staff causes it to explode in a manner similar to a retributive strike (see the DMG, Chapter 8, "Staff of Power").

Caster Level: 17th; **Prerequisites:** Craft Rod, Craft Staff, *burning hands*, *fireball*, *flame bolt*, *flaming sphere*, *meteor swarm*, *protection from elements (fire)*, *spell turning*; **Market Price:** 228,687 gp; **Cost to Create:** 114,344 gp + 9,147 XP; **Weight:** 4 lb.

Staff of Night Everlasting

Description: Before the fall of the Penumbral Pentagon beneath the city of Mithril, the dark elf Dar'Tan spent much of his time devising new plots and crafting ingenious magical items. The *staff of night everlasting* is one of his most dangerous creations.

Made of a 6-foot length of ivory painted black with soot and capped with a piece of obsidian crafted in the shape of the crescent moon, the *staff of night everlasting* was to be a tool to help Dar'Tan achieve his dream of forever shrouding the world in darkness. For many weeks he toiled in his laboratory, perfecting the details on the staff that would forever cover the Scarred Lands in an impenetrable cloak of night.

Before the staff could be given the final enchantments it needed to become a true artifact, the paladin Barconius laid siege to the Pentagon. While not quite the weapon he had hoped, the partially finished staff proved to be very powerful all the same, assisting Dar'Tan in battle against Barconius and his paladins. The staff was lost in battle, however, and much of its magic was drained. Today, the Penumbral Lord toils in his mountain of shadow devising a new *staff of night everlasting*, which he hopes will allow him at last to achieve his dark goals.

Powers: The *staff of night everlasting* is a +2 *quarterstaff*. Whenever it strikes an opponent in combat, it automatically casts *darkness* centered on the point of impact. This casting does not expend any charges, and the wielder of the staff is able to see within the darkness as if he had the improved darkvision Penumbral Lord ability (see *Relics & Rituals*, page 16).

When the command word is spoken, the staff can cast any of the following spells.

- *gloom** (1 charge)
- *darkness* (1 charge)
- *Dar'Tan's shadow bolt** (2 charges; DC 14)
- *curtain of darkness** (2 charges)

In addition to these abilities, the *staff of night everlasting* may be used as a substitute for the material component and XP cost required to cast *eclipse*. Using this power drains the staff of all remaining charges, causing it to become a +2 *quarterstaff* with no special abilities. The staff must have at least 20 charges remaining to use this power.

Caster Level: 15th; **Prerequisites:** Craft Magical Arms and Armor, Craft Staff, *curtain of darkness*, *darkness*, *DarTan's shadow bolt*, *gloom* creator must have 5 levels in the Penumbra Lord prestige class; **Market Price:** 94,487 gp; **Cost to Create:** 72,544 gp + 6,755 XP; **Weight:** 4 lb.

Staff of Order

Description: As Hedrada strove to persuade the other gods that war against their titan progenitors was necessary, he knew that his own followers had to prepare for the inevitable conflict. Orderly thought and calm resolve in the face of the generally more chaotic titans were required if there was to be any chance of victory. These staves were created to boost the already steely resolve and preternatural serenity of the Lawgiver's faithful clerics.

A *staff of order* is 6 feet long and made of perfectly symmetrical white ash, topped with a round crystal orb.

Powers: A *staff of order* is a +1 lawful *quarterstaff* and has the following additional powers:

- *calm emotions* (1 charge; DC 13)
- *Hedrada's balance** (1 charge)
- *magic circle against chaos* (1 charge)
- *order's wrath* (2 charges, DC 16)

Caster Level: 7th; **Prerequisites:** Craft Staff, *calm emotions*, *Hedrada's balance*, *magic circle against chaos*, *order's wrath*, caster must be lawful; **Market Price:** 60,038 gp; **Cost to Create:** 30,319 gp + 2,378 XP; **Weight:** 4 lb.

Staff of Subterfuge

Description: The first of these staves is said to have been created by the goddess Idra herself as a gift to one of her most favored servants (and, legend holds, her lover), a particularly inquisitive and skillful sorcerer/rogue now remembered only as "The Hound." Even the Hound's race and sex are uncertain today. All that is known for sure is that when this herald decided to sniff out a secret, no amount of precaution was sufficient to keep that secret safe from Idra's chosen one.

The exact fate of this fabled spy is unknown. Perhaps the bold rogue poked into a secret too dangerous and too great for even a being of enormous skill to overcome. The Hound may simply have died from old age, or perhaps he still lives and serves Idra quietly to this day. In a strange, ironic twist, the Hound's fate has become another secret to be searched out. Whatever that fate might be, the one secret the Hound did share was how to create the *staff of subterfuge*, and a few have been seen on Ghelspad and Termana.

Powers: A *staff of subterfuge* is a +2 *defending quarterstaff* with a special glamor that allows its user to

alter its outward aspect at will. This change in appearance is limited to appearing as a weapon, staff, walking stick, or object of roughly similar shape and size, however. This alteration can only be spotted with *true seeing* or similar magic. When not changed by this glamor, the staff is unremarkable in appearance, looking much like any other walking stick. Also, note that the *defending* quality of the staff is only on one head of the *quarterstaff*.

The *staff of subterfuge* has the following additional abilities:

- *alter self* (1 charge)
- *clairaudience/clairvoyance* (1 charge)
- *gaseous form* (2 charges)
- *improved invisibility* (2 charges)

Caster Level: 7th; **Prerequisites:** Craft Staff, *alter self*, *clairaudience/clairvoyance*, *gaseous form*, *improved invisibility*, *shield*; **Market Price:** 56,694 gp; **Cost to Create:** 28,647 gp + 2,244 XP; **Weight:** 4 lb.

Wands

Table 6-11: Wands

Minor	Medium	Major	Wand	Market Price
01-05	-	-	<i>Elina's perfume</i>	375 gp
06-10	-	-	<i>filch</i>	375 gp
11-16	01-04	-	<i>bladethirst</i>	750 gp
17-22	05-08	-	<i>Blaise's blazing beads</i>	750 gp
23-27	09-12	-	<i>bolt of power</i>	750 gp
28-32	13-16	-	<i>chill weapon</i>	750 gp
33-40	17-22	-	<i>field of razors</i>	750 gp
41-49	23-28	-	<i>stone bolt</i>	750 gp
50-55	29-32	-	<i>weather lore</i>	750 gp
56-60	33-36	-	<i>web sphere</i>	750 gp
61-64	37-40	-	<i>continual heat</i>	4,500 gp
65-68	41-43	-	<i>dragonflight</i>	4,500 gp
69-72	44-46	-	<i>dragonhide</i>	4,500 gp
73-76	47-50	-	<i>fanning the flames</i>	4,500 gp
77-80	51-53	-	<i>iceshards</i>	4,500 gp
81-84	54-57	-	<i>Keshmeeri refuge</i>	4,500 gp
85-88	58-60	-	<i>netherblade</i>	4,500 gp
89-95	61-65	-	<i>ricochet</i>	4,500 gp
96-00	66-70	-	<i>soul blast</i>	4,500 gp
-	71-76	01-08	<i>chains of binding</i>	11,250 gp
-	77-78	09-15	<i>earth blast</i>	11,250 gp
-	79-81	16-22	<i>earthen screen</i>	11,250 gp
-	82-84	23-27	<i>enhanced senses</i>	11,250 gp
-	85-86	28-33	<i>Hedrada's justice</i>	11,250 gp
-	87-90	34-40	<i>missile storm</i>	11,250 gp
-	91-94	41-46	<i>repair dead</i>	11,250 gp
-	95-98	47-52	<i>vampiric weapon</i>	11,250 gp
-	99-00	53-60	<i>Vangal's blessing</i>	11,250 gp
-	-	61-64	<i>accelerate reflexes</i>	21,000 gp
-	-	65-68	<i>armor of brambles</i>	21,000 gp
-	-	69-72	<i>Blaise's bead of frost</i>	21,000 gp
-	-	73-76	<i>Blaise's blasting bead</i>	21,000 gp
-	-	77-80	<i>Blaise's lucky bead</i>	21,000 gp
-	-	81-86	<i>bloodied blade</i>	21,000 gp
-	-	87-92	<i>iron butterflies</i>	21,000 gp
-	-	93-96	<i>persistent missiles</i>	21,000 gp
-	-	97-00	<i>wrath of Thulkas</i>	21,000 gp

Wondrous Items

Table 6-12: Minor Wondrous Items

Roll	Item	Market Price
01-05	helping hand	25 gp
06-09	wood elf fetish, eagle	600 gp
10-13	wood elf fetish, green man	600 gp
14-17	wood elf fetish, squirrel	600 gp
18-21	lungwater venom	800 gp
22-25	wood elf fetish, hawk	1,000 gp
26-29	wood elf fetish, raven	1,000 gp
30-33	chisel of the rune, sleep	1,350 gp
34-37	wood elf fetish, stone mask	1,900 gp
38-41	anvil of craftsmanship	2,000 gp
42-46	cloak of comfort	2,500 gp
47-50	dwarven brewing barrel	2,500 gp
51-55	talisman of the dove	2,000 gp
56-59	blastspike	3,000 gp
60-63	boots of the huntress	3,000 gp
64-67	stone of sharpening	4,000 gp
68-71	chisel of the rune, darkness	4,500 gp
72-75	amulet of deconstruction	5,000 gp
76-79	censer of parting the veil	5,000 gp
80-83	magma lamp	5,500 gp
84-87	minor tools of arcane thievery	6,000 gp
88-91	Corean's clasp	6,480 gp
92-95	sacred bough	6,600 gp
96-00	minor symbol of turning	7,025 gp

Table 6-13: Medium Wondrous Items

Roll	Item	Market Price
01-05	owl helm	8,000 gp
06-10	eyes of accuracy	9,000 gp
11-15	bone cage bead	9,800 gp
16-19	charduni amulet of armor	10,000 gp
20-24	renown banner	10,000 gp
25-29	key clay	10,800 gp
30-34	wolf helm	11,200 gp
35-38	chisel of the rune, fire	11,250 gp
39-43	peacekeeper's light	11,250 gp
44-48	gem of forewarning	12,000 gp
49-53	homunculus orb	12,000 gp
54-58	ranger's cloak	12,000 gp
59-63	amulet of Chern's contagion	15,000 gp
64-67	graveskull	15,000 gp
68-72	formulary of Corean	16,250 gp
73-77	boar helm	16,800 gp
78-82	major tools of arcane thievery	18,000 gp
83-87	echo stone	20,000 gp
88-91	horseshoes of earth-shattering	20,000 gp
92-96	warrior's vambraces	21,800 gp
97-00	ashen officer's battle gauntlets	27,000 gp

Table 6-14: Major Wondrous Items

Roll	Item	Market Price
01-05	heron mask	32,400 gp
06-11	chains of Chardun	46,000 gp
12-15	courtesan's garb	68,000 gp
16-20	death cloak, zombie	50,000 gp
21-26	blood mask	50,400 gp

27-32	death cloak, ghoul	58,000 gp
33-39	bandolier of Neth	72,000 gp
40-46	sorcerer's crystal	72,000 gp
47-52	viper teeth	72,000 gp
53-58	quarlani hinue	72,138 gp
59-64	jester's mask of Lokil	80,000 gp
65-70	death cloak, wight	82,000 gp
71-76	eyes of Albadian ice	95,000 gp
77-82	death cloak, mummy	114,000 gp
83-88	asaatthi serpent helm	117,000 gp
89-94	death cloak, vampire	150,000 gp
95-00	death cloak, lich	228,000 gp

The following descriptions detail specific wondrous items.

Amulet of Chern's Contagion

Description: This foul amulet is commonly worn by druids of Chern, who use it to spread death and disease in the name of their fallen Titan. Some followers of Vangal have been known to wield these terrifying tokens as well, however, undoubtedly having won them from titanspawn.

Powers: When worn by a druid of Chern, an *amulet of Chern's contagion* enhances any *contagion* (see PHB, Chapter 11, Spells) spell cast by the druid. A *contagion* spell cast while wearing the amulet has a duration of 1 round per level, rather than instantaneous, allowing the caster to affect multiple targets (each with a melee touch attack) with a single casting of the spell.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *contagion*; **Market Price:** 15,000 gp; **Cost to Create:** 7,500 gp + 600 XP; **Weight:** -.

Amulet of Deconstruction

Description: Faced with the near endless armies of golems and constructs of the dark elves of Dier Drendal, the rune wizards of Burok Torn have crafted these amulets to combat the minions of Nalthalos.

Powers: The wearer of an *amulet of deconstruction* can inflict critical hits upon and ignore the damage reduction of golems and constructs in melee combat.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *greater magic weapon*, *shatter*; **Market Price:** 5,000 gp; **Cost to Create:** 2,500 gp + 200 XP; **Weight:** -.

Anvil of Craftsmanship

Description: In an attempt to decrease the construction time of weapons and suits of armor, the dwarven rune wizard Haraduk of Burok Torn created the *anvil of craftsmanship*, increasing the skill and ability of any smith that uses it.

Powers: The *anvil of craftsmanship* grants its user a +10 competence bonus to any Craft check involving the construction of an iron or other metal object.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *quick learn***; **Market Price:** 2,000 gp; **Cost to Create:** 1,000 gp + 80 XP; **Weight:** 125 lb

Ashen Officer's Battle Gauntlets

Description: These gauntlets are awarded to decorated officers of the Ashen Legion. Among mercenaries, these items are considered a badge of honor, and those who wear them are afforded great respect and admiration, especially those who have been awarded more than one. The mercenary with the most gauntlets is the Ashen Legionnaire Korwik Steig. Once a Hollowfaust guardsman, Korwik has reportedly turned down further promotions in order to remain a field officer. He keeps the index fingers of five gauntlets on a sturdy leather necklace and wears a sixth.

Many superstitions surround the use of these gauntlets. The most common is known as the "curse of the last pearl." It is said that a commander who uses his last pearl will be disastrously defeated, and his soldiers will come to grief, since use of the last pearl is considered proof that an officer has lost his will and martial prowess and relies only on his gauntlet to succeed. For this reason, most officers (including Korwik, who is known to take all legion traditions very seriously) will not spend the final pearl and so retire their gauntlet with but a single pearl remaining.

This item will function for anyone who wears it, even if he is not a member of the Legion of Ash. Needless to say, any outsider who wears an *ashen officer's battle gauntlet* risks fearful revenge from members of the Legion. Some rival mercenary commanders and warlords nevertheless wear looted gauntlets to show their contempt for the Ashen Legion and its traditions.

Powers: Masterwork gauntlets crafted of dark metal, these items confer a +2 deflection bonus to their wearers' AC. Along the wrist guard are three rows of five pearls, 15 in all, carefully set into the steel. Each pearl allows the wearer to activate a *true strike* (+20 to the next attack). Activating a pearl is a free action and causes the pearl to fall from its setting, transforming into a glass bead of no value. If all of the pearls have been expended, the gauntlet loses all magical abilities and bonuses.

Caster Level: 8th; **Prerequisites:** Craft Magic Arms and Armor, *true strike*; **Market Price:** 27,000 gp; **Cost to Create:** 13,500 gp + 540 XP; **Weight:** 2 lb.

Asaatthi Serpent Helm

Description: Decadent and cruel in their worship of the Serpentmother, the reptilian asaathis were infamous for their powerful wizardry and snake-inspired magic items. One such item was the *asaathis serpent helm*. Worn by the dreaded asaathi slayers, these helms were gruesome items of fell power. An abomination to the divine races, the helms were crafted at the height of asaathi power and resembled nothing less than the Mother of Serpents herself, with dozens of writhing snakes crowning a scaled metal helm. Few of these helms were believed to

survive the sundering of the Asaatthi Empire, though more than one asaathi warlord has risen to power using the might of an ancient *serpent helm*.

Powers: When worn by an asaathi or a worshiper of Mormo, an *asaathi serpent helm* grants its wearer the petrifying gaze of the medusa and immunity to all poisonous snakes. Five times per day, the wearer may activate the helm's most potent enchantment. When the helm is activated, anyone within 30 feet that meets the wearer's gaze must make a Fortitude save (DC 15) or be permanently turned to stone (see DMG, Chapter 3, "Gaze Attacks"). Unlike a true medusa, however, the wearer of the helm is not immune, and can be turned to stone by his own reflection.

While the helm is worn, the snakes that writhe across its surface can attack the wearer's enemies, making a single melee attack per round at a +3 bonus, inflicting 1d4 points of damage plus poison (DC 14, initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength). Only a true asaathi or worshiper of a snake-deity such as Mormo is able to control the helm's snakes. Any other creature who dons the helm is subject to the full wrath of the snakes, suffering 1d6 attacks per round until the helm is removed.

Caster Level: 15th; **Prerequisites:** Craft Wondrous Item, creator must be an asaathi and an evil-aligned worshiper of Mormo, *animate object*, *flesh to stone*, *poison*, *polymorph any object*; **Market Price:** 117,000 gp; **Cost to Create:** 58,500 gp + 4,680 XP; **Weight:** 3 lb.



Bandolier of Neth

Description: In the days before the Divine War, the Asaatthi Empire revered the Serpentmother with undying devotion. As with most any race on Scarn, however, the asaathii had dissidents among their ranks. Those who did not fit into the normal asaathii society were exiled from the cities or, more frequently, executed.

One of these exiles, an enterprising sorcerer-rogue named Neth, escaped from those asaathii who would have slain him and roamed across the continent in magical disguise. To survive, he engaged in theft and burglary and hired himself out to the wealthy as an assassin. After a time, Neth became quite rich, and he crafted items of power so that he might become even more formidable. The *bandolier of Neth* was among his most renowned inventions. Appearing to be nothing more than a simple black leather strap with slotted grooves along the front, Neth's invention assisted him greatly in his illicit endeavors. As a thief, he could slip unseen into heavily guarded areas, and as an assassin, he always had with him plenty of small yet deadly weapons.

After a while, Neth's overconfidence got the better of him, as he attempted to rob a Coreanic temple. There was no way he could have known that a number of paladins were attending a midnight vigil at the time. Although Neth escaped, he was mortally wounded and fell in a nearby forest. It was some months later before Neth's body and his great creation were discovered by an assassin seeking black lotus flowers. Taking the bandolier to a wizard associate, they created several copies that were sold to all sorts of unsavory types seeking ways to become stronger.

Powers: The *bandolier of Neth* is worn slung over one shoulder, and has 12 slots in which shuriken can be stored. Once per round, up to three shuriken may be removed as a free action. If a masterwork shuriken removed from the *bandolier of Neth* has been kept in a slot for a period of six hours or more, it receives a +2 enhancement bonus. Shuriken used in this manner are considered magical and can be affected by spells such as *dispel magic* and the like. Once thrown, the shuriken loses its magical bonus. Anyone wearing a *bandolier of Neth* also receives a +2 bonus to her AC, and a +5 circumstance bonus to Hide checks.

Caster Level: 10th; **Prerequisites:** Craft Wondrous Item, *greater magic weapon*, *haste*, *invisibility*; **Market Price:** 72,000 gp; **Cost to Create:** 36,000 gp + 2,880 XP; **Weight:** 4 lb.

Blastspike

Description: These potent items are favored by the dwarven rune wizards of Burok Torn and appear to be nothing more than large iron spikes 6 inches in length with a broad flat head and a single rune etched in the top.

Powers: When held against a mundane item such as a door, wall, or chest and struck, the *blastspike* emits an ear-splitting explosion, inflicting 1d10 points of damage against its target, ignoring any hardness rating. *Blastspikes* are ineffective against living targets.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *explosive runes*; **Market Price:** 3,000 gp; **Cost to Create:** 1,500 gp + 120 XP; **Weight:** 1 lb.

Blood Mask

Description: It is said that the reddish clay found in the Hornsaw Forest is tainted with Mormo's blood, splattered across the region when she was torn asunder by the gods. The fearsome *blood mask* is crafted of this fell substance, but elsewhere in Ghelspad druids and evil sorcerers have created similar items using small quantities of the Serpent Queen's blood. The *blood mask* in its normal shape resembles a reddish serpentine face with fangs and slit eyes, but when worn it allows the user to change his form into that of someone whose blood he has consumed.

In particular, the Ladies of Serpents — the elite assassins that served the Hag-Queen — used the masks to infiltrate enemy camps or courts during the Divine War, but many of them were exposed and killed. As time passes, however, memories fade, and there are not many who remember the *blood masks*.

Powers: In order to use the *blood mask*, the user must first drink at least 1 hp of blood from a single individual, and then don the mask within one hour. When he puts on the mask, the user is then *polymorphed* into an exact duplicate of this individual, as per the *polymorph self* spell. The mask's effects last until the mask is removed. While the mask is being worn, its presence cannot be detected via divination spells.

Caster Level: 7th; **Prerequisites:** Craft Wondrous Item, *polymorph self*; **Market Price:** 50,400 gp; **Cost to Create:** 25,200 gp + 2,016 XP; **Weight:** 2 lb.

Boar Helm

Description: While all of the Scarred Lands is sacred to Denev's druids, some places are considered especially powerful or holy. Fanatical druid wardens defend these places, swearing to die rather than allow them to fall to the corruption of titanspawn or the unbalanced power of the divine races. These chosen of Denev are said to fight like mad things, dropping only when their spirits finally flee to her Wheel of Souls.

Boar helms are heavy helmets made from boar's hide, typically given to defenders of Denev's most sacred sites. These helms are transversely crested with boar's hair, and boar's tusks sprout from the cheek pieces. The nasal guard is worked to look like the snarling nose of a charging boar.

Powers: Characters who don a boar helm gain the exceptional ability of ferocity (see MM, Appendix 1, "Boar"). Also, when the wearer charges an enemy, she gains a +2 luck bonus to attack and

damage rolls for the round in which the charge is made and for the following round (this is in addition to any bonuses granted by the charge attack). If the wearer makes a bull rush, she adds a +2 bonus to her Strength check and gains a +2 luck bonus to attack and damage rolls for the following round.

Any non-druid who dons a boar helm suffers from a boar's characteristically horrible vision (-2 penalty to attacks, saves, and skill checks requiring vision), but gains the helm's other powers.

Caster Level: 10th; **Prerequisites:** Craft Wondrous Item, *polymorph self*; **Market Price:** 16,800 gp; **Cost to Create:** 8,400 gp + 672 XP; **Weight:** 5 lb.

Bone Cage Beads

Description: These small round beads are made of bone, each marked with a single word in ancient Ledeian script. Often found in strings of 1d3+1, a *bone cage bead* is activated by speaking the command word inscribed on the bead and then throwing it at the feet of opponents. The bead then expands into long, rib-like protrusions of bone that tightly enclose opponents and prevent them from attacking or even moving.

Bone cage beads were created by the guilds of Hollowfaust to help them keep the peace without the need for violence or destructive magic. They are rare elsewhere.

Powers: All creatures within a 5-foot radius of a thrown *bone cage bead* must make a Reflex save (DC 20) or be pinned. Creatures may make a Strength or Escape Artist check (DC 24) each round they are pinned by a bone cage in order to escape. Each bead may only be used once.

Caster Level: 13th; **Prerequisites:** Craft Wondrous Item, *enlarge*, *Bigby's grasping hand*; **Market Price:** 9,800 gp; **Cost to Create:** 4,900 gp + 392 XP; **Weight:** 1 lb.

Boots of the Huntress

Description: At the height of the Titanswar, even with all the armies of the divine races seeking him, Hrinruuk proved elusive. Despite the sure knowledge that her father could not hide forever, Tanil realized that the longer it took to find him, the more damage and death he could inflict on innocents. So the goddess visited her most devoted followers and bade them create these boots to aid in the search.

Shortly after the secrets of their creation spread among Tanil's faithful, Hrinruuk was dead. How much credit should go to these plain-looking, dark brown boots is unknown; however, rangers and hunters all across the Scarred Lands value them.

Powers: The *boots of the huntress* grant the wearer a +10 circumstance bonus to all Wilderness Lore checks. In addition, the wearer is more difficult to track. The *boots of the huntress* increase the DC of any Wilderness Lore rolls made to track their wearer by 10. If the wearer is in a group, the DC decreases by one for each additional party member besides the wearer

(if the wearer is traveling with three companions, for example, the DC modifier to track the entire party would be +7). Additionally, if multiple members of a group are wearing the boots, the increases in the DC do not stack.

Caster Level: 7th; **Prerequisites:** Craft Wondrous Item, *locate creature*, *pass without trace*; **Market Price:** 3,000 gp; **Cost to Create:** 1,500 gp + 120 XP; **Weight:** 1 lb.

Censer of Parting the Veil

Description: These large, round platinum and obsidian censers stand a foot high and are two feet in diameter. They were first created by the clerics of Erias to heighten their divination skills and better commune with their god. Unlike many such devices, the censer is used while the cleric sleeps. Priests of Erias often burn incense mixed with a small amount of blue lotus flower to help guide them in their walks through the Dreamlands. Clerics of other deities sleepwalk through their own gods' realms.

Powers: The day after using a *censer of parting the veil*, if the cleric casts *augury* or *divination*, the percentage chance of gaining useful information is increased by 10 percent, up to a maximum of 99 percent. In addition, the cleric may recall one Divination spell of 4th level or less in the course of the following day. Each use of the censer requires the burning of 100 gp worth of incense, including a small amount of blue lotus equal to about a quarter of a dose.

Caster Level: 9th; **Prerequisites:** Craft Wondrous Item, *plane shift*; **Market Price:** 5,000 gp; **Cost to Create:** 2,500 gp + 200 XP; **Weight:** 10 lb.

Chains of Chardun

Description: These masterwork manacles are engraved with the sigil of the Slaver and are rumored to be unbreakable. Favored by the slave masters of Dunahnae and other slavers throughout Ghelspad, the manacles are enchanted to shock any being that tries to break or escape their bonds.

Powers: These enchanted manacles shrink or grow in order to bind any size of creature. A shackled creature can break the manacles with a Strength (DC 35) check or escape them with an Escape Artist check (DC 35). Failing either check results in the creature suffering 1d8+5 points of electrical damage (either subdual or real damage, as determined by the creator at the time the manacles are crafted).

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *enlarge*, *reduce*, *shocking grasp*; **Market Price:** 46,000 gp; **Cost to Create:** 23,000 gp + 1,840 XP; **Weight:** 2 lb.

Charduni Amulet of Armor

Description: The dark skinned charduni are fitting servants for the Overlord. Disciplined and fearsome in battle, yet decadent and given to terrible cruelty, a charduni soldier fights to the death, giving

no quarter and asking for none in return. Though the charduni suffered horrendous losses during the Divine War, these losses would have been even greater had they not perfected the ability to craft these protective amulets.

Powers: A *charduni amulet of armor* appears to be a standard *amulet of armor +1*, but when worn by a charduni dwarf the amulet doubles the charduni's innate natural armor bonus.

Caster Level: 6th; **Prerequisites:** Craft Wondrous Item, *barkskin*; **Market Price:** 10,000 gp; **Cost to Create:** 5,000 gp + 400 XP; **Weight:** -.

Chisel of the Rune

Description: As the war beneath the Kelders heats up and more dwarven rune wizards are sacrificed to defend Burok Torn against the dark elves of Dier Drendal, the dwarves developed a number of silver chisels imbued with the power to aid their kin even in death.

These items are solid silver chisels, covered with tiny, carefully inscribed runes. Upon creation, a *chisel of the rune* is charged with magical energy sufficient to be used 50 times before crumbling to dust.

Powers: A *chisel of the rune* allows its user to carve a magical rune onto any stone surface as though he had cast the spell of the same name. The three most common chisels create *runes of darkness*, *fire*, or *sleep* (see **Relics and Rituals**). Creating a physically permanent rune takes two charges, while recharging an existing rune or scratching a simple rune that will vanish once it is triggered takes only one charge.

Caster Level: 3rd (*rune of darkness*), 5th (*rune of fire*), 6th (*rune of sleep*); **Prerequisites:** Craft Wondrous Item, *rune of darkness*, *fire*, or *sleep*; **Market Price:** 4,500 gp (*rune of darkness*), 11,250 (*rune of fire*), 1,350 (*rune of sleep*); **Cost to Create:** 2,250 gp + 180 XP (*rune of darkness*), 5,625 gp + 450 XP (*rune of fire*), 675 gp + 54 XP (*rune of sleep*); **Weight:** 2 lb.

Cloak of Comfort

Description: While displays of flesh may be common among wizards and sorcerers of Albadia and Shelzar, some arcane spellcasters are more modest. Yet the intense heat generated by spellcasting often gives these individuals no choice in the matter, forcing them into either shedding clothes or risking spell failure. Thus it was that at some point in the murky past a shy, now forgotten wizard developed what has come to be known as the *cloak of comfort*, an article of clothing specifically designed to allow spellcasting while maintaining a modicum of dignity. While their appearance varies from culture to culture, these cloaks are universally mildly cool to the touch, and some have drawn comparisons to the coldweave clothing of Hollowfaust.

Powers: The effect of this item is quite simple, protecting the wearer from the heat generated by casting an arcane spell. The drawback is that it also negates the advantages that come with the heat.

Thus, a sorcerer wearing leather armor would only have a 10% chance of Arcane Spell Failure as opposed to 20%, but would also not receive the benefits of the *endure elements* effect (see **Relics and Rituals**, page 26, for more information).

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, *protection from elements (fire)*; **Market Price:** 2,500 gp; **Cost to Create:** 1,250 gp + 100 XP; **Weight:** 1 lb.

Corean's Clasp

Description: While King Virduk of Calastia claims to embrace all faiths and all are welcome to worship in his realm, the truth is that the clerics of faiths other than Chardun tend to meet with unfortunate accidents. The paladins and clerics of Mithril created this item to help safeguard their representatives in Calastia.

The clasp appears as a mithral circle two to three inches in diameter with four tiny swords, blades out, one at each compass point. It is often worn by the traveling clergy and questing paladins as a cloak clasp or brooch. Those that have attacked clerics or paladins of Corean have discovered that the owners of such clasps are anything but defenseless.

Powers: Three times per day when a command word is given, a +1 *longsword* appears in the clasp owner's hand. The clasp conveys longsword proficiency to the bearer for as long as it is active. The weapon will remain for one hour or until dismissed. Only one sword can be summoned at a time.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, *spiritual weapon*; **Market Price:** 6,480 gp; **Cost to Create:** 3,240 gp + 260 XP; **Weight:** -.

Courtesan's Garb

Description: The seductive garb of a courtesan is often supplemented with magical enhancements, certain to make the wearer far more attractive and her subjects more compliant. Popular with "ordinary" courtesans in Shelzar, this item is also unsurprisingly used extensively by the Courtesans of Idra in their quest for knowledge and secrets. *Courtesan's garb* varies in appearance depending upon the owner and can look like anything from a fanciful low-cut gown to minimal harem garb. It is also not limited to female courtesans—many male "companions" wear the male equivalent of this garb and use it for similar purposes.

Powers: While wearing *courtesan's garb*, the user's Charisma receives a +3 enhancement bonus. The wearer is also more graceful and sensuous, gaining a +3 enhancement bonus to Dexterity. Further, even if the garb seems flimsy and minimal, the wearer gains enhanced protection, gaining a +5 natural armor bonus.

Caster Level: 10th; **Prerequisites:** Craft Wondrous Item, *cat's grace*, *hypnotism*; **Market Price:** 68,000 gp; **Cost to Create:** 34,000 gp + 2,720 XP; **Weight:** 5 lb.



Death Cloak

Description: Sewn from many undead hides in irregular patterns, these cloaks present a gruesome appearance. Despite their unattractiveness, these cloaks are greatly sought after by evil necromancers. When worn, they convey the powers of the undead whose skin makes the cloak.

Thanta, a necromancer from Glivid-Autel, created the first of these cloaks after studying many forms of undead in her quest for immortality and crafting garments from the skins of creatures she collected. Though Thanta eventually succeeded in her quest for immortality, she fled Glivid-Autel, fearing that one day she herself would be made into one of the cloaks that she helped create. It is unknown what other cloaks have been developed in the depths of the secretive necromancer enclave.

Powers: Once per day the cloak wearer may transform her body into that of a zombie (as the spell *zombie form*) for 10 rounds per caster level of the cloak. While in this form, the cloak grants the attack ability of the undead from which it was crafted. The wearer uses her standard number of attacks, but gains the touch effect only once for each opponent per round. The wearer is not subject to the stun or negative energy damage from the ending of the transformation. The cloak's power must be used continuously. If its powers are ended before the total number of rounds are up, its powers cannot be invoked for another day.

In addition to the power of undead form, a *death cloak* provides a +2 natural armor bonus unless stated otherwise. The wearer of the cloak must be an evil necromancer or cleric of an evil deity, otherwise the wearer gains two negative levels while the cloak is worn.

Anyone slain while wearing one of these cloaks will raise in 2d4 rounds as a creature of the same type as the cloak unless the corpse is *blessed* within that time. This cloak does not grant powers to undead.

- **Zombie:** These grisly cloaks provide the raking attack damage (1d8) of a zombie for each attack made.

Caster Level: 10th; **Prerequisites:** Craft Wondrous item, *armor of undeath**, *zombie form**, creator must be an evil necromancer; **Market Price:** 50,000 gp; **Cost to Create:** 25,000 gp + 1,000 XP; **Weight:** 1 lb.

- **Ghoul:** This cloak allows the wearer to mimic a ghoul's touch attack. By making a melee touch attack, the wearer inflicts 1d3 points of damage per attack. Those so damaged must also make a successful Fortitude saving throw (DC 14) or be paralyzed for 1d6+2 rounds.

Caster Level: 12th; **Prerequisites:** Craft Wondrous item, *armor of undeath**, *ghoul touch*, *zombie form**, creator must be an evil necromancer; **Market**

Price: 58,000 gp; **Cost to Create:** 29,000 gp + 1,160 XP; **Weight:** 1 lb.

- **Wight:** This cloak allows the wearer to mimic a wight's touch attack. By making a melee touch attack, the wearer inflicts 1d4 points of damage per attack. Those so damaged must also make a successful Fortitude saving throw (DC 14) or gain a negative level. Unlike an attack from a true wight, this negative level is never permanent and heals naturally.

Caster Level: 14th; **Prerequisites:** Craft Wondrous item, *armor of undeath**, *enervation*, *zombie form**, creator must be an evil necromancer; **Market Price:** 82,000 gp; **Cost to Create:** 41,000 gp + 1,640 XP; **Weight:** 1 lb.

- **Mummy:** These weathered, macabre cloaks are sometimes sewn with fragments of cloth. In addition to inflicting 1d6 points of damage, a successful melee attack from a wearer of this cloak contaminates an opponent with mummy rot (see DMG, Chapter 3, Table 3-14).

Caster Level: 16th; **Prerequisites:** Craft Wondrous item, *armor of undeath**, *bestow curse*, *contagion*, *zombie form**, creator must be an evil necromancer; **Market Price:** 114,000 gp; **Cost to Create:** 57,000 gp + 2,280 XP; **Weight:** 1 lb.

- **Vampire:** Perhaps the most feared and rare of the *death cloaks* is made from what appears to be silky pale leather. Wearers inflict 1d6 points of damage per attack. Any creature so attacked must succeed at a Fortitude save (DC 19) or gain two negative levels. Another save must be rolled the next day or the level drain becomes permanent.

Caster Level: 18th; **Prerequisites:** Craft Wondrous item, *armor of undeath**, *enervation*, *permanency*, *vampiric touch*, *zombie form**, creator must be an evil necromancer; **Market Price:** 150,000 gp; **Cost to Create:** 75,000 gp + 3,000 XP; **Weight:** 1 lb.

- **Lich:** Only one of these dreadful cloaks is known to exist. In addition to claw attacks for 1d10 points of damage, the wearer can also deliver a paralyzing attack. Victims must succeed at a Fortitude save (DC 19) or be paralyzed. This cloak also confers a +5 natural armor bonus to the wearer at all times.

Caster Level: 18th; **Prerequisites:** Craft Wondrous item, *armor of undeath**, *permanency*, *soulstrike**, *zombie form**, creator must be an evil necromancer; **Market Price:** 228,000 gp; **Cost to Create:** 114,000 gp + 4,560 XP; **Weight:** 1 lb.

Dwarven Brewing Barrel

Description: This exquisitely wrought barrel is made from darkwood and banded with strips of mithral engraved with dwarven runes. They are found throughout Burok Torn, Vesh, and even Shelzar, suggesting that the dwarves may have found a way of circumventing the Calastian Hegemony's stranglehold on trade in the region.

Powers: The *dwarven brewing barrel* keeps itself cold, in the range of 40-50 degrees Fahrenheit, even in the middle of a burning desert or steaming jungle. The barrel's contents stay cold as well, so long as the barrel is kept sealed. Once opened or tapped, the barrel reaches room temperature in about six hours. Once closed again, it immediately becomes cold.

Additionally, it also has the effect of making any alcoholic beverage put into it more intoxicating while negating the effects of a hangover. Anything edible or consumable that is stored in the barrel also has its natural flavoring enhanced.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *daze*, *ray of frost*; **Market Price:** 2,500 gp; **Cost to Create:** 1,250 gp + 100 XP; **Weight:** 30 lb. (empty).

Echo Stone

Description: Innovated by parties unknown, the *echo stone* has seen use most extensively by the Courtesans of Idra. Unremarkable stones that are easily placed in a potted plant, window sill, or other innocuous areas and then later retrieved, these stones are perhaps one of the most favored items of spies and intriguers.

Powers: *Echo stones* are capable of recording any and all sounds made within 30 feet of it. They must be set in place and activated with a command word. From that point on, any sounds are recorded by the stones. A single stone "remembers" only six hours worth of sounds; if it records more than that, the previous sounds recorded are lost. A stone is then deactivated with another command word. Finally, with a third command word, a stone will repeat all of its stored sounds.

Caster Level: 8th; **Prerequisites:** Craft Wondrous Item, *clairaudience*, *ghost sound*; **Market Price:** 20,000 gp; **Cost to Create:** 10,000 gp + 800 XP; **Weight:** —.

Eyes of Accuracy

Description: Rumors have reached the ears of the wizard Anteus, vizier of the wicked King Virduk, that a band of halfling rebels has discovered the process for creating these magical lenses and is using them to improve the accuracy of their attacks on Calastian soldiers. Anteus' considerable intelligence resources have been set the task of finding the truth of the rumors and, if possible, destroying the rebels and stealing the secret of the lenses' manufacture.

Powers: The *eyes of accuracy* resemble two clear, crystalline lenses. When both eyes are worn, they grant the wearer a +2 circumstance bonus to all ranged attack rolls. In addition, the eyes double the point-blank range of the weapon that the wearer is using (usually increasing point-blank range from 30 to 60 feet). This increase improves the effectiveness of the Point Blank Shot feat, a fighter's weapon specialization bonus, a ranger's favored enemy damage bonus, and a rogue's ranged sneak attack. Finally,

the wearer can perform ranged coup de grace attacks against helpless opponents from a maximum range of 15 feet, instead of the normal 5 feet. If only one lens is worn, the wearer gains only a +1 circumstance bonus to ranged attack rolls and no other benefits.

Caster Level: 9th; **Prerequisites:** Craft Wondrous Item, *arcane eye*, *true strike*; **Market Price:** 9,000 gp; **Cost to Create:** 4,500 gp + 360 XP; **Weight:** —.

Eyes of Albadian Ice

Description: Created by the sorcerer women of Albadia, the *eyes of Albadian ice* are pairs of ice crystal cusps that fit over the wearer's eyes. The eyes are cool to the touch and turn the wearer's eyes ice blue when worn.

Powers: When worn, the *eyes of Albadian ice* allow the wearer to use the chill gaze of the ice basilisk (see **Creature Collection**, page 114) five times per day. Anyone who looks into the wearer's eyes must make a Will save (DC 20) or become paralyzed by supernatural chill. This chill normally thaws out naturally in 2d4 days, though this time can be shortened to 1 day if the chilled character is warmed. A victim frozen for any length of time suffers 2d10 points of cold damage. Both crystal cusps must be worn over the wearer's eyes for the gaze attack to be effective.

Caster Level: 11th; **Prerequisites:** Craft Wondrous Item, *sleet storm*; **Market Price:** 95,000 gp; **Cost of Creation:** 47,500 gp + 3,800 XP; **Weight:** —.

Formulary of Corean

Description: Beset by undead and foul titanspawn in the Festering Fields, the pilgrim Fosteran prayed to Corean for guidance, and in his despair he saw a vision of the Great Protector. The vision spoke and bade Fosteran to inscribe his words. The next day, once more assaulted by undead hordes, Fosteran read aloud from his journal and found that the dead could not bear to hear the holy words of Corean. Full of renewed faith, Fosteran completed his pilgrimage to Mithril, and six months later he returned home to Fangsfall where he spread the word of Corean among the faithful.

Powers: The *formulary of Corean* is a small, leather-bound book. There are two ways that it can be used. First, the wielder tears a page from the tome and reads aloud the passages inscribed as a standard action. The page then bursts into brilliant white flames, and the reader then makes a turning attempt with a +5 sacred bonus and a +1d6 bonus to the total HD of undead affected.

The second method of using the book involves calling on all the remaining power that it contains and releasing it in a blaze of holy light. To use this function, the user must hold the book aloft and read aloud the inscriptions on the back as a full-round action. This causes the entire book to glow with a blinding light, and all undead within 60 feet suffer

1d6 points of positive energy damage per page remaining. The book is destroyed if this function is used.

Formularies of Corean are created with 20 pages and are typically found with 1d10+10 pages remaining. A *formulary of Corean* may only be used by a good cleric or paladin of Corean.

Caster Level: 10th; **Prerequisites:** Craft Wondrous Item, *dispel evil*, *flame strike*; **Market Price:** 16,250 gp; **Cost to Create:** 8,125 gp + 650 XP; **Weight:** 2 lb.

Gem of Forewarning

Description: Clerics of the Redeemer claim that Madriel herself granted the secrets of making *gems of forewarning*. These clerics safeguarded the gems, allowing their use only in pursuit of truly worthy causes.

Powers: This small (1-inch diameter) spherical white gem looks common enough but is in fact enchanted with strong divination magic. If the user holds the gem in hand and concentrates (as if concentrating on a spell), it levitates just above his palm and begins to spin slowly.

Activating the gem is a standard action that provokes an attack of opportunity. If an evil or undead creature approaches within 60 feet of an activated gem, the item turns black as a warning sign, though it cannot reveal the direction from which the foe is approaching nor its exact nature. The evil or undead trigger need not be visible to the user — it may be hidden, invisible, or concealed, but the effect is triggered regardless.

Anything that would mask an evil alignment or block a *detect evil* spell will also keep an evil creature from triggering the gem. Likewise, anything that would mask an undead aura or block a *detect undead* spell will keep an undead creature from triggering the gem. When the user stops concentrating, the gem falls back into his hand and may be stored for use later.

Gems of forewarning have AC of 24, 10 hit points, and hardness of 5.

Caster Level: 1st; **Prerequisites:** Craft Wondrous Item, good alignment or follower of Madriel, *detect evil*, *detect undead*; **Market Price:** 12,000 gp; **Cost to Create:** 6,000 gp + 480 XP; **Weight:** —.

Graveskull

Description: According to legend, the first *graveskull* was constructed from the decapitated head of the mighty lich Khelkan. Though that original *graveskull* could speak for hours on end and possessed deep knowledge in many disciplines, the later copies are but feeble imitations. Though commonly thought destroyed, it is possible that the first *graveskull* is still out there, waiting to be found.

A *graveskull* looks like a human skull, ebony in color and with a lustrous green gem set in the forehead. When brought within close distance of the



dead body of an intelligent creature, the skull activates, its jaws clacking together and the gem flashing with an eerie green light. Both the clacking and flashing grow more intense as the skull is moved closer to the corpse. If placed on the reasonably intact remains of a dead creature, the *graveskull* springs to life, declaring in a deep voice the identity and cause of death of the deceased.

Always popular among the necromancers of Hollowfaust, *graveskulls* have recently become increasingly common among law keepers, as the skull's powers make investigating murders much easier.

Powers: A *graveskull* can detect the location of all dead bodies within 100 feet. Corpses of creatures of Small size or less have no effect on the skull, nor do the bodies of creatures of Intelligence 2 or less. A user can tell the number and location of any dead bodies within 100 feet and can estimate the time of death to within a month. Though they can be detected by the *graveskull*, bodies older than 10 years are only found if actively looked for.

If placed on a corpse that is at least 50% intact, is less than three days' dead, and belongs to a creature of Small size or larger and an Intelligence 3 or greater, the skull starts to speak. Over the course of 10 rounds, the *graveskull* will elaborate on the identity of the deceased creature and the circumstances of its death. Details include the creature's name, race, primary class or profession, known aliases, and any other information the GM considers pertinent. If the creature was slain, the skull can give the identity of its killer. If it died in a trap, the skull will describe the

trap at length. The skull has no more information than the dead creature itself would possess. The skull cannot give the identities of the murderers of a creature killed by strangers, but it can give a detailed description of the perpetrators.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *locate corpse**, *speak with dead*; **Market Price:** 15,000 gp; **Cost to Create:** 7,500 gp + 600 XP; **Weight:** 5 lb.

Helping Hand

Description: Mireus, one of the high ranking clerics in the main temple of Madriel in Doison and notorious for his feeble jokes, created this item to aid the followers of Madriel in different tasks. It was later adopted by many other Madritelite clerics as a reward for specific good deeds or as a small token of appreciation to people serving the community. The charm looks like a small, one-inch hand.

Powers: The user can activate the *helping hand* once as a standard action, to grant a +1 competence bonus on any single attack roll, saving throw, or skill check, exactly as the spell *guidance*. Once it has been activated, the *helping hand* loses its magical properties, though it is impossible to tell a functional *helping hand* from a drained one without some sort of detection method.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, *guidance*; **Market Price:** 25 gp; **Cost to Create:** 12 gp, 5 sp + 1 XP; **Weight:** -.

Heron Mask

Description: The heron priests have been the clergy-ambassadors for the Jack of Tears for many years, but they are not the only ones. Occasionally, a worthy member of the Carnival of Shadows catches the eye of the Momus, who has an ornate *heron mask* crafted for the individual. Though heavy, the mask is beautiful to behold, and it enables the wearer to spread the blessed news of the Carnival and recruit souls for the Blood Bayou as effectively as any heron priest.

Powers: A *heron mask* is a command word activated magic item that enables the wearer to use the following spells as if she were a 5th-level sorcerer, each 3/day: *charm person*, *rend the sovereign soul*, and *suggestion*.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *charm person*, *rend the sovereign soul**, *suggestion*; **Market Price:** 32,400 gp; **Cost to Create:** 16,200 gp + 1,296 XP; **Weight:** 10 lb.

Homunculus Orb

Description: This tiny, 6-inch diameter wooden orb is covered in mithral spikes and banded with iron straps. Celestial runes cover the orb, crisscrossing at odd angles and forming strange geometrical designs. The orb feels heavier than one would expect.

The *homunculus orb* has been documented to exist for hundreds of years, although its true origins

are unknown. Many speculate that it was crafted by the Slarecians as an espionage device. The orb was last seen in the western plains of Termana and was owned by a forsaken elf whose name is not known.

Powers: Until the orb is activated, it is nothing more than a spiked ball that radiates magic. To activate the orb, a person must puncture his flesh upon a spike and "feed" it with blood equal to 25% of his total unwounded hit points. These hit points are then permanently transferred to the orb and cannot be reclaimed by any means, save by breaking the connection with the orb (see below). A large eye, the same color as the blood donor's eye, then opens in the orb, and the item gains the power to fly at speed 20 (perfect maneuverability).

The orb is under the donor's complete mental control and becomes a magical appendage. It has hit points equal to the amount it has taken from the donor. It has AC 18, with a modifier equal to its owner's Dexterity modifier. Otherwise, it has the same statistics as its owner.

The owner can see through the orb at will and must use his own actions to move the orb. For example, if he wishes to move the orb 20 feet, he must give up his own movement action for that round. The orb can attack with its spikes, replacing the owner's own attacks. The spikes do 1d4 damage plus any bonuses due to Strength, feats, or other sources that the owner normally has. The orb itself has no appendages and cannot manipulate other objects, short of

pushing them or poking them with its spikes. In any event, the orb cannot move objects heavier than itself. The orb heals as if it was a living creature and can be healed through magical means. The homunculus orb remains active until it is brought down to 0 hit points, the caster dies, or it is separated from its owner by more than a mile, in which case it falls to the ground, releases all of its blood, and deactivates. If deactivated, the connection to its user is broken, and its current hit points return to the owner.

Caster Level: 14th; **Prerequisites:** Craft Wondrous Item, *animate objects*, *arcane eye*; **Market Price:** 12,000 gp; **Cost to Create:** 6,000 gp + 480 XP; **Weight:** 15 lb.

Horseshoes of Earth-Shattering

Description: For centuries before the onset of the Titanswar, the city of Aurimar ruled the Ledeian Empire. Among the many weapons at the empire's disposal was a regiment of 1,000 elite horsemen whose horses could make the very earth tremble – the dreaded Quake Cavalry. In the times since the fall of the Ledeian Empire, the *horseshoes of earth-shattering* have scattered the length and breadth of the land.

While many horsemen would love to have a set of these horseshoes, Tivvien Klesh, warlord of Mansk, is actively seeking to collect enough *horseshoes of earth-shattering* to outfit his own cavalry in advance of a bold campaign against the nearest orc settlements on the Plains of Lede.



Coreanic steeds refuse to be shod with *horseshoes of earth-shattering*, as wanton destruction of the already-riven landscape of the Scarred Lands is in opposition to Corean's goals and ideals.

Powers: These iron shoes can be found singularly, in pairs, or in sets of four, but their magical effects only work if four are worn by the same horse.

When affixed to a horse's hooves, the horse gains the power to shake the earth when it gallops. When it makes a charge, a horse wearing a set of the shoes creates the effects of an *earthquake* spell in a 5-foot radius as it moves. If multiple horses shod with these shoes charge in close order, the radius of their individual *earthquake* effects are cumulative: two horses cause an *earthquake* with a 10-foot radius, ten horses affect a 50-foot radius, and a full company of 100 Quake Cavalry cuts a swath of destruction in a 500-foot radius. The horse and its rider are immune to these effects.

Caster Level: 15th; **Prerequisites:** Craft Wondrous Item, *earthquake*; **Market Price:** 20,000 gp per set of 4; **Cost to Create:** 10,000 gp + 800 XP; **Weight:** 5 lb. each.

Jester's Mask of Lokil

Description: The scholars of Lokil have been interested in exploring the Carnival of Shadows since the rumors of the Jack of Tears' dark court first reached the shores of Ghelspad over a century ago. Unfortunately, though many scholars tried, no scholar returned from the Blood Bayou prior to the return of Alos Liaenar, who credited this mask for protecting his mind and soul from the dark magic of the Laughing Man's court.

Powers: When worn, a *jester's mask of Lokil* protects the wearer from all spells and devices that detect, influence, or read thoughts or emotions, exactly like the spell *mind blank*. In addition, the mask blocks any attempt to possess the wearer by any means.

Caster Level: 15th; **Prerequisites:** Craft Wondrous Item, *mind blank*, *protection from evil*; **Market Price:** 80,000 gp; **Cost to Create:** 40,000 gp + 3,200 XP; **Weight:** 1 lb.

Key Clay

Description: *Key clay* resembles gray or tan potter's clay and is generally indistinguishable from normal clay. The only odd aspect about it is that it feels more like soft, malleable metal than it does clay, and it makes a metallic clang when struck.

In most nations, *key clay* is legal for bonded members of locksmiths' guilds, city guards, or law enforcement officials to possess; anyone else found in possession of it can be assumed to be up to no good. Manufacture of *key clay*, except under the auspices of the guild, is likewise criminal in nearly all civilized lands.

Powers: When *key clay* is pressed into a lock and a command word spoken, the clay will ooze into the lock and form a key perfectly suited to that lock. This key can then be used to open the door. The key is permanent; it cannot turn back into clay. The key is also non-magical and can be given to anyone, who may use it normally for that lock or for any lock that takes an identical key. It does not work on magical or enchanted locks.

It takes one minute for *key clay* to form a key.

A typical block of *key clay* will contain enough clay to form 50 keys.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, Craft (locksmith) 4 ranks, *knock*; **Market Price:** 10,800 gp; **Cost to Create:** 5,400 gp + 216 XP; **Weight:** 1/4 lb.

Lungwater Venom

Description: Created by the pisceans, *lungwater venom* appears as nothing more than ordinary water. If a vial of the *venom* is held up to the light, however, small sparkling flecks may be seen.

Powers: This venom may be administered either as a poison or by applying it to the blade of a weapon. Upon infection, the target must make a Fortitude save (DC 13). Failure causes the victim's lungs to fill with water, causing him to drown (see the DMG, Chapter 3, sidebar: "The Drowning Rule"). A single dose of *lungwater venom* is sufficient to poison one victim or coat one weapon. The dose is expended when it takes effect.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *create water*, *poison*; **Market Price:** 800 gp; **Cost to Create:** 400 gp + 32 XP; **Weight:** -.

Magma Lamp

Description: *Magma lamps* were created in the days of the nameless Empire of Flame. So absolute was the empire's mastery of fire magics that virtually every citizen owned one of these lamps, both to light their homes and to act as a powerful defensive weapon.

Magma lamps look like everyday household oil lamps – though a bit larger than normal – and indeed they will function as normal lamps. As a consequence, a great number of these items are essentially lost as their owners have no idea that they have a valuable magical item in their possession. Many a Zathiskan household has a *magma lamp* lighting the way to the privy at night.

Powers: To activate the lamp, the owner must fill it with stones, which takes a full-round action. When filled with stones, the *magma lamp* may then be used to send forth a fiery torrent of burning liquid rock. This power can only be used three times per day and the lamp must be reloaded with stones after each use.

The magma is ejected in a spout 5 feet wide and 30 feet long. Anyone in the path of the lava takes 5d6 points of fire damage and must make a Reflex save

(DC 16) or be knocked to the ground. Additionally, anyone within 5 feet of the spot where the lava plume stops takes 3d6 points of fire damage from being splashed by magma.

Magma will set flammable items alight. Anyone struck by lava will take additional damage equal to 1/2 of the initial damage (round down) in the following round and 1/4 of the initial damage (round down) in the round after that. The victim is also in danger of catching on fire (see the DMG, Chapter 3, sidebar: "Catching on Fire").

If the lamp is filled with lamp oil, it functions as a normal lamp.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *heat metal*; **Market Price:** 5,500 gp; **Cost to Create:** 2,750 gp + 220 XP; **Weight:** 2 lb.

Major Tools of Arcane Thievery

Description: These are a more potent and rarer version of *minor tools of arcane thievery*. Unlike their lesser counterparts, they include such paraphernalia as inharmonic arcane disruption forks, planar resonators, and a figment resolving lens.

Powers: The possessor of these tools receives a +6 competence bonus on skill checks to find or disable magical traps, as well as Search and Spellcraft checks to identify things like magically lengthened corridors, magically concealed doors, or areas veiled by illusion. This bonus does not stack with the benefit for using masterwork thieves' tools or with the benefit of using any other enchanted thieves' tools.

Caster Level: 11th; **Prerequisites:** Craft Wondrous Item, *greater dispelling*, *true seeing*; **Market Price:** 18,000 gp; **Cost to Create:** 9,000 gp + 720 XP; **Weight:** 2 lb.

Minor Symbol of Turning

Description: The clerics of Madriel created this item to protect the people of the Scarred Lands from vengeful spirits. In order to provide even better protection, the secret of its creation was shared with other religions and its use has spread considerably since the Divine War.

Powers: The minor symbol of turning is a silver holy symbol that allows any cleric or paladin with the ability to turn undead to make two more attempts each day. This effect stacks with the Extra Turning feat.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, a holy symbol of the creator's god, *bless*, *searing light*; **Market Price:** 7,025 gp; **Cost to Create:** 3,525 gp + 280 XP; **Weight:** 1 lb.

Minor Tools of Arcane Thievery

Description: This strange assortment of tools includes a cleansing crystal, a pentacle disruption stylus, and a magical flow following pendulum. Although the techniques for constructing *minor tools of arcane thievery* are closely guarded by the mage-fixers

of the Scaled, some clerics of Hwyrdd and Enkili also seem capable of producing these items.

Powers: The possessor of these tools receives a +3 competence bonus on skill checks to find or disable magical traps. This bonus does not stack with the benefits for using masterwork thieves' tools or with the benefit of using any other enchanted thieves' tools.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *detect magic*, *dispel magic*; **Market Price:** 6,000 gp; **Cost to Create:** 3,000 gp + 240 XP; **Weight:** 2 lb.

Owl Helm

Description: The druids of the Earth Mother often use *owl helms* to observe the designs of Denev unobtrusively and to learn from the delicate patterns of life, death, and regeneration, as well as defend the land from ravagers.

Owl helms are hard leather helmets that cover the upper half of the wearer's face with an owl-like mask. The helm's crown is covered in leather scales reminiscent of feathers.

Powers: Characters who don an *owl helm* receive a +10 circumstance bonus to Move Silently checks, a +4 luck bonus to Spot checks, and low-light vision. The *helm's* wearer, however, tends to unnerve others with his predatory, inquisitive gaze. Those wearing an *owl helm* suffer a -2 penalty to all Charisma-based skill checks.

Anyone wearing an *owl helm* cannot wear any other hat, helmet, or headband, or lenses and goggles.

Caster Level: 10th; **Prerequisites:** Craft Wondrous Item, *polymorph self*; **Market Price:** 8,000 gp; **Cost to Create:** 4,000 gp + 320 XP; **Weight:** 2 lb.

Peacekeeper's Light

Description: Dedicated to the goddess Madriel, this lantern is carved from what looks like a single piece of white marble. Four angels stand on the round base, their arms upraised, holding the top of the lantern, which looks like a golden sun. A thin golden chain attaches to the golden sun and acts as the handle. The lantern itself glows with a warm white radiance.

Powers: The light of the *peacekeeper's light* acts as a *magic circle against evil* and a *consecrate* spell. The spells' effects are centered on the lantern with a radius of 20 feet. The lantern light can be turned on and off by the bearer on command. It provides illumination as per a *light* spell.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *consecrate*, *light*, *magic circle against evil*; **Market Price:** 11,250 gp; **Cost to Create:** 5,625 gp + 450 XP; **Weight:** 2 lb.

Quarlani Hinue

Description: During the celebrations that followed the Divine War, the elves of Vera-Tre felt indebted to the other divine races for their courage

and faithfulness. After much deliberation, the elven council had their elite craftsmen create a gift that might mend the hearts of those who had survived. They crafted small arrowhead-shaped brooches out of the purest mithral and carved upon their surface these words in the elven tongue: "May the forest rejoice, for a kinsman of the elves is walking in the fire beside them. May Denev's hand be gentle." They named these *quarlani hinue*, which means "soul's song."

To this day, those who bear these items are respected and – by some – even feared. The foes of Vera-Tre hate the bearers of these items, and the druids of Khet and others who follow the Titans hunt down those who possess the *quarlani hinue*.

Powers: The *soul's song* wards its wearer against missiles, granting a damage reduction of 10/+1 vs. ranged weapons. If there are evil titanspawn within 60 feet, the brooch glows with a pale greenish light. Once per day while the wearer is in a wooded region, the brooch's magic will grant the wearer a Dexterity enhancement bonus of 1d4+1 points. Finally, when a brooch's wearer is traveling in any kind of forested region, his movement rate is never hampered by terrain.

Caster Level: 7th; **Prerequisites:** Craft Wondrous Item, *cat's grace*, *detect evil*, *freedom of movement*, *protection from arrows*, caster must be an elf; **Market Price:** 72,138 gp; **Cost to Create:** 36,069 gp + 2,885 XP; **Weight:** -.

Ranger's Cloak

Description: Created by the followers of Tanil for use by a select brotherhood of her rangers, these cloaks are made of soft, black wool, with Tanil's symbol embroidered over the left breast. The clergy of Tanil are known to give these cloaks as rewards to those who serve their church and ethos well.

Powers: Those wearing a *ranger's cloak* are protected from natural cold up to -90 degrees Fahrenheit. Wearers are also granted a +5 circumstance bonus to Hide checks.

Finally, the cloak contains a small, hidden pocket, which can hold up to 10 pounds of items. This pocket adds no weight to the cloak, even if full, and requires a Search check (DC 25) to find.

Caster Level: 9th; **Prerequisites:** Craft Wondrous Item, *endure elements*, *invisibility*, *Leomund's secret chest*; **Market Price:** 12,000 gp; **Cost to Create:** 6,000 gp + 480 XP; **Weight:** 1 lb.

Renown Banner

Description: Common among the forces of Vesh, *renown banners* are a powerful inspiration to units fortunate enough to carry one. These battle banners bear the heraldry of the old Golden Kingdoms of Vesh, as well as the symbols of the realm's patron deities or even the personal sigils of unit commanders.

Powers: This enchanted standard inspires all creatures allied with its bearer, stirring them to greater efforts. All allied creatures within a 30 foot radius of the bearer gain a +2 morale bonus to all attack rolls, damage rolls, and saving throws. In addition, any *frightened*, *panicked*, or *shaken* individuals within the standard's area of effect may make Will saves (DC 15) to throw off those effects. Should the banner's bearer be slain, all benefits provided by the banner are lost and any creature who benefited from the banner's magic suffers a -1 morale penalty to attack rolls, damage rolls, and saving throws until a new bearer picks up the standard.

Caster Level: 7th; **Prerequisites:** Craft Wondrous Item, *emotion*; **Market Price:** 10,000 gp; **Cost to Create:** 5,000 gp + 200 XP; **Weight:** -.

Sacred Bough

Description: This item is an enchanted limb of an oak tree, typically a larger branch that was connected directly to the trunk of the tree. This limb can be any size, but it must have been separated from the tree by natural causes such as high winds or a lightning strike. No limbs, leaves, or branches are stripped from this bough. *Sacred boughs* are typically used only if their possessor feels that his forest, village, or way of life is directly threatened. Few *sacred boughs* are found outside of the Ganjus, as the secrets of their creation are kept by the Jordeh, who provide small outlying villages without Jordeh of their own with these items, which may be used to not only defend the village but to speed messages through the leaves of the Ganjus to Jordeh who are listening.

Powers: Given the size of the *bough*, it usually takes more than one person to move these items. To be activated, the *bough* must be set against the trunk of any huge tree. When the command phrase "arise sacred guardian" is spoken, the bough melds into the tree, transforming the tree into a treant. This treant is under the control of the one who spoke the command word. The transformed tree will remain a treant for 11 days. This item functions only once.

Caster Level: 11th; **Prerequisites:** Craft Wondrous Item, *liveoak*; **Market Price:** 6,600 gp; **Cost to Create:** 3,300 gp + 264 XP; **Weight:** 30-50 lb.

Sorcerer's Crystal

Description: Before he began investigating the magic of the asaathi, the wizard Dolomar focused on unlocking the secrets of the slarecians. Experimenting on the miredwellers' slarecian muse, he extracted extensive information before the muse was destroyed by accident. Among the fruits of this experimentation was knowledge that, after suitable additional research, allowed Dolomar to create the first *sorcerer's crystal*.

Dolomar, however, was disappointed by the results, for he was a wizard and the insights gained were of little use to him. He moved on to the investigations of asaathi magic that proved to be his fatal undoing.

Powers: When an arcane spell is cast into a *sorcerer's crystal*, any sorcerer or bard possessing the crystal may cast that spell as if it were any other spell she knows, provided that it is allowed for her class. The spell may be changed by simply casting a new arcane spell into the crystal.

Caster Level: 15th; **Prerequisites:** Craft Wondrous Item, *limited wish*, 5th-level wizard; **Market Price:** 72,000 gp; **Cost to Create:** 36,000 gp + 2,880 XP; **Weight:** —.

Stone of Sharpening

Description: One of the earliest known magical items in the Scarred Lands, the *stone of sharpening* was developed by early titanspawn tribes whose crude copper and bronze weapons did not hold their edge for long. Early cults of Golphagga crafted these stones, but their use spread throughout Scarn, and today *stones of sharpening* (many dating back millennia) are still in use.

Powers: A *stone of sharpening* increases the threat range of any slashing weapon by 1. In order to receive this bonus, the weapon must be sharpened on the stone for one hour at least once per week. If more than a week passes without sharpening, the bonus will be lost until the stone is again applied.

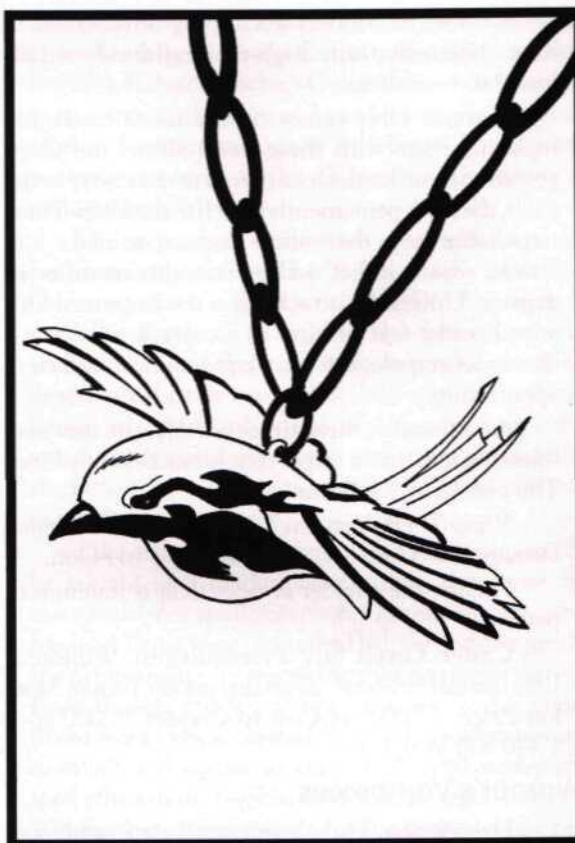
The bonus granted by this stone is cumulative with all other abilities, spells, and spell-like abilities that increase a weapon's threat range such as the *keen* weapon power. Magical weapons are significantly more difficult to enhance with this item, however. An already enchanted weapon must be sharpened daily to retain the bonus, and the sharpening session must last one hour for each +1 equivalent of the weapon. Thus, wielders of such powerful weapons usually apply the stone to their blades only on the eve of an important battle.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *keen edge*; **Market Price:** 4,000 gp; **Cost to Create:** 2,000 gp + 80 XP; **Weight:** 2 lb.

Talisman of the Dove

Description: In the war-racked Scarred Lands, the *talisman of the dove* has come to be known as a bane to evil and a symbol of hope to good's allies. Although clerics of Madriel are the primary holders of these talismans, they make no claim to be their original creators. Clerics of Madriel who duplicate the item, however, often use the names of great Angels of Mercy from religious history as the command word of activation.

Powers: This small golden talisman is shaped like a dove and dangles from a dainty chain worn around the neck. Any time a spell with the Good descriptor is cast directly into the talisman, it gains one charge per level of the spell. Additionally, if a cleric or paladin uses a turn attempt to channel positive energy into the talisman, it is given a number of charges equal to one-fourth the turning check's result (minimum 1 charge). The talisman can hold a



total of 9 charges at a time; any excess charges given to it are lost without effect.

To unleash the talisman's power and expend a single charge, the wearer needs to speak the command word and point an open palm toward a visible target. This is a standard action that does not provoke an attack of opportunity. A bright flash of light shaped like a dove shoots forth from the wearer's hand and automatically strikes the target if it has anything less than total cover or concealment. If the target is of evil alignment, it takes 1d4+1 points of damage.

The effect can strike ethereal or incorporeal creatures as well. The target does not receive a saving throw, though any applicable spell resistance may stop the dove. If the target is of any alignment other than evil, it takes no damage at all from the dove's impact. Spells that mask alignment do not affect the damage caused by the dove — it is the target's true alignment at the time of impact that determines whether or not he receives damage. As a side effect, for the instant that the dove is in existence, it creates light equal to that produced by a *light* spell.

Caster Level: 1st; **Prerequisites:** Craft Wondrous Item, good alignment, *holy smite*, *magic missile*; **Market Price:** 2,000 gp; **Cost to Create:** 1,000 gp + 80 XP; **Weight:** 1 lb.

Viper Teeth

Description: Sometimes called the *kiss of Mormo*, these large fangs are always found in pairs, appearing as the teeth of a huge serpent. These fangs are status

symbols for the Mormo-worshipping druid tribes of Khet. Normally, only high-ranking druids are allowed to wear them.

Powers: Only removing the user's teeth and replacing them with these items allows the *fangs'* powers to be utilized. Once placed in the cavity in the gums, the teeth permanently attach themselves. These retractable fangs then allow the user to make bite attack, which inflict 1d3 + Strength modifier in damage. Unless the attacker has the Improved Unarmed Strike feat or bites as an attack following a successful grapple, this attack provokes an attack of opportunity.

Additionally, three times per day, the user may inject venom into a target that he successfully bites. The venom is as follows:

Viper Teeth Venom: Type: Injury DC 14; Initial Damage: 1d6 Con; Secondary Damage: 1d4 Con.

Finally, the wielder of *viper teeth* is immune to poisons.

Caster Level: 8th; **Prerequisites:** Wondrous Item, *animal infusion**, *neutralize poison*, *poison*; **Market Price:** 72,000 gp; **Cost to Create:** 36,000 gp + 1,440 XP; **Weight:** -.

Warrior's Vambraces

Description: These heavy metal plate vambraces are prized by warriors across the Scarred Lands. Presented only to the seven greatest war heroes in the Legion of Ash, the items symbolize respect and achievement among the ranks. Some say that the necromancers of Glivid-Autel created the armor as a pact to seal the loyalty to the Legion's elite many years ago. Others claim the ancient armor originated from the dwarves of Burok Torn, predating the Divine War. Whatever the case may be, the armaments have earned worthy reverence.

Only seven pairs of these potent items are owned by the Legion of Ash. They are granted back to the Legion after the defeat or retirement of the owner, to be presented to another. The Legion would be very interested in acquiring more of these items.

Powers: *Warrior's vambraces* grant their wearer the Improved Bull Rush feat if he does not already have it. Any bull rush attempts made while wearing these vambraces are made with a +5 bonus to Strength.

The wearer may attempt to knock down a door, gate, portcullis, or other portal twice a day. The wearer charges the door, which then takes the effects of a *great knock** spell. This ability cannot be used against living targets.

Caster Level: 10th; **Prerequisites:** Craft Wondrous Item, *bull's strength*, *great knock**; **Market Price:** 21,800 gp; **Cost to Create:** 10,900 gp + 436 XP; **Weight:** 10 lb.

Wood Elf Fetishes

Description: Created by the druids and adepts of the elven tribes in the Ganjus Forest for use by their

warriors and rangers, these items are small pieces of stone or bone carved into animal shapes. They are usually woven into the user's hair, but can also be worn on necklaces or bracelets. They are simple items made from natural materials, but even so, they are of masterwork quality and are usually beautiful works of art. No more than three fetishes can be worn by the same person, and no more than one can be activated in the same round.

Powers: The fetishes have different powers depending on their materials and construction. They may be worn so that they take up any of the following unused magic item slots: helmet, amulet, bracers, or belt. Actually activating these fetishes is only a move-equivalent action, involving simply touching them.

• **Hawk:** Three times per day, this fetish can be used to touch a single arrow, granting it a +3 enhancement bonus to its next attack.

Caster Level: 9th; **Prerequisites:** Craft Wondrous Item, caster level 9th+; **Market Price:** 1,000 gp; **Cost to Create:** 500 gp + 40 XP; **Weight:** -.

• **Eagle:** Three times per day, for 10 minutes per activation, this fetish grants a +5 enhancement bonus to all Spot and Search rolls generated by the wearer.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, caster level 3rd+; **Market Price:** 600 gp; **Cost to Create:** 300 gp + 24 XP; **Weight:** -.

• **Raven:** Three times per day, this fetish can be used to touch a single arrow, granting it a +3 enhancement bonus to damage on its next attack. If an arrow so treated does not hit its target, this bonus is lost.

Caster Level: 9th; **Prerequisites:** Craft Wondrous Item, caster level 9th+; **Market Price:** 1,000 gp; **Cost to Create:** 500 gp + 40 XP; **Weight:** -.

• **Squirrel:** Three times per day, for 10 minutes per activation, this fetish grants a +5 enhancement bonus to any Climb or Balance checks made by the wearer.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, caster level 3rd+; **Market Price:** 600 gp; **Cost to Create:** 300 gp + 24 XP; **Weight:** -.

• **Green Man:** Three times per day, for 10 minutes per activation, this fetish grants a +5 enhancement bonus to any Hide or Move Silently checks performed in natural terrain.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, caster level 3rd+; **Market Price:** 600 gp; **Cost to Create:** 300 gp + 24 XP; **Weight:** -.

• **Stone Mask:** The stone mask fetish confers damage resistance of 5/+2, 3 times per day, for 1 minute per activation.

Caster Level: 9th; **Prerequisites:** Craft Wondrous Item, caster level 9th+; **Market Price:** 1,900 gp; **Cost to Create:** 950 gp + 76 XP; **Weight:** -.

Other fetishes are known to exist, but the ones listed above are the most common.

Wolf Helm

Description: With cheek pieces made from the jawbones of a huge wolf and crested with a wolf's tail, the *wolf helm* gives its wearer a fearsome lupine aspect that has a queer effect on animals. They are made of hide, horn, and bone.

Powers: Characters who don a *wolf helm* gain the scent ability (see the DMG, Chapter 3, Special Abilities section). Additionally, the helm's wearer appears to all animals — in scent, sound, and form — as an unfamiliar wolf. Animal companions will not recognize the wearer unless he casts *animal friendship* on them a second time while wearing the helm. The second use of the *animal friendship* spell does not count against the character's HD limit for animal companions. Once the second spell has been cast on an animal companion, it will always be friendly toward the wearer, but it will never understand that the wearer and the strange wolf are the same creature.

Caster Level: 10th; **Prerequisites:** Craft Wondrous Item, *polymorph self*; **Market Price:** 11,200 gp; **Cost to Create:** 5,600 gp + 448 XP; **Weight:** 3 lb.

Tattoo Magic

Tattoo magic is a rare form of magic that allows a spellcaster to imbue tattoo ink with magical energy. This ink may then be used to create a tattoo on a target, which may be enchanted with a spell like any other magical item. The target gains the ability to activate the tattoo and benefits from the spell's effects.

Tattoo magic is not without its drawbacks; unlike normal magic items, the spell in question is not enchanting an object, but rather a person. While living beings may normally be affected by spells with no lasting ill effects, they typically do not have to store the energy powering those spells for extended periods of time. Bearers of tattoos, however, must become the conduits for the powers they channel. As a result, each tattoo conveys unique side effects that mirror the magic it channels.

The number and type of magical tattoos a character may possess is determined by his Constitution modifier. The character may wear a total number of ranks of tattoos equal to his Constitution modifier x2, and no character may receive a tattoo which has a prerequisite spell with a spell level higher than the character's Constitution modifier. For example, a character with Con 16 may receive a maximum of six ranks of tattoos, and no tattoo he receives may have a prerequisite spell higher than 3rd level. Characters who suffer Constitution damage or have their Constitution permanently lowered to the point at which they can no longer support the power of their tattoos will find their highest tattoo rank magical tattoo becomes dormant and unusable (and likewise further

tattoos in order from highest rank to lowest until the character falls under the Constitution limits for tattoo use). If the character's Constitution is restored or even temporarily increased to a level that allows use of the dormant tattoo, it will begin functioning normally as long as the character's Constitution remains high enough.

Unless a tattoo description specifies otherwise, tattoos must be activated to be successfully used. The user must make a Wisdom check (DC 5 + level of major spell effect) to unleash the tattoo's powers successfully, and she must make a similar check to deactivate the tattoo successfully, if applicable. Activation is a standard action that does not provoke attacks of opportunity. If the activation check fails, the tattoo does not function and its daily uses are not expended.

Like other magical items, tattoos may not simply be bought in a marketplace; rather, they must be inscribed by a spellcaster who knows the Inscribe Magical Tattoo feat (described below) and also meets the prerequisites for inscribing that particular tattoo. Even though tattoos do not require a verbal command word to be activated, base prices for tattoos are normally calculated as command word activated, spell effect items (see the DMG, Chapter 8, Table 8-40). Further, many tattoos have a limited usage per day, which may affect their base price. Since tattoos have their own space limitations, their base price is not affected by the "no space limitation" modifier. Also, the Game Master should make some allowance for the side effects of a tattoo by lowering the base price commensurately with the difficulties that result from the side effects (if any).

Removing tattoos once in place requires high magic, as the process is similar to disenchanting any other magical item. Spells such as *Mordenkainen's Disjunction* may remove the magic from a tattoo (but not the tattoo image itself), and thereby eliminate the disenchanted tattoo from the limits on the number of magical tattoos a character can possess. Nonmagical tattoos can be removed from a subject's skin with a *regenerate* spell cast upon the inked area.

Tattoos in the Scarred Lands

The Scarred Lands campaign setting contains two particular groups of people that are culturally disposed to decorating themselves with tattoos and are therefore especially adept at crafting magical tattoos. These are the wood elves of the Virgin Woods in central Ghelspad and the Albadian people (particularly the women sorceresses) in northern Ghelspad.

Peoples of other races can learn the craft of inscribing magical tattoos (assuming they meet the prerequisites as outlined below) and can be found with tattoos inscribed upon them, but at a time when travel is still quite limited in the lingering devastation of the Divine War, few people have benefited

from this variety of magic to the extent of these two groups. Close on their heels, however, are several Titanspawn races whose people perpetuate the ancient practices of decorating their bodies with tattoos, as well as the dark elves of Dier Drendal (see **Burok Torn: City Under Siege**). When a caster among them is able, such tattoos will sometimes be magical as well.

Tattoos in the Scarred Lands tend to be more decorative and less pictorial. That is, the designs involve patterns of lines, dots, and geometric shapes almost exclusively, as opposed to tattoos that are a picture of something such as a unicorn or sword. These patterns can be found on absolutely every possible part of the body from the toes to the scalp, although the limitation on the number of *magical* tattoos a character may possess must heed the rules above.

Inscribe Magical Tattoo [Item Creation]

You can infuse mundane tattoos with powerful magic, allowing the wearer of the tattoo to cast spells and access magical effects.

Prerequisite: Spellcaster level 3rd+, Craft (tattoo) skill.

Benefit: You can inscribe any magical tattoo whose prerequisites you meet. Inscribe a magical tattoo takes one day for each 1,000 gp in the tattoo's base price and requires a Craft (tattoo) modifier equal to 3 + the highest spell level of the spells that are a prerequisite for the tattoo. To inscribe a tattoo, you must spend 1/25 of its features' base price in XP and use up raw materials (tattoo inks) costing half of this base price. See below for descriptions of magical tattoos, the prerequisites associated with each one, and their prices.

Tattoo Descriptions

The tattoos described below are meant to be examples; individual tattoos are often unique items and should follow the guidelines described above using the tattoos that follow as templates. The tattoo rank is a sum total of the spell levels that are prerequisites for creating the tattoo.

Blessing of Madriel

Tattoo Ranks: 2

Powers: This tattoo appears as a knot-work peacock done in bright colors. When activated, the tattoo glows as per the *light* spell, granting both light and a blessing in the form of a *bless* spell that affects only the tattoo user. This may be used twice per day.

Side Effects: None.

Caster Level: 3rd; **Prerequisites:** Inscribe Magical Tattoo, *bless*, *light*; **Market Price:** 3,240 gp; **Cost to Create:** 1,620 gp + 130 XP.

Cloak of the Sun

Tattoo Ranks: 3

Powers: This tattoo depicts a stylized sunburst, usually in a prominent place upon the wielder. When activated, it surrounds the wielder with the effects of a *daylight* spell, which lasts for 50 minutes or until deactivated. This tattoo may be used once per day.

Side Effects: None.

Caster Level: 5th; **Prerequisites:** Inscribe Magical Tattoo, *daylight*; **Market Price:** 5,400 gp; **Cost to Create:** 2,700 gp + 216 XP.

Cloak of the Wild

Tattoo Ranks: 1

Powers: This tattoo, which depicts two hands cupping the outline of an animal's head, grants its wielder the ability to pass unnoticed among animals. When activated, its user is considered to be under the effects of an *invisibility to animals* spell. This tattoo may be activated three times per day.

Side Effects: While activated, the user actually becomes more noticeable to humans; this tattoo inflicts a -2 circumstance penalty to Hide and Move Silently related to other humans.

Caster Level: 3rd; **Prerequisites:** Inscribe Magical Tattoo, *invisibility to animals*; **Market Price:** 2,600 gp; **Cost to Create:** 1,300 gp + 104 XP.

Countenance of the Sun

Tattoo Ranks: 2

Powers: This tattoo, which depicts a stylized sunburst around an eye, fills its user with great powers of charisma and leadership. When this tattoo is activated, the user gains a +4 enhancement bonus to Charisma. This tattoo cannot be activated more than once per day.

Side Effects: Wearing the glory of the sun does not come without a price; once the effects have worn off, the character is lethargic and tired. In game terms, the character is considered to be *fatigued* for one hour.

Caster Level: 3rd; **Prerequisites:** Inscribe Magical Tattoo, *commanding presence*; **Market Price:** 1,728 gp; **Cost to Create:** 864 gp + 70 XP.



Eye of Night

Tattoo Ranks: 2

Powers: This tattoo, which is a crescent moon placed around one of the wearer's eyes, grants the ability to notice invisible objects and creatures. When activated, it acts as a *see invisibility* spell. This may be activated twice per day.

Side Effects: Use of the *eye of night* can be painful, forcing a Fortitude save (DC 15) each time it is activated, or the wearer is considered to be *dazzled* for 10 minutes.

Caster Level: 3rd; **Prerequisites:** Inscribe Magical Tattoo, *see invisibility*; **Market Price:** 3,900 gp; **Cost to Create:** 1,950 gp + 156 XP.

Familiar Mark

Tattoo Ranks: 1

Powers: This is an ancient druid mark that grants an animal increased prowess and damage with its natural weapons. Many Helliann familiars also sport these tattoos. This tattoo may be activated twice per day, granting the animal the effects of a *magic fang* spell.

Side Effects: None.

Caster Level: 3rd; **Prerequisites:** Inscribe Magical Tattoo, *magic fang*; **Market Price:** 2,160 gp; **Cost to Create:** 1,080 gp + 86 XP.

Ghost-hand Pattern

Tattoo Ranks: 2

Powers: This odd, jagged pattern is always placed on the palm of its wielder's hand. Upon activation, an identical pattern of shifting black energy appears in the air within 130 feet. The wielder may then cast touch-based spells through the *ghost-hand pattern*, just as by a *spectral hand* spell. This tattoo may be used three times per day.

Side Effects: The bone-chilling, supernatural cold of the pattern weakens those who use it; while this tattoo is active, the wielder sustains 2 points of temporary Strength damage. This damage disappears once the effect ends.

Caster Level: 3rd; **Prerequisites:** Inscribe Magical Tattoo, *spectral hand*; **Market Price:** 5,200 gp; **Cost to Create:** 2,600 gp + 208 XP.

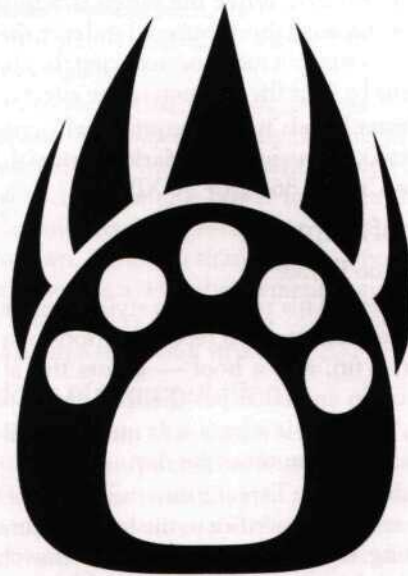
Greater Familiar Mark

Tattoo Ranks: 3

Powers: The superior version of the *familiar mark* tattoo, *greater familiar mark* grants the benefits of *greater magic fang* (in this case, a +2 enhancement bonus to attacks and damage for the animal). This tattoo may be activated once per day.

Side Effects: None.

Caster Level: 6th; **Prerequisites:** Inscribe Magical Tattoo, *greater magic fang*; **Market Price:** 6,480 gp; **Cost to Create:** 3,240 gp + 260 XP.



Huror's Paw

Tattoo Ranks: 1

Powers: Perhaps one of the most common magical tattoos among the Albadian people, *huror's paw* grants its wearer the ability to ignore the first 5 points of cold damage per round. It lasts 24 hours and may only be activated once per day.

Side Effects: None.

Caster Level: 1st; **Prerequisites:** Inscribe Magical Tattoo, *endure elements (cold)*; **Market Price:** 360 gp; **Cost to Create:** 180 gp + 15 XP.

Mark of the Belsamaug

Tattoo Ranks: 2

Powers: Innovated by Belsameth's followers among the Helliann, *mark of the bellsamaug* is a dark circle, representing the dark of the moon, emblazoned with the runic symbol for the bellsamaug. In the dark of the night, those with this tattoo are able to cause themselves to vanish much like the bellsamaug. This tattoo can be used once per day.

Side Effects: Though it is not limited in the way bellsamaug invisibility is by the light of the moon, *mark of the bellsamaug* can only be activated while standing in darkness, when the sun is not in the sky.

Caster Level: 3rd; **Prerequisites:** Inscribe Magical Tattoo, *invisibility*; **Market Price:** 1,730 gp; **Cost to Create:** 865 gp + 70 XP.

Mark of the Owl

Tattoo Ranks: 2

Powers: The stylized owl of this marking is very distinctive and is often seen worn by the Helliann witches. When activated, it grants the character a +4 enhancement bonus to Wisdom. This tattoo cannot be activated more than once per day.

Side Effects: While the tattoo is activated, the character becomes short tempered and curt; the spirit of the owl is a wise but rude one, reducing the character's Charisma by 4 for the duration of the effect.

Caster Level: 3rd; **Prerequisites:** Inscribe Magical Tattoo, *divine wisdom*; **Market Price:** 1,728 gp; **Cost to Create:** 864 gp + 70 XP.

Mother of Animals

Tattoo Ranks: 2

Powers: This tattoo — a stylized circle within which has been worked representations of a claw, a feather, a fin, and a hoof — grants the ability to entrance an animal as per the spell *charm person or animal*, save that it affects only animals. This tattoo may be used three times per day.

Side Effects: Tapping into the powers of Mother Denev requires a sacrifice to the land. In game terms, activating this tattoo requires that the character expend 1 hit point, dripping the blood onto the ground. In the case of charming carnivorous animals, this blood is actually lapped up by the animal.

Caster Level: 3rd; **Prerequisites:** Inscribe Magical Tattoo, *charm person or animal*; **Market Price:** 4,875 gp; **Cost to Create:** 2,438 gp + 195 XP.

Mother's Tongue

Tattoo Ranks: 2

Powers: Perhaps one of the most infamous of tattoos originating in Vera-Tre, *mother's tongue* is actually tattooed directly onto the tongue of its recipient. When activated, it allows its bearer to *speak with animals*, as per the spell, twice per day.

Side Effects: While this tattoo is activated, the bearer cannot speak the languages of any sentient beings — only the tongues of animals.

Caster Level: 3rd; **Prerequisites:** Inscribe Magical Tattoo, *speak with animals*; **Market Price:** 3,460 gp; **Cost to Create:** 1,730 gp + 138 XP.

Nomad's Sheathe

Tattoo Ranks: 4

Powers: A favored item among both intriguers and nomadic Albadian barbarian chieftains, *nomad's sheathe* appears as an intricate pattern of knot-work web along an arm or leg. When an item is touched to it and the tattoo is activated, the item is affected as per the *tattoo item* spell, appearing as a tattoo of the item trapped within the knot-work. Though the item may be retrieved at any time, the tattoo can only be activated once per day.

Side Effects: None.

Caster Level: 7th; **Prerequisites:** Inscribe Magical Tattoo, *tattoo item**; **Market Price:** 20,580 gp; **Cost to Create:** 15,540 gp + 403 XP.

Oaken Shield

Tattoo Ranks: 2

Powers: This tattoo is created with dark tannin inks from ancient oaks, creating the symbol of a shield that appears to be woven oak branches. When activated, this tattoo grants its bearer the effects of *barkskin*, granting a +3 natural armor bonus. It may be activated twice per day.

Side Effects: The wearer's skin becomes rigid and dark while the tattoo is activated, reducing her Dexterity by 2 points until the magic is deactivated.

Caster Level: 3rd; **Prerequisites:** Inscribe Magical Tattoo, *barkskin*; **Market Price:** 3,460 gp; **Cost to Create:** 1,730 gp + 138 XP.

Stone Sigil

Tattoo Ranks: 4

Powers: This sigil, which is a stylized symbol of a menhir, grants a spellcaster great concentration in battle. When activated, the character acts as though he is under the effects of a *mind over matter* spell (see *Relics and Rituals*, page 91).

Side Effects: The caster must remain still as a stone, focused only on the spellcasting. He may take no move or move-equivalent actions for the duration of this tattoo's effect, as doing so breaks the power of the *stone sigil*. The sigil may be activated three times per day.

Caster Level: 7th; **Prerequisites:** Inscribe Magical Tattoo, *mind over matter**; **Market Price:** 24,300 gp; **Cost to Create:** 12,150 gp + 972 XP.

Three Feathers

Tattoo Ranks: 1

Powers: A depiction of three crossed eagle feathers, the *three feathers* tattoo grants its user the ability to cast the *feather fall* spell three times per day. This is a favored item of the Helliann who dwell on the narrow slopes of the Witchmount.

Side Effects: None.

Caster Level: 3rd; **Prerequisites:** Inscribe Magical Tattoo, *feather fall*; **Market Price:** 3,250 gp; **Cost to Create:** 1,625 gp + 130 XP.

The Witch Eye

Tattoo Ranks: 3

Powers: This mark, which depicts a three-pupil eye, allows the caster to use *clairaudience/clairvoyance* up to twice per day. As per the spell, the caster is able to choose whether to see or hear into the area scryed — indeed, those who use the *witch eye* frequently often activate both uses of the tattoo to do both.

Side Effects: The preternatural sight and/or hearing granted to the user of the tattoo can damage the natural senses. After the effect is over, the user of the tattoo is *blinded* and/or *deafened* (depending on which senses were used) for 10 minutes.

Caster Level: 5th; **Prerequisites:** Inscribe Magical Tattoo, *clairaudience/clairvoyance*; **Market Price:** 3,460 gp; **Cost to Create:** 1,730 gp + 138 XP.

Relics

Powerful weapons and items created by gods or Titans, the relics of the Scarred Lands are sought by wizards, kings, priests, and adventurers. Their presence can change the course of the mightiest of conflicts — and even the gods, when their powers are unleashed. Below are some of the more prominent relics of the Scarred Lands.

Minor Artifacts

Belsameth's Pinions

Description: The Cult of Ancients claims that this pair of 3-foot long, jet-black feathers was given to Nod of the Iron Soul, a favored assassin of Belsameth, after Gaurak the Glutton tore them from her wings during a battle. Their history is long and torturous, appearing and disappearing for years at a time, sometimes in the hands of powerful slayers and others in the possession of peasants or commoners. The bearer of *Belsameth's Pinions* gains numerous skills, all of which are useful to assassins and criminals passing unseen through the most closely-guarded fortress and killing with ease. Normally, the Cult of Ancients would swiftly destroy anyone who used the *pinions* without their permission, but Belsameth has made it known that they represent her blessing, and their bearers are to be left alone, whether or not they are members of the Cult. Once the *pinions* have left the owner's possession, however, he is considered fair game.

Powers: Both feathers must be in contact with the bearer's flesh in order to function — normally, they are tied to the bearer's back and kept under his clothes. The bearer gains a +3 divine bonus to Dexterity and moves with abnormal grace. The DCs of any Spot checks against the wearer are increased by +6, and the bearer's speed is doubled. Three times a day, the bearer may cast the spells *invisibility* and *fly* as a wizard of equal character level.

Forsaken Elf Blade

Description: The elves of Termana are the only race of mortal beings to defeat a Titan without divine intervention. After the fall of the elves' demigod at the hands of its own herald, Chern arrogantly advanced, intending to smite the defending mortals, laughing at the pathetic sight of thousands of swords gleaming in the twilight. A small fragment of the elves' fallen deity must have enchanted some of the their blades, however, for they bit deeply into Chern's foul flesh and — along with the magic of the *manaspears* and the heroic sacrifices of thousands of elven heroes — helped bring the Titan down.

Sadly, even the greatest of Corean's smiths have been unable to forge similar blades since Chern's passing. Ornate and beautiful to behold, many of these swords were destroyed or lost in the Divine War

or the intervening years, though many remain in the powerful hands that once wielded them against a Titan, long ago.

Powers: A true *forsaken elf blade* is a +2 *keen titanspawn bane rapier* (titanspawn are in this case considered to be individuals who actively worship a titan) with the unique power to ignore the natural armor and damage resistance of any titan or titanspawn. Against a titan or titan-worshipper, the rapier also has a +4 enhancement bonus on attack rolls and inflicts 2d6 points of additional divine damage on a successful strike.

Mandolin of Manipulation

Description: Many years before the Titanswar — when she was only a child as deities count such things — the goddess Tanil watched her titan parents create all manner of creatures and objects. As she grew and her powers increased, the Huntress decided that she too would create things of beauty to give pleasure to her mortal followers.

Combining her love of song with her fondness for trickery, Tanil crafted several beautiful instruments for the bards who sang her praises. Chief among these was the *Mandolin of Grace*, an instrument that later came to be known as the *Mandolin of Manipulation*. Though her intentions were good, Tanil was still an innocent and did not think that mortals could misuse the gifts that she gave them. Yet when she saw her followers using her gifts for personal gain, she grew troubled.

At first, the goddess would simply reprimand those who used one of the *Mandolin's* abilities for reasons she found unworthy or unsavory. Usually a brief word from Tanil was enough to sort out any problems, but after her rape at the hands of Hrinruuk the Hunter, Tanil's nature grew darker, and she applied a powerful curse on her instruments to ensure that they would never be used to do to another what had been done to her.

Powers: There are at least three known *Mandolins of Manipulation*. Each is a beautiful instrument, made of the finest woods and inlaid with mother-of-pearl and gold filigree. The possessor of one of these masterpieces gains a +4 divine bonus to Charisma and an additional +5 divine bonus to all Charisma-based skill checks. The possessor also gains a +2 luck bonus to all saving throws. Additionally, the *Mandolins* allow their owners to cast the following spells as a 16th-level bard:

3/day: *charm person*, Will save DC 18; *enthrall*, Will save DC 20

1/day: *charm monster*, Will save DC 21; *suggestion*, Will save DC 20

1/week: *dominate person*, Will save DC 22, *mass suggestion*, DC 24

Finally, the possessor gains a spell resistance of 28 to all Enchantment spells and effects.

Since the Titanswar, Tanil cursed these instruments, so that they might never be misused. If a *Mandolin of Manipulation* is used to curtail another being's freedom or to make someone act against his or her will, it ceases to function for one full month, and its possessor automatically fails his next five Charisma-based skill checks. A *Mandolin's* curse does not apply to acts against titanspawn or lycanthropes, however.

If the owner ever coerces — whether through blackmail, force, magic, or any other means — another being into sexual congress, even if that being is a titanspawn or lycanthrope, and with or without the powers of the *Mandolin*, Tanil's wrath is terrible indeed. The *Mandolin* will never again function for that being, and no test will prove that it is anything more than a masterwork mandolin until it is sold as such or discarded. The possessor receives a permanent -8 penalty to his Charisma and a permanent -4 penalty to all saving throws, as his charm and luck simply disappear. Only an *atonement* spell cast by a cleric of Tanil of at least 16th level can lift this curse, and since the goddess herself imposed it, a great quest in her name will undoubtedly be required to receive such forgiveness, assuming that she is willing to give it at all.

Rod of the Ghoulish King

Description: The legendary Ghoulish King once ruled an empire of ghouls and ghosts on the far-off continent of Termana. A powerful warrior and spellcaster, the Ghoulish King ruled through strength, cunning, and the dreaded power of his ghoulish-headed scepter. It is said that the Ghoulish King was defeated in battle but not slain, and he lives on today, contained on a lonely island by an order of dedicated clerics and paladins.

Powers: The *Rod of the Ghoulish King* enables the wielder to rule up to 500 HD of ghouls and ghosts in exactly the same manner as a *rod of rulership* (see DMG, Chapter 8, "Rod Descriptions"), save that no time limit applies to the rod's rulership ability. In addition, the rod strikes as a +3 *unholy light mace*, and all opponents struck by the rod must make a Fortitude save (DC 20) or be paralyzed for 1d6+2 minutes as if struck by a ghoul. Finally, the rod can emit a nauseating stench equivalent to that of a ghoul, requiring all creatures within 10 feet to make a Fortitude save (DC 20) or be wracked with nausea, suffering a -2 penalty on all attacks, saves, and skill checks for 1d6+4 minutes.

Wrackblade

Description: During the Divine War, the titans created the wrack dragons to serve as mighty soldiers and weapons of destruction. They excelled in such tasks and some survive to this day. The druids that worshiped the titans beseeched their patrons to allow them imitate the wrack dragons, and some received

Wrackblades — mighty scimitars created from the scales of wrack dragons — as rewards.

Powers: *Wrackblades* are all +5 scimitars. Other powers of these minor artifacts vary according to the dragons from which they were created.

Firewrack blades are *flaming wounding* weapons. In addition, three times per week a *firewrack blade* causes a rotting disease in its target on a successful hit. The victim must succeed at a Fortitude save (DC 19) or suffer 1d10 points of damage per hour for the next 2d6 hours.

Seawrack blades are *ghost touch* weapons that deal 1d6 points of additional acid damage with each hit. In addition, three times per week a *seawrack blade* causes nausea in its target on a successful hit. The victim must succeed at a Fortitude save (DC 16) or suffer a -3 penalty to attack rolls and must pass a Concentration check (DC 18) to cast spells for the next 1d4+1 hours.

Woodwrack blades are *dancing shock* weapons. In addition, three times per week a *woodwrack blade* causes a wooden stiffness in the joints of its target on a successful hit. The victim must succeed at a Fortitude save (DC 16) or be slowed as per the spell for 1d4+1 hours.

Major Artifacts

Askatha, The Demon-Slaked Blade

Description: In the early days of the Divine War, Kadum released hordes of demonic beasts in the western lands of Ghelspad with the intent of destroying every living thing they encountered. These beasts overran the western reaches of modern day Darakeene, slaughtering thousands in their bloody wake. Among the land's defenders was the greatest weaponsmith of Keltoi history, Aiden Laigh.

When Kadum's hordes descended upon his village, Laigh was in the middle of forging a fine greatsword for the commander of one of Darakeene's war colleges. When a crimson-skinned demon burst through the wall of his smithy, Aiden grabbed a piece of rough bullock-hide and snatched up the nearest weapon — the mighty greatsword, still glowing white-hot and covered in the coals of his forge fire. With some difficulty and no small amount of luck, Aiden managed to slay the beast, quenching the fires of the forge in the beast's blood.

Still steaming with the foul-smelling ichor of the slain outsider, Aiden cut a swathe through the other attacking creatures. It was as if the blade itself was possessed of a will to slay the beasts, needing only Aiden's hand to hold it aloft. He hewed many a demonic head from its shoulders that day, and by sundown the horde was routed. They continued to ravage the countryside for many months, but never again in such numbers. The survivors were eventually hunted down and destroyed by the Darakeene legions.

Following the battle, Aiden tried to complete the greatsword for his client but found that the blade would not take the heat of the forge. No matter how much he stoked the coals the blade remained cool to the touch. Eventually, he decided to scrap the blade but found that even with his great strength he was unable to lift it from the forge. Frustrated and frightened, Aiden offered the blade to anyone who could lift it and carry it away.

Many tried to take the blade, but none succeeded until the day a group of mercenaries passed through the village on their way to join a battle in the north. Among their number was a mighty Albadian barbarian named Hringroth. He effortlessly lifted the sword and slung it across his back, naming it *Askatha* in honor of a woman he had left behind in Albadia. Hringroth wielded the sword for many years until he fell in battle with a tauron warrior of the Kelder Mountains.

The tauron claimed the blade from his fallen foe and *Askatha* passed from memory for many years. It has since appeared many times, sometimes in the hand of a goodly warrior such as the Coreanic knight Tain Forsani and at other times wielded by a wicked foe such as the infamous orc Lord Skrikt, who is reputed to have owned the blade for a time.

The sword's current whereabouts are unknown. Its most recent owner was a Zathiskan adventurer by the name of Lehgit Farhaadhi. He and his companions were last reported to be mounting an expedition to seek out the lost ruins lying beneath the Sweltering Plains. As neither Lehgit nor his fellows have been seen in nearly three years, it is assumed that they never returned from that perilous place.

Askatha is a rough-hewn blade of unpolished iron. Its blade is uneven and its edge jagged. No hilt protects the wielder's hands, and the handle is crudely wrapped in old, wood-hard leather.

Powers: When not in combat, the blade becomes as heavy as if it were cast in lead – a minimum 19 Strength is required even to carry it. When combat is joined, however, the blade becomes as light as air and can be effortlessly wielded by even the weakest combatants. *Askatha* will suffer no scabbard and must be carried openly, or at worst shoved through the wielder's belt. Whenever sheathed or covered, the blade begins to glow red-hot until the covering is burned away.

Askatha functions as a +5 *keen greatsword of cleaving*. When attacking an evil outsider, the sword additionally functions as a *vorpal* weapon. Those who have wielded the blade claim to hear it laughing with glee as it cuts and slays. *Askatha* is an intelligent weapon possessed of a single-minded desire to kill evil outsiders and a most unpleasant lust for blood and carnage.

Askatha the Demon-Slaked: Int 10, Wis 7, Cha 13; CN; communicates empathetically; speaks Ledean and Darakeene; **Powers:** see *invisibility* at will, free use

of Combat Reflexes, *jump* for 20 minutes on wielder 1/day, *shield* on wielder; **Special Purpose:** slay evil outsiders; **Special Purpose Power:** hold monster (DC 14) for 1d4 rounds; Ego 21 (rises to 24 when fighting evil outsiders).

Belsameth's Blade

Description: When Chern at last perished, some of his foul energy was absorbed into a forsaken elf priest's blade, still buried up to its hilt in the Scourge's poisonous flesh. Touched by the titan's powerful curse and the surge of energy produced by his death, the blade took on an almost sentient malevolence. It seeks to position itself in the time and place where it can inflict the most death, disease, and pain. When the gods carried Chern's corpse back to Ghelspad for interment, the blade fell from his body and was taken up by Belsameth, who gave it to her followers.

The sword appears as a shining mithral blade eaten and pockmarked with rust and corruption. It was last seen in the hands of Ralrinn Boilspawn, a Brown Foamer slitheren warlord of the Mourning Marches. Ralrinn was said to be destroyed in a recent Vigilant raid on the swamp, leaving the sword's fate unknown.

Powers: *Belsameth's Blade* is a +5 *keen vorpal longsword of wounding*. Instead of cutting off a random limb of an opponent upon a critical strike like a normal *vorpal* sword, this blade always severs the head on a critical. The head then reanimates 1d10 rounds later as a Belsameth spider (see **Creature Collection 2**, page 214). Any spider created by this sword is permanently under a continual *charm monster* effect as if it had been cast by the wielder of the sword.

The Blade of Storms

Description: During the Divine War, Lethene never fielded a true army. Instead, she invested her power into small groups of mortals to form deadly strike forces and, in some rare cases, one-man killing machines.

Prease Bloodwind was such a man, an adult stormchild trained from birth to be the living incarnation of the wind's fury. At first no one even knew he existed. He slew important officers and servants of the divine races in the night and disappeared like the wind. When the forces of the divine races learned of Bloodwind, they quickly moved to defend themselves. Divine warriors were sent to kill him, but those who survived ended up nearly mad, babbling about a translucent sword with lightning dancing across its blade.

Before long, the divine races realized that this was all part of Lethene's schemes, to draw precious resources away from the war. So each of the gods appointed a champion and set these eight to hunt down Bloodwind. According to legend, when he was finally cornered, a fierce battle ensued, ending only when Bloodwind was pinned in place by an arrow shot by a ranger of Tanil. Bloodwind was unable to

evade the slower champions, a paladin of Corean and a fierce barbarian serving Vangal, and Lethene's champion was at last laid low by these two warriors. His body was destroyed and his sword tossed into what would become the Blood Sea. Despite that, Bloodwind's sword, the *Blade of Storms*, has been seen many times in the hands of all manner of warriors in the Scarred Lands. Each has eventually faded into obscurity, leaving one to wonder whether the weapon still bears the curse of vanished Lethene.

Powers: The *Blade of Storms* is a +3 *keen shocking burst scimitar of speed*. Its blade is made of a strange, translucent metal that is hard to see but for the currents of electricity that dance up and down its length. The weapon's hilt is made of ivory and wrapped in a red leather cord.

After the death of Bloodwind, the dreaded warrior's spirit entered his sword, giving it a wild intellect (NE; Int 18, Wis 21, Cha 12; Ego 30) and allowing it to communicate with its bearer via telepathy and speech. It can converse in Ledeian, Titan Speech, Elven, and Dwarven. The sword's wielder has no need for sleep and can *see invisibility* at will. The wielder also gains the Combat Reflexes feat if he does not already have it. Once per day, the wielder can create a *globe of invulnerability*, and also once per day the sword can unleash a *lightning bolt* (8d6, 200 ft., Reflex DC 13 for half).

The sword itself decides when and if to reveal these powers to a wielder and need not reveal all the powers at once. The sword, though, is a most insidious creature. It will use its powers to aid its wielder in a life-or-death situation, after which it will try to compel the wielder to go on the same quest that it has been pursuing since Bloodwind's death — namely, finding an immature stormchild and giving him the sword. If the sword should ever make its way into the hands of an immature stormchild, it will immediately try to control the child. If it is successful, the stormchild must make a Fortitude save (DC 15) or reach adulthood in 1d4 days. When this happens, Bloodwind's spirit will be in total control of the stormchild and will resume his quest to take vengeance on the gods and to free Lethene.

Denev's Heart

Description: It is well known that Denev the all-mother has no true physical body or avatar, being one with the earth itself. When she needs to appear and take direct action on Scarn, she forms a body for herself from the terrain around her, causing her to appear differently every time she does so. Yet what many do not know is that a small portion of Denev's physical body — her heart — still exists and harbors her life essence even as she slumbers.

Even among those who know of the heart's existence, no one knows exactly where it is currently located. It is said that the heart moves about, healing the land where it is most needed. A few of the wisest Incarnates of Vera-Tre have tentatively suggested

that its current residence, as Denev struggles to heal herself and the land, lies somewhere in the Kelder Mountains, probably east of the Ganjus and south-east of Mount Amalthea. Certain attitudes and moral tendencies seem inherent in the peoples of that region, and according to some Incarnates, these attitudes are in keeping with the few records that remain about the effects of *Denev's Heart*. If this is true, it would explain why the druids of Khet want to possess Amalthea so badly. They want to capture Denev and use her body to revive Mormo.

Powers: For every year that *Denev's Heart* spends in a region, the radius of its influence increases by one mile. Ancient texts claim that while within this sphere of influence, people begin to behave differently, usually in several ways.

Everyone living within this region experiences an alignment shift toward neutrality. For every four years a person lives continuously within the sphere of *Denev's Heart's* influence, his alignment shifts one step (player's choice) toward true neutrality. Lawful neutral, chaotic neutral, and neutral good characters (not neutral evil) receive a one-time Will save to resist this shift (DC 16). Those who wish voluntarily to become neutral, or have no moral problems with doing so, need not attempt this save. Those whose powers are dependent upon maintaining a certain alignment (paladins, for example) notice the effects of the region and may choose to leave or avoid it, thereby preventing the unwanted shift.

In addition to this effect, everyone spending more than four years in the region feels positively inclined toward Denev and begins to pray to her in addition to any other gods that they worship.

Beyond these first two effects, peoples of the region experience one of two other reactions in the first four years. Under the first of these two effects, they will feel intensely loyal to each other and to their region (after four years of residence, a character must make a Will save DC 24 to leave permanently or to betray the region or its inhabitants) and gain a +3 morale bonus to any roll made in defense of the region or its secrets. The second effect, usually felt by those of a druidic or clerical nature, results in an intense spiritual connection to the region. Clerics of neutral alignment and druids who worship Denev receive a +1 inherent bonus to Wisdom after four years spent under the heart's influence.

If a character should leave the region for longer than four consecutive years, all of the above effects fade completely, though new alignments and religious practices can be maintained voluntarily. If the character returns to the region, the effects start over again from the beginning.

Gods, dragons, non-sentient beings, outsiders, and similar powerful beings are unaffected by the *Denev's Heart*, though those of evil alignment feel great discomfort and unease when in its vicinity.

Should *Denev's Heart* leave an area, its effects are reversed, vanishing as slowly as they arrived. Those few who know of it and its effects do not know if it will ever leave its current location, or where it will go if it does. What is generally believed is that such a move is a slow, slow process that takes place over generations.

Flute of the Four Winds

Description: Legend holds that the four winds are all that remain of the mysterious Gulaben, Lady of the Winds. When she was imprisoned by the gods, Gulaben's presence was permanently banished from Scarn, but the echoes of her voice can still be heard in the distant howl of the winds. The *Flute of the Four Winds* is said to be an instrument created by the Gulaben's followers to honor their patron, but no one knows its origin for certain. Some scholars theorize that the flute holds a fraction of Gulaben's essence, which would explain the nature of its power. Others refer to the flute as the key to Gulaben's imprisonment, created by the gods when she was defeated. This second theory is especially believed by the remaining followers of the Lady of the Winds, who believe the flute might hold the secret to freeing her.

Not only Gulaben's minions pursue the *Flute of the Four Winds*. Any bard worthy of his title (and who believes in the flute's existence) would love at least to see the artifact and blow a few tunes. Legends say that the instrument's quality and sound has no peers. Just like the wind itself, however, the flute never stays in one place for too long. Finding it is a true quest, if not a stroke of sheer luck.

The artifact looks like a beautifully crafted wooden flute, inlaid with silver runes in an unknown language.

Powers: The *Flute of the Four Winds* sometimes seems to have a mind of its own when it comes to music, and anyone proficient with the instrument will receive a +10 bonus on a Perform (flute) check while playing it. Even merely holding the flute grants the possessor a +2 divine bonus to Charisma.

Still, the flute's true power relies on the four special tunes one can play with it. The music for these tunes is not found with the flute—it must be obtained separately. Occasionally, the music for these songs can be found, but few know of its true significance. When played on ordinary instruments, these tunes add +1 to any Perform (flute) check. It is only when played on the *Flute of the Four Winds* that the tunes gain their full power.

The flute can play one of the following tunes. Playing one is a full-round action, and the normal +10 Perform check bonus does not apply when playing them. Each power can be used once per day. If the Perform check fails, the power cannot be summoned until the next day.

Wind of the North: This melody calls upon the freezing northern wind, creating a *cone of cold* (15d6,

Reflex DC 15 for half). In order to summon it, the owner of the flute must accomplish a Perform (flute) check at DC 20.

Wind of the East: This melody allows the owner to *wind walk*, just like the spell, as a 13th-level druid. The owner must accomplish a Perform Check at DC 18.

Wind of the South: This melody allows the owner to cast a *fog cloud* as a 6th-level sorcerer with a successful Perform (flute) check at DC 15.

Wind of the West: This tune creates a *wind wall* as a 6th-level sorcerer with a successful Perform (flute) check at DC 15.

The Four Winds: This melody consists of playing the four melodies above one after the other in the same order. Doing so requires a successful Perform (flute) check at DC 30. The flute must also not have played any of its daily allotment of tunes. If successful, the owner of the flute summons a cyclone, just like the *whirlwind* spell as if cast by a 20th-level druid. Just as the effect is about to end, however, the cyclone yanks the *Flute of the Four Winds* from the owner's hands and casts it away into a new and unknown location.

It has been told by the legends that the *Flute of the Four Winds* acts by its own will and is able to call the cyclone itself without the help of the four melodies. This happens when the flute feels bored or displeased with its current owner and wishes for a change.

Madriel's Chain

Description: This chain was forged by a titan—which one history does not recount—to bind Madriel to the earth so that she might be more easily slain. Yet Madriel would not be so readily imprisoned. Though the titan managed to bind one of Madriel's wrists with a length of chain, the goddess managed to break free. She struck the titan with the length of chain that bound her and then made her escape. Once free of it, Madriel tried to destroy the chain but found that the titan's blood had rendered it virtually impervious to damage. No fool, Madriel harnessed the raw power of the titan's blood and turned it to her own ends with the aid of Corean the Craftsman. She engraved the chain with her own holy symbols and threaded each link with a fine golden chain before bestowing the chain on her seven favored mortal champions to aid them in their fight.

The chain is comprised of seven perfect, unbroken mithral links. Each link is engraved with a small peacock feather—the symbol of Madriel—and has a length of fine, golden chain threaded through it.

Any worshipper of Madriel may grasp a mithral link and pull it free, along with its golden chain. This does no damage to the link or the chain. To take advantage of the chain's power, the link must be hung from the golden chain around the neck as an amulet.

Powers: Damage delivered to anyone wearing a link of the chain is divided evenly among all who are wearing links, regardless of their location. Damage is applied beginning with the individual with the highest current hit point total, then the next highest and, so on.

If any one person tries to wear two or more links at once, the links rejoin into a chain and cease to provide any protection to the wearer. The link can also function as a holy symbol of Madriel.

Mask of the Wild Warden

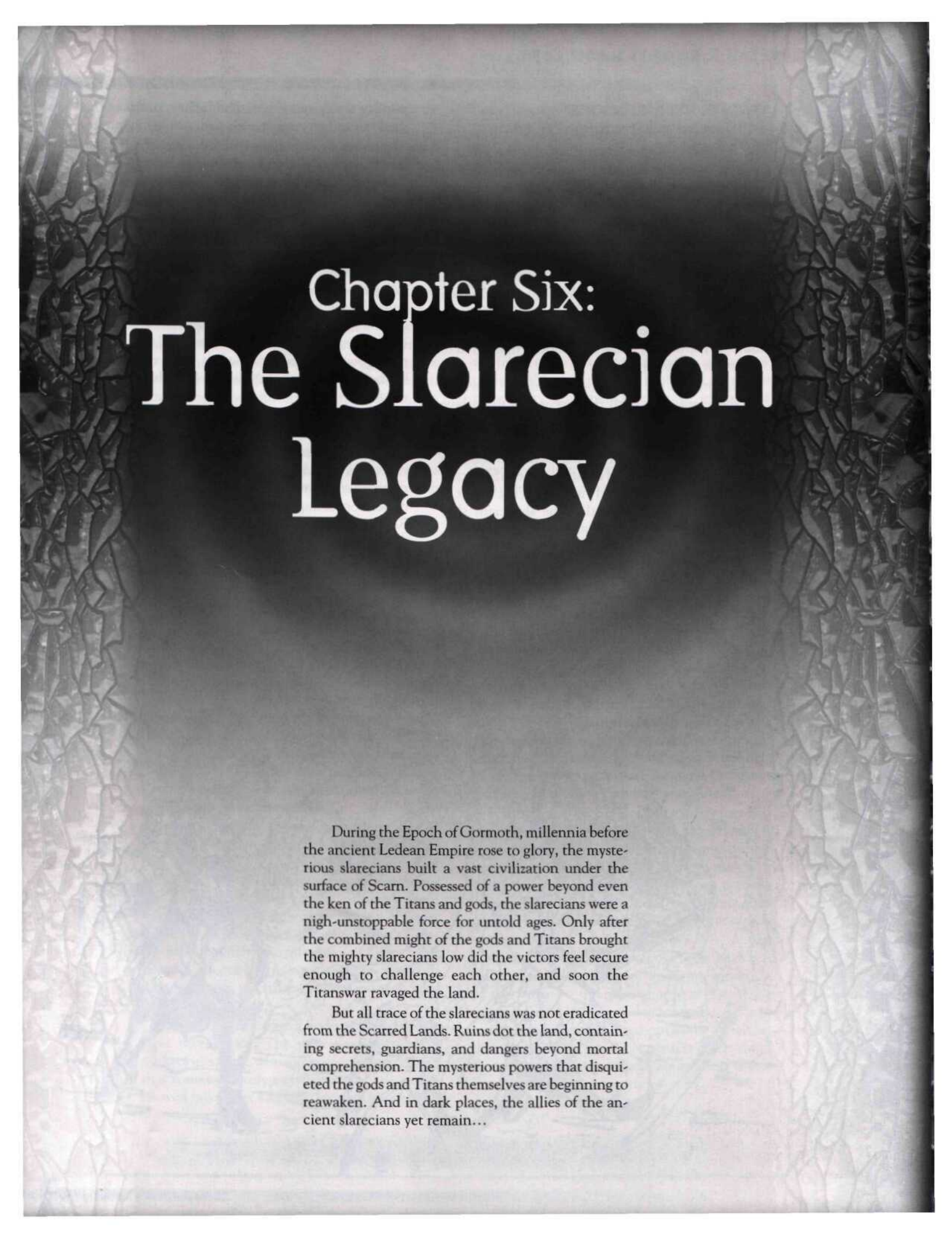
Description: When the titans ruled, there was no rest. Selfish and cold, they cared little for the land and creatures over which they held dominion. Compassion pierced only the heart of Golthain, who longed to give reprieve to Scarn's harried denizens. In secret, he went to Denev, beseeching her for help. Unmoved by pity, she gave him aid only as a matter of survival. Together, they wrought the *Mask of the Wild Warden*, a weapon that turned the tide of battle for the children of the gods many times during the Divine War.

The druids of Denev, who currently hold the mask, see it as a responsibility rather than a possession. A healthy fear of imbalance keeps them from hoarding it away or abusing its power. The mask's movements are carefully monitored to keep it from being misused or lost. The druids will attempt to

retrieve the mask at any cost if it is stolen, and their fury is terrible.

The *Mask of the Wild Warden* is carved in the image of a bestial face with curved horns rising from its top. A beard of owl, raven, and wild turkey feathers sprouts from its chin. Its expression is as implacable as nature itself. Oddly, when a druid using the mask uses *wild shape*, the mask is not assumed into his or her body, but changes form to represent a stylized version of the new creature's face.

Powers: While using her *wild shape* ability, a character wearing the *Mask of the Wild Warden* retains all Strength, Dexterity, or Constitution bonuses that she had in her original form. For example, if a druid wearing the Mask has a Strength of 16, she may add her +3 bonus to any Strength check, including melee attack and weapon damage rolls, while using *wild shape*. The wearer's new form retains any armor bonuses from gear that she wore or carried in her original form. The wearer can cast *greater magic fang* at will as a 20th-level druid. Finally, because the mask is never fully absorbed into the wearer's face, the wearer always suffers from obscured vision (-1 penalty to attacks, saves, and skill checks requiring vision). If a non-druid dons the *Mask of the Wild Warden*, he gains two negative levels. These negative levels remain until the Mask is removed. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the Mask is worn.



Chapter Six: The Slarecian Legacy

During the Epoch of Gormoth, millennia before the ancient Ledean Empire rose to glory, the mysterious slarecians built a vast civilization under the surface of Scarn. Possessed of a power beyond even the ken of the Titans and gods, the slarecians were a nigh-unstoppable force for untold ages. Only after the combined might of the gods and Titans brought the mighty slarecians low did the victors feel secure enough to challenge each other, and soon the Titanswar ravaged the land.

But all trace of the slarecians was not eradicated from the Scarred Lands. Ruins dot the land, containing secrets, guardians, and dangers beyond mortal comprehension. The mysterious powers that disquieted the gods and Titans themselves are beginning to reawaken. And in dark places, the allies of the ancient slarecians yet remain...

Power of the Slarecians

It is said that after Gormoth the Lifegiver created the first living beings, then known as the viren, a mysterious new race made its appearance on Scarn. No Titan claimed creation of these proud and enigmatic beings — were they travelers from another world? Where they a primal force like the Titans themselves? Where they the universe's reaction to the first creation of life? Sages still speculate as to the origins of the ancient slarecians, but agree that they were possessed of a power that defies all that is known of arcane and divine magic. For uncounted millennia, the slarecians emerged from their subterranean ruins only to destroy those civilizations that dared to rise in their shadows.

Ignored by the incautious Titans, the power of the slarecians grew until they were able to enslave other races and their power threatened to rip the very fabric of Scarn. Realizing the risk to their followers, the gods acted decisively, driving their mortal armies as a wedge into the heart of the subterranean Slarecian Empire. But the gods greatly misjudged the might of their foes in this first battle. The slarecians slew Hadarus, son of Belsameth, and captured Drendari, the demigoddess of shadow. They then probed the

mind of the demigoddess, stealing her control of the shadows and merging it with their own dark powers.

It was at this point — possibly through information that they found within the very mind of Drendari — that the slarecians realized that they could not confront the armies of the gods by themselves. While the gods possessed divinely inspired crusaders and priests, the slarecians had only relatively few slaves and their own formidable, yet mortal powers. To combat their foes, the slarecians created two orders of followers: the penumbral lords and the slarecian cults. While the penumbral lords focused on the shadow magic ripped from Drendari, the cultists were imbued with a measure of the slarecians' own mysterious power. The gods pressed on, but were checked by the introduction of these slarecian champions to the field.

It wasn't until the Titans themselves turned their attention to the war that the gods were able to defeat the Ancient Ones. Ultimately, the fate of the slarecians is unknown. Sages speculate to this day as to whether they were eradicated, banished to another dimension, or imprisoned like the various genie races. Regardless, not all remnants of the slarecians were destroyed. Their ruins remain, plaguing the land with



animated guardians, enigmatic curses, and the remnants of the slarecians' allies.

When the divine and titanic forces engaged the slarecian armies, the penumbral lords abandoned their professed masters to their fate. Realizing that they could not challenge the might of the gods, the treacherous shadow mages fled to the dark corners of Scarn. To this day, the ancestors of the penumbral lords remain hidden, guarding their stolen knowledge from all who would have it, god and mortal alike.

The slarecian cultists, however, perhaps because of the slarecian power residing in them, fought alongside their masters until the bitter end. After the slarecians' reign was shattered, the few surviving cultists crept away, hiding among the divine races. Since the fall of the Slarecian Empire, these cultists have barely kept their history and traditions intact. As a result, many of the ancient powers and lore have vanished or exist only as half-remembered legends among the cultists. Very few among the divine races had a natural aptitude for the slarecians' powers, and the cultists have been forced to induct new blood-

lines (many of whom are initially unwilling) merely to survive. All of this has begun to change, however, with the sudden recent changes in the slarecian language virus.

Sages once speculated that the slarecian language virus served merely to protect ancient slarecian writings from tampering and discovery by younger races. As such, the virus only seemed to affect those intent on discovering slarecian secrets, whether by employing magic or through simple research. A more virulent form of the virus has recently been discovered, however, which seems to spread more easily between individuals, even if the individuals have had no contact with slarecian artifacts. Strangely, though, victims tend to recover after a rather uniform period of time, although recovery is often accompanied by personality and mental changes in its victims. Whether this change in the disease is directly linked with the current increase in individuals rumored to have slarecian-like powers, the sages are not certain. However, it is undeniable that many of the diseased individuals have developed inexplicable powers.

The Slarecian Language Virus

The slarecian language virus (see **Creature Collection**, page 178) is much more than a simple disease spread by contact with slarecian writings. It is actually a specially created psionic construct, originally created to ease the process of slarecian domination of the surface world. By infecting entire civilizations with this virus, the slarecians were able to ensure that their new subjects not only spoke their tongue (and only their tongue), but were rendered powerless to use both arcane and divine magics.

But something has changed of late. Those who catch the virus from actual slarecian writings are still afflicted as normal. However, those whom they pass the virus onto may sometimes serve as carriers for the virus — although these victims catch the virus, within the span of about a week or so (2d6 days minus the victim's Constitution modifier, to a minimum of 2 days), the harmful effects of the virus seem to wear off; victims simply regain the ability to speak normally.

In the meantime, however, strange changes have taken place. The virus has affected the mind of its victim, who sometimes suffers dreams that seem to portray a civilization of tall, ridge-browed folk, cruel and intelligent. The victim's

mind has changed, ready to awaken the gifts of the slarecians — psionics — within him.

Those who embrace these aspects of their psyche (i.e., those who actually take a level in psion or psychic warrior) find that the dreams stop, and they regain the ability speak the slarecian tongue, although the language does not override their normal speech patterns. Furthermore, these new psions are immune to further exposure to the slarecian language virus.

What remains a mystery is exactly *why* this happens. Even the slarecian cults, their numbers newly bolstered, are at a loss to explain why their former masters might create a psionic virus originally meant to ease conquest that can actually awaken psionic powers in its victims. Surely, they reason, this is a rather ineffective way of conquering a people?

Most of the cults generally agree that this psionic awakening was not the original intention of the virus — intended simply as a tool for conquest, the virus has evolved or mutated due to some change in reality, perhaps in time itself, so that it now seeks out those centers of the mind that harbor latent psionics and awakens them. But there are still those who wonder...

Variant: Mental Fatigue

Harnessing the power of the ancient slarecians involves tapping forces that bodies native to Scarn were not meant to handle. Psions who expend too much power begin to burn away the very life force that maintains body and soul. In game terms, this means that any psion whose power point total is reduced to one-quarter or less of its normal maximum becomes *fatigued* (see DMG, Chapter 3, "Condition Summary") until he is able to recover sufficient power points to raise his current total to beyond 25% of maximum. Further, any psion who has a current power point total of 0 is *exhausted* (DMG, Chapter 3). Unlike the normal condition, however, this exhaustion lasts only until the psion is able to recover at least 1 power point (at which point he becomes *fatigued*).

Variant: Coordinate Concentration

It is possible for psions and psionic beings to activate a new power while maintaining concentration on another or to maintain two or more powers at the same time.

Activating Powers: Powers that have a manifestation time of 1 action or less may be activated even while concentration is being maintained on one or more other powers. This requires a successful Concentration skill check (DC 15 + the level of the highest level power being maintained or activated + 5 per power being maintained beyond the first). In addition, if the manifester makes any other Concentration skill check for any reason, the DC of that check increases by +5 for each power currently being maintained. If any Concentration check fails, any power being activated and all powers being maintained instantly fail.

Maintaining Concentration: A psion may maintain concentration on more than one power at a time, but this requires a standard action for each round of maintenance (unless the psion also manifests a power, in which case see "Activating Powers," above). In addition, if the manifester makes any other Concentration skill check for any reason, the DC of that check increases by +5 for each power currently being maintained. If any Concentration check fails, all powers being maintained instantly fail.

The remaining slarecian cults have seen this change as a sign, and have begun recruiting once more for the battle they believe is inevitable.

Psionics in the Scarred Lands

Psionics in a Scarred Lands campaign may be used to represent the power of the ancient slarecians, which is unique and different from the power wielded by both the gods and the Titans. As such, this setting utilizes a variant of the "Psionics are Different" rules presented in the *Psionics Handbook* (Chapter 4, sidebar: *Variant: Psionics are Different*). In the Scarred Lands, psionics and magic are completely separate forces, which rely on different sources of power and which have independent effects. Use the following modifiers to psionics in the Scarred Lands:

Dispelling and Negating: Neither psionics nor magic has any ability to dispel the other. New spells that dispel psionics or new powers that negate spells are not possible. Null magic or psionic areas have no effect on the operation of the other.

Mind-Affecting Spells and Powers: Spells or special abilities that protect specifically against effects with the [charm], [compulsion], or [mind-affecting] descriptor work equally well against both psionics and magic. However, abilities that provide only a bonus against magic, such as a mountain dwarf's +2 bonus to saves against magic, have no effect against psionics.

Spell and Power Resistance: Because psionic power is very rare in the Scarred Lands, very few creatures have developed any form of power resistance. Only slarecian constructs, creations, or allies have power resistance. Spell resistance generally provides no protection against psionic powers, and power resistance does not protect against magic. Slarecian creatures (such as slarecian dragons, gargoyles, muses and the like) have a power resistance score equal to their spell resistance.

Variant: Secondary Disciplines and Variant Powers Discovered

Every psion has one primary discipline and two secondary disciplines; the other three disciplines are by default tertiary disciplines. A psion begins play knowing any three 0-level powers (also called talents) and any one 1st-level power, plus one extra 0-level and one extra 1st-level power, both from within his primary discipline. This yields a total of four 0-level powers and two 1st-level powers. At each level, the psion discovers one or more previously latent powers, as indicated on the variant table below. Psions can pick powers from any discipline, but the "d" in each column represents a single extra power learned from within the psion's primary discipline. A "—" indicates that no extra powers are known; a "d" or a number indicates that the psion can choose one or more powers at the given level.

To manifest a power, a psion must have a score of at least 10 + the power's level in the key ability appropriate to that power's discipline. However, a psion can use his primary discipline's key ability score for the purposes of manifesting powers in either of his two secondary disciplines as well. He also uses his primary discipline's key ability score to determine the DCs of powers from his secondary disciplines. Thus, the psion usually chooses his primary discipline for his highest corresponding ability score, and his secondary disciplines for having low corresponding ability scores. He uses the ability scores normally associated with his tertiary disciplines, as normal, when determining the maximum level of powers he can learn and the DCs of powers from those disciplines.

For instance, the corresponding key ability of Telepathy is Charisma. A telepath who chooses Metacreativity and Psychometabolism as his secondary disciplines uses his Charisma rather than his Intelligence or Strength scores, respectively, when determining the highest level of powers he can manifest in these disciplines as well as the DCs of all powers from those disciplines. His tertiary disciplines — Psychoportation, Psychokinesis, and Clairsentience — use Dexterity, Constitution, and Wisdom, respectively, as usual.

A psion gains base power points per day as indicated on Table 6-1, below, but gains bonus power points for his primary discipline's key ability score as usual (see *Psionics Handbook*, Chapter 1, Table 1-2).

Table 6-1: Psion Powers Discovered

Level	PP	0	1	2	3	4	5	6	7	8	9
1	2	3+d	1+d	—	—	—	—	—	—	—	—
2	3	4+d	1+d	—	—	—	—	—	—	—	—
3	5	4+d	2+d	—	—	—	—	—	—	—	—
4	7	5+d	2+d	d	—	—	—	—	—	—	—
5	12	5+d	3+d	1+d	—	—	—	—	—	—	—
6	17	6+d	3+d	1+d	d	—	—	—	—	—	—
7	23	6+d	4+d	2+d	1+d	—	—	—	—	—	—
8	28	7+d	4+d	2+d	1+d	d	—	—	—	—	—
9	36	7+d	4+d	3+d	2+d	1+d	—	—	—	—	—
10	52	8+d	4+d	3+d	2+d	1+d	d	—	—	—	—
11	64	8+d	4+d	4+d	3+d	2+d	1+d	—	—	—	—
12	84	8+d	4+d	4+d	3+d	2+d	1+d	d	—	—	—
13	100	8+d	4+d	4+d	3+d	3+d	2+d	1+d	—	—	—
14	124	8+d	4+d	4+d	3+d	3+d	2+d	1+d	d	—	—
15	144	8+d	4+d	4+d	3+d	3+d	3+d	2+d	1+d	—	—
16	153	8+d	4+d	4+d	3+d	3+d	3+d	2+d	1+d	d	—
17	175	8+d	4+d	4+d	3+d	3+d	3+d	2+d	2+d	1+d	—
18	205	8+d	4+d	4+d	3+d	3+d	3+d	2+d	2+d	1+d	d
19	235	8+d	4+d	4+d	3+d	3+d	3+d	2+d	2+d	2+d	1+d
20	265	8+d	4+d	4+d	3+d	3+d	3+d	2+d	2+d	2+d	2+d

Order of Obsidian (Oro)

The ancient slarecians proved a puzzling enigma to both the gods and the Titans in the times before the Titanswar. It is said that members of this strange race would slither up from their underground warrens to raid even large cities of the divine races, their strange and obscure powers making them more than a match for any defenders. After the gods and the Titans came to realize the substantial threat posed by this powerful race, and with the sanction of Mesos and Kadum, the gods made war upon the slarecians.

After several initial losses, the young gods turned to their followers for strength, building entire armies to engage the Ancients. It is said, however, that the slarecians also had allies, imbued with the slarecian's dark and potent powers. Even after the slarecians were imprisoned by the gods and Titans, the penumbral lords and other allies escaped and continued to spread the slarecians' taint. Recognizing that they could not allow the slarecian's allies to free the Ancients, the gods and Titans combined their might to infuse some of the created races with powers similar to those of the slarecians. Although they could not access this strange magic themselves, the immortals hoped to turn their enemies' own powers against them.

The affected members of the divine races were thereafter called the Order of Obsidian due to the distinctive color of their eyes, and they purported to serve neither god nor Titan. Instead, they were mandated to seek out and destroy remnants of the slarecians wherever they remain. With the passing of the ages and the rise of the gods, the Order of Obsidian has mostly gone into hiding for fear that other members of the divine races would not understand their crusade — to most of the people of the Scarred Lands, the slarecians are an ancient myth. The Order of Obsidian realizes, however, that only they stand between current civilization and the rise of the ancient slarecians.

Either psions or psychic warriors may join the Order of Obsidian (who call themselves "obsidians"). Since they must often work alone to confront slarecian horrors, obsidians develop quasi-regenerative and anti-psionic powers.

Hit Die: d8.

Requirements

To qualify to become a member of the Order of Obsidian (Oro), a character must fulfill all the following criteria:

Base Attack Bonus: +3

Base Power Points/Day: 5+

Feats: Power Penetration, Rapid Metabolism, Iron Will.

Skills: Autohypnosis 2 ranks, Concentration 6 ranks, Knowledge (psionics) 8 ranks, Psicraft 8 ranks, Stabilize Self 2 ranks.

Special: Must be accepted and trained by a member of the order.

Class Skills

The Order of Obsidian's class skills are Autohypnosis (Wis), Climb (Str), Concentration (Con), Disable Device (Int), Jump (Str), Knowledge (psionics) (Int), Psicraft (Int), Search (Int), Stabilize Self (Con), Spot (Wis), Tumble (Dex).

Skill points at each level:
4 + Int modifier.



Class Features

All of the following are class features of the Order of Obsidian prestige class.

Weapons and Armor: Members of the Order of Obsidian are proficient with all simple and martial weapons and with all armor and shields. 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. Also, Swim skill checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Effective Manifester Level: Members of the order of obsidian class continue to advance in psionic ability. At every level indicated on Table 6-2, the character gains new power points per day and discovers new powers as if he had also gained a level in a psionic class he belonged to before he added the prestige class. The levels stack for the purposes of determining psycrystal powers, total power points, free 0-level power manifestations, psionic combat modes, and increased manifest level. He does not, however, gain any other benefit a character of that class would have gained. Essentially, he adds the level of order of obsidian to the level of some other psionic class he has, then determines his manifest level accordingly. If the character had more than one psionic class before he became an obsidian, he must decide to which class he adds each level of obsidian for purposes of determining powers and power points per day when he gains the new level.

Slarecian Bane: At 1st level a member of the order of obsidian class no longer suffers a negative level when wielding a psibane weapon (see *Psionics Handbook*, Chapter 7, "Weapons"). Furthermore, he is not considered a psionic creature for the purposes of being struck with such a weapon.

Obsidian Body: At 2nd level the obsidian gains the Psionic Metabolism feat, but need not pay any power point cost to use the ability. In addition, the obsidian is considered to have a +2 enhancement bonus to Strength for the purpose of determining the effects when he manifests the *biofeedback* or *improved biofeedback* power.

At 7th level, this ability converts an amount of damage equal to his Constitution modifier to subdual damage in this way each hour, and the ability functions even if the psion is unconscious or dying. His effective enhancement bonus to Strength for figuring the effects of *biofeedback* and *improved biofeedback* is now +4.

Obsidian Shield: At 3rd level the obsidian can raise a powerful *catapsi* field (as the power of the same name) as a standard action, manifested at his order of obsidian class level; this effect costs 2 power points per round to maintain. While the shield is active, the obsidian's eyes turn a solid black color.

At 6th level, the obsidian may choose to pay 3 power points per round to maintain this ability, thereby forcing opponents to spend 3 times the normal power point costs to manifest powers; the obsidian may still choose to spend only 2 power points per round, with the standard effects of *catapsi*. At 9th level, the obsidian may opt to spend 4 power points per round, thus causing opponents to spend 4 times normal power costs to manifest powers; he may also choose to spend 3 power points per round, with the effects listed for a 6th-level obsidian, or to spend only 2 per round, per the basic ability gained at 3rd level.

Any power stone within the area of the obsidian shield is transformed into an inert shard of obsidian, and thus effectively destroyed, unless its wielder makes a Will save (10 + Cha modifier + class level). This effect lasts for as long as the obsidian shield is maintained.

Bonus Feat: At 4th level and again at 8th level, the obsidian gains a bonus feat from the list of psychic warrior bonus feats. The character must meet all restrictions as usual.

Breach Resistance: At 5th level the obsidian becomes more capable of breaching the potent power resistance of slarecians and similar creatures. He gains the Greater Power Penetration feat, and all of his character levels stack for the purposes of level checks to overcome power resistance.

Power Resistance: At 10th level the obsidian gains power resistance 25.

Table 6-2: The Order of Obsidian

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Effective Manifester Level
1st	+0	+2	+0	+2	Slarecian bane	+1 level of existing class
2nd	+1	+3	+0	+3	Obsidian body I	
3rd	+2	+3	+1	+3	Obsidian shield (2 PP)	+1 level of existing class
4th	+3	+4	+1	+4	Bonus feat	
5th	+3	+4	+1	+4	Breach resistance	+1 level of existing class
6th	+4	+5	+2	+5	Obsidian shield (3 PP)	
7th	+5	+5	+2	+5	Obsidian body II	+1 level of existing class
8th	+6	+6	+2	+6	Bonus feat	
9th	+6	+6	+3	+6	Obsidian shield (4 PP)	+1 level of existing class
10th	+7	+7	+3	+7	Power resistance	

Cultist of the Shade (Csh)

At the height of their power, the ancient slarecians commanded a vast empire spanning all of Ghelspad, and possibly including other continents as well. It is said that from their dark thrones they held lesser races in thrall, and the Titans themselves feared to confront them directly. After the gods engaged in the ill-fated venture that led to the death of Hadarus and the capture of Drendari, the slarecians realized that their rule might one day be genuinely threatened. Rather than see all they had worked for come to naught, the slarecians began to invest certain mortals with a fraction of their own power, in much the same fashion as the gods.

These allies of the slarecians separated into two main factions: first, those who employed the magic stolen from Drendari and who have in modern times become the penumbral lords; and second, the slarecian cults. The slarecian cults were originally formed from

those individuals who had a small amount of slarecian blood, allowing them access to tremendous mental powers. For all their might, the slarecians misunderstood many of the races they held in thrall, and mistakenly believed that allies with even a strong trace of slarecian blood could still not harness the full breadth of the slarecians' powers.

Still, while the slarecians' penumbral lord allies betrayed them during the great war with the gods and Titans, the various slarecian cults fought alongside their masters to the bitter end. After the slarecians were imprisoned, the power of the cults was largely destroyed. The remaining cultists went into hiding and have been gathering their strength ever since. Today, the loyal followers of the ancient slarecians have begun to amass once again, their numbers bolstered by the new strain of the language virus. They gather in dark places and seek out forgotten power in the hope that one day their masters will rise anew and take their revenge.

One of these many cults was the Cult of the Shade, a gathering of psions and psychic warriors who delved into the dimensional recesses where light had never before existed. Using the lore handed down to them by the slarecians who were responsible for the psionic interrogation of Drendari, the Cult of the Shade learned to manipulate the darknesses between the planes using the raw power of their minds.

Either psions or psychic warriors may take this class, although most slarecian cultists are either egoists, nomads, or savants. Many shade cultists multiclass as rogues either before or after taking the prestige class. The class requires (and confers) a degree of stealth in order to help the cultists hide their true nature, as well as shadow-oriented powers to access the true powers of the ancients.

Hit Die: d6.

Requirements

To qualify to become a Cultist of the Shade (Csh), a character must fulfill all the following criteria:

Alignment: Any evil.

Base Attack Bonus: +3

Base Power Points/Day: 5+

Feats: Encode Stone, Hide Power.

Skills: Hide 4 ranks, Knowledge (psionics) 6 ranks, Move Silently 4 ranks.

Class Skills

The cultist of the shade's class skills are Autohypnosis (Wis), Bluff (Cha), Concentration (Con), Decipher Script (Int), Disguise (Cha), Hide (Dex), Innuendo (Wis), Knowledge (history) (Int), Knowledge (psionics) (Int), Move Silently (Dex), Psicraft (Int), Remote View (Int).

Skill points at each level: 4 + Int modifier.



Class Features

All of the following are class features of the Cult of the Shade prestige class.

Weapons and Armor: A cultist of the shade is proficient with all simple and martial weapons and with light 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. Also, Swim skill checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Effective Manifestor Level: Cultists of shade continue to advance in psionic ability. At every level indicated on Table 6-3, the character gains new power points per day and discovers new powers as if he had also gained a level in a psionic class he belonged to before he added the prestige class. The levels stack for the purposes of determining psicrystal powers, total power points, free 0-level power manifestations, psionic combat modes, and increased manifestor level. He does not, however, gain any other benefit a character of that class would have gained. Essentially, he adds the level of cultist of shade to the level of some other psionic class he has, then determines his manifestor level accordingly. If the character had more than one psionic class before he became a cultist, he must decide to which class he adds each level of cultist for purposes of determining powers and power points per day when he gains the new level.

Darkblade: The cultist of the shade may summon psionically-charged shadow energy to sheath his weapon in a dark nimbus. At 4th level, this ability remains active as long as the cultist has a power point reserve of 5+, and the affected weapon deals +1d6 shadow damage per strike. At 8th level, if the cultist has a power point reserve of 20+, the weapon deals +2d6 shadow damage per strike.

Summon Shadows: At 7th level the cultist may summon shadows (see MM, "Shadow") once per day, calling 1 shadow per 2 cultist of the shadow class levels. These creatures obey the cultist of the shade's orders, and remain for 1 minute per cultist level of their summoner or until destroyed.

Shadowcloak: The cultist of shade may psionically wrap herself in a field of shadows. This power has three degrees, which are gained at the levels shown on Table 6-3, and are described here:

Degree	Cost	Benefit
1	1 power point/minute	+4 circumstance bonus to Disguise, Hide, and Move Silently skill checks. +2 bonus to all saves involving light or visual stimulus.
2	2 power points/minute	Cultist may manifest <i>control light</i> or <i>control shadow</i> at will without spending power points or concentrating to maintain. In addition, the shadowcloak provides 50% concealment (20% miss chance).
3	3 power points/minute	Acts as <i>shadow body</i> manifested at the cultist's class level.

The cultist may always opt to use those benefits obtained at lower degrees, rather than the current degree.

Slarecian Pact: No slarecian servant, construct, or ally will attack the cultist unless first attacked by the cultist. This protection does not extend to the cultist's allies, however. In addition, the cultist gains a +2 bonus to all Charisma-based skills and checks when dealing with slarecians or their allies.

Sneak Attack: A cultist can make sneak attacks, as the rogue ability. This damage stacks with sneak attack damage from other classes.

Summon Shadowspawn: At 3rd level the cultist may summon slarecian shadowspawn (see **Creature Collection 2**, page 164) once per day, calling 1 shadowspawn per 2 cultist of the shadow class levels. These creatures obey the cultist of the shade's orders, and remain for 1 minute per cultist level of their summoner or until destroyed.

Table 6-3: The Cultist of the Shade

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Effective Manifestor Level
1st	+0	+0	+2	+2	Shadowcloak 1, slarecian pact	+1 to existing level
2nd	+1	+0	+3	+3	Sneak attack +1d6	
3rd	+2	+1	+3	+3	Summon shadowspawn	+1 to existing level
4th	+3	+1	+4	+4	Darkblade +1d6	
5th	+3	+1	+4	+4	Shadowcloak 2	+1 to existing level
6th	+4	+2	+5	+5	Sneak attack +2d6	
7th	+5	+2	+5	+5	Summon shadows	+1 to existing level
8th	+6	+2	+6	+6	Darkblade +2d6	
9th	+6	+3	+6	+6	Shadowcloak 3	+1 to existing level
10th	+7	+4	+7	+7	Sneak attack +3d6	

Warped One (Wro)

The slarecian language virus is a hazard infesting all extant texts and writings from that ancient civilization. It is not uncommon for the virus to infect scholars who research such matters, in whom it causes mental chaos and an inability to speak or understand any form of language. These same scholars believe that the virus was left by the ancient slarecians as a trap to prevent others from acquiring the vast power and learning held by that civilization.

Occasionally, however, the virus will infect someone with latent psionic power, most often occurring in those with a hint of the ancient slarecian blood. Although the new strain of the virus most often simply triggers psionic potential in such individuals, both it and the original form of the virus have been known to react strangely with the psionic mind, enhancing one's psionic potential, but generally inducing insanity or even causing death. Thus, throughout the ages, so-called "warped ones" have arisen, psions driven insane by the insidious force of the language virus. In recent years, the frequency of these warped psions has increased dramatically. They have been found among divine and titanspawn races alike, and sometimes even gather in small groups. Some sages speculate that these incidents may herald the return of the ancient slarecians.

After being infected, warped ones quickly develop an incredible aptitude for telepathic powers in particular, but in the process lose a degree of mental stability. Warped ones are not necessarily related or subservient to the slarecians, despite the role of the slarecian virus in triggering their transformation, and in fact generally have complete autonomy. Few are associated with any remnants of the slarecians, and some even choose to protect others from these unleashed ancient horrors. More recently, some warped ones have begun to gather in small groups to either achieve some goal or to further explore their expanded mental states. Quite often warped ones retreat so far into insanity that their motives become unsure and inscrutable.

Only psions may become warped ones, although the class requires only a small degree of psionic potential. Consequently, warped ones are often multiclass psions who take this class to focus on their telepathic powers. Those most likely to become infected with the slarecian language virus include tomb raiders, explorers, or scholarly wizards who often become exposed to slarecian ruins or artifacts.

Hit Die: d4.

Requirements

To qualify to become a warped one (Wro), a character must fulfill all the following criteria:

Alignment: Any chaotic.

Base Will Save: +5

Feats: Psionic Focus (Telepathy), Psychic Bastion, Iron Will

Psionics: Ability to manifest 1st-level psionic powers, at least one of which must be from the Telepathy discipline.

Skills: Bluff 5 ranks, Concentration 5 ranks, Knowledge (psionics) 4 ranks

Special: Must have been infected with the slarecian language virus.

Class Skills

The warped one's class skills are Autohypnosis (Wis), Bluff (Cha), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Innuendo (Wis), Knowledge (psionics) (Int), Psicraft (Int), Read Lips (Int), Remote View (Int), Sense Motive (Wis).

Skill points at each level: 4 + Int modifier.

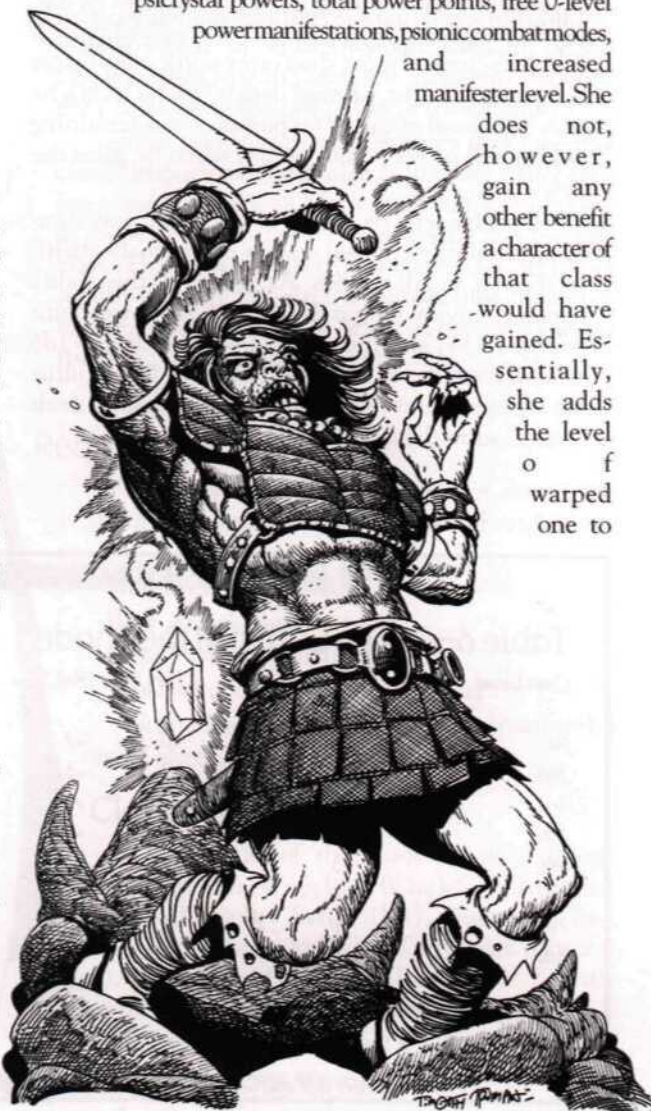
Class Features

All of the following are class features of the warped one prestige class.

Weapons and Armor: A warped one gains no proficiency with weapons or armor.

Effective Manifestor Level: Warped ones continue to advance in psionic ability. When a new warped one level is gained, the character gains new power points per day and discovers new powers as if she had also gained a level in a psionic class she belonged to before she added the prestige class. The levels stack for the purposes of determining psicrystal powers, total power points, free 0-level power manifestations, psionic combat modes,

and increased manifestor level. She does not, however, gain any other benefit a character of that class would have gained. Essentially, she adds the level of warped one to



the level of some other psionic class she has, then determines his manifester level accordingly. If the character had more than one psionic class before she became a warped one, she must decide to which class she adds each level of warped one for purposes of determining powers and power points per day when she gains the new level.

Insanity: The slarecian language virus has warped and twisted the psion's mind, making it difficult for others to enter it. She is always considered to have the *empty mind* defense mode activated at no cost (if she has not manifested another defense mode normally), even if caught flat-footed or while having 0 power points. She is also immune to any spell, power, or effect that causes *confusion* or *insanity*.

Unfortunately, this strain leads to a consistent decline of the warped one's psychological stability. At 1st level, the warped one suffers a -2 penalty to Wisdom. She suffers an additional -2 penalty to Wisdom at 6th and again at 10th level.

Improved Psicrystal: Because of the warped one's mental instability, her psicrystal is often forced to take on the role of caretaker, guiding the psion in daily matters and in dealing with others. The warped one's psicrystal (if she has one) gains one of the following additional personalities: meticulous, observant, resolve, singleminded, or sympathetic. A psicrystal cannot have the same personality twice, but all benefits of both personality types now apply. If the warped one did not already have the ability to encode a psicrystal, he may now create one with one of the above personalities.

Draining Madness: At 2nd level the warped one's madness takes a greater toll on the minds of those she attacks mentally, draining them of strength. The warped one gains the Disarm Mind feat as a bonus feat.

Virus Shield: At 3rd level, whenever an attacker successfully attacks the warped one using a psionic attack mode or telepathic power, the attacker may become infected with the slarecian language virus (see *Creature Collection*, page 178). The attacker must make a Will save (DC 10 + warped one's

Cha modifier + warped one's class level) or contract the disease. The infected being is not able to transfer the disease in any way to others. This ability overcomes psions' normal immunity to the language virus.

Lunatic's Charm: At 4th level the warped one gains a +2 bonus to Charisma.

Mind Trap: At 5th level the warped one's cluttered and unruly mind proves to be "sticky" and draining to psionic attackers. She gains the Mind Trap feat, but is never required to spend power points to use it.

Inflict Virus: At 6th level, whenever the warped one contacts another mind, there is a chance that she will spread the slarecian language virus. If the warped one successfully uses a telepathic power against any opponent, or else deals ability damage or stuns another in psionic combat, the opponent must make a Will save (DC 10 + warped one's Cha modifier + warped one's class level) or contract the virus (*Creature Collection*, page 178). The warped one can suppress this ability at will to avoid inflicting the virus upon companions. Infected opponents may not transfer the virus to others. This ability overcomes psions' normal immunity to the language virus.

Insanity Bastion: At 7th level the warped one applies an additional +2 bonus to mental hardness whenever she applies the Psychic Bastion feat. She pays no additional power point cost to use this ability.

Inflict Insanity: At 8th level, whenever the warped one successfully uses a telepathic power against an opponent, she may elect to use the *insanity* power against the same opponent as a free action. She must pay the normal power point cost of the *insanity* power.

Enhanced Mind Trap: At 9th level, when using her Mind Trap ability, the warped one drains 10 + (4 x Cha modifier) power points from the psionic attacker; she is not required to spend power points to use this ability.

Ultrablast: At 10th level the warped one learns the *ultrablast* telepathic power, even if she is not normally able to learn powers of that level. This may be manifested as normal and requires the standard expenditure of power points.

Table 6-4: The Warped One

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Effective Manifester Level
1st	+0	+0	+0	+2	Insanity, improved psicrystal	+1 to existing level
2nd	+1	+0	+0	+3	Draining madness	+1 to existing level
3rd	+1	+1	+1	+3	Virus shield	+1 to existing level
4th	+2	+1	+1	+4	Lunatic's charm	+1 to existing level
5th	+2	+1	+1	+4	Mind trap	+1 to existing level
6th	+3	+2	+2	+5	Inflict virus	+1 to existing level
7th	+3	+2	+2	+5	Insanity bastion	+1 to existing level
8th	+4	+2	+2	+6	Inflict insanity	+1 to existing level
9th	+4	+3	+3	+6	Enhanced mind trap	+1 to existing level
10th	+5	+4	+3	+7	Ultrablast	+1 to existing level

Psionic Powers

The following powers have been manifested by psions of the Scarred Lands, usually a result of the slarecian legacy.

Crystal Curse

Psychometabolism (Str)

Level: Psion 4

Display: Vi, Au

Manifestation Time: 1 action

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

Target: Any living creature

Duration: Concentration, up to 1 round/level (see text)

Saving Throw: Fortitude partial

Power Resistance: Yes

Power Points: 7

Description

The slarecians inflicted horrible curses upon their slaves and enemies, often out of sheer spite and malice. Recently, slarecian cultists have rediscovered one such disturbing power, which cause crystals to grow within a target's body. The crystals grow quickly, tearing the victim's flesh and hampering him as they erupt from the skin.

Power Effect

This power deals 4d4 points of damage to the target per round (no save). In addition, the target takes 1 point of temporary Dexterity damage per round from the crystalline growths unless he makes his saving throw. Finally, if the victim fails his saving throw by 10 or more, he is *stunned* for 1 round from the horrible pain.

Imbue Servitor

Metacreativity (Int)

Level: Psion 7

Display: Au, Ma

Manifestation Time: 1 hour

Range: Touch

Target: One sentient, nonpsionic creature

Duration: Permanent

Saving Throw: None

Power Resistance: No

Power Points: 13, XP cost

Description

The ancient slarecians were known for imbuing their followers and allies with their own dark cerebral powers. The most powerful of the slarecians' allies were said to rival even the greatest sorcerers of Scarn in

might. Slarecian cultists still whisper fearfully of this power, which was said to rend the mind and body of the imbued creature even as it granted great power. The most foolhardy of cultist researchers are working feverishly to rediscover this lost gift.

Power Effect

This power permanently grants a willing creature the ability to manifest a specific psionic power; the manifester must know the power to be imparted. At 13th level, the psion may imbue only 0-level or 1st-level powers. At 16th level, he may imbue 2nd-level powers; and at 19th level, 3rd-level powers.

The creature to which the power is granted may manifest the power a number of times per day equal to the creature's ability modifier for the imbued power's key ability score. The power is manifested at the minimum manifester level normally required to manifest a power of that level. For example, a creature with a 17 Dexterity (+3 modifier) who is imbued with *catfall* may manifest that power 3 times per day as a 1st-level psion. The imbued creature is considered a psionic creature in all respects, but retains a nonpsionic buffer for the purposes of psionic combat. There is great cost to imbuing a lesser being with power, however.

Ability Point Cost: The target creature permanently sacrifices 1 point in the key ability of the power imbued.

XP Cost: The manifester must sacrifice 2000 XP per level of the power imbued. 0-level spells count as half a level for this purpose.

This power may be used multiple times on the same target.

Obsidian Blade

Metacreativity (Int)

Level: Psion 3, Psychic Warrior 3

Display: Vi

Manifestation Time: 1 action

Range: 0 ft.

Target: One weapon of any type

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless, object)

Power Resistance: Yes (harmless, object)

Power Points: 5

Description

The members of the Order of Obsidian, slashing through the dark-

ness with their glowing obsidian swords and all-black eyes, are greatly feared among the allies and servants of the fallen slarecians. Obsidians have been known to call their deadly blades from thin air to decimate their psionic foes.

Power Effect

This power creates a weapon that has a +2 enhancement bonus on attack and damage rolls and the psibane special ability (*Psionics Handbook*, Chapter 7, "Weapons"). This weapon inflicts a negative level upon psionic wielders as normal. The weapon can be of any type, but is always formed of obsidian.

Psychic Disruption

Telepathy (Cha)

Level: Psion 4

Display: Au, Me

Manifestation Time: 1 action

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

Area: 25 ft. + 5 ft./2 levels radius emanation centered on manifester

Duration: 1 minute/level (D)

Saving Throw: None

Power Resistance: Yes

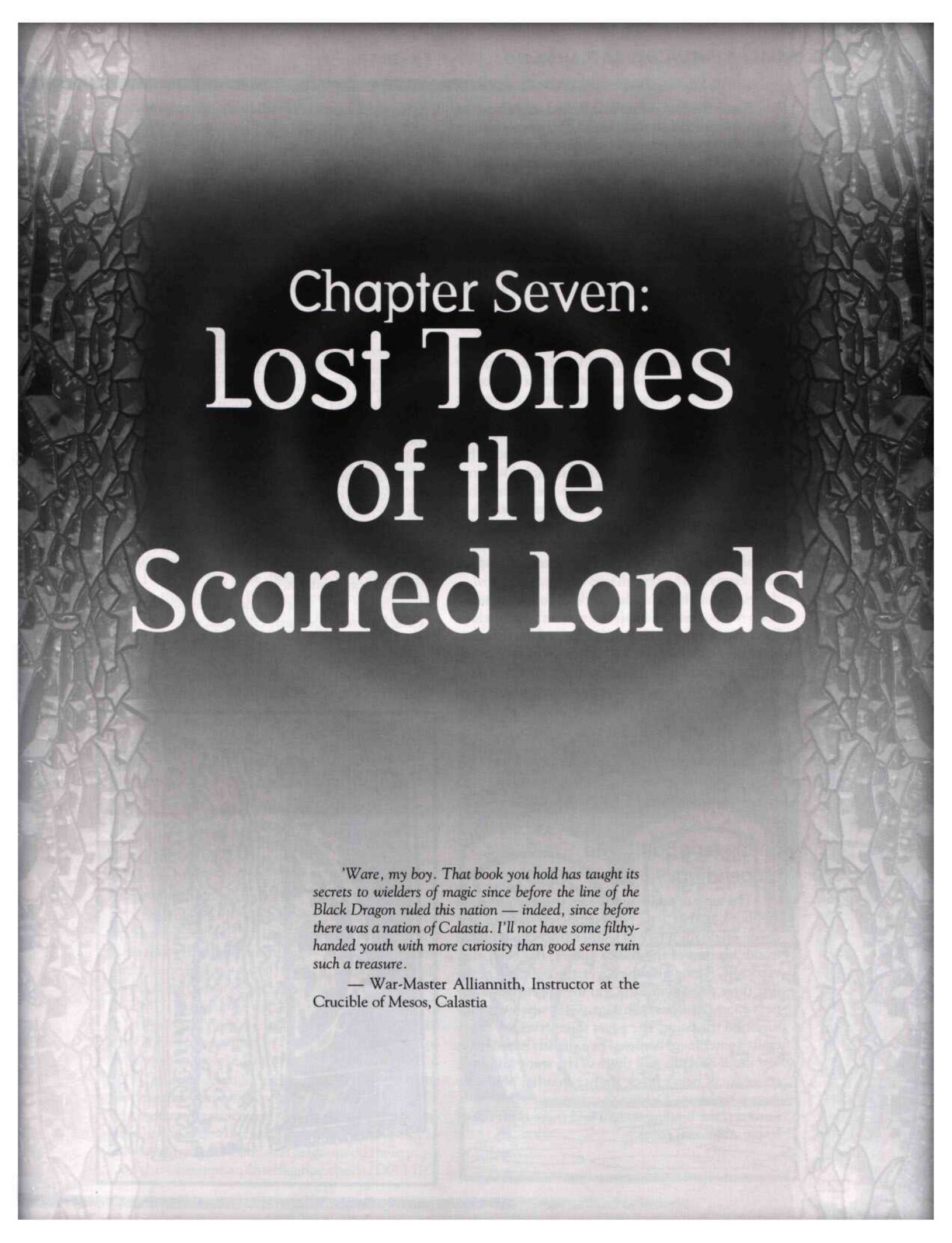
Power Points: 7

Description

This power was developed by the ancient slarecians to thwart the priestly and wizardly followers of the gods. Although they could not dispel their foes' magic directly, *psychic disruption* serves to prevent spellcasting by creating a field of mental "static" that prevents the coherent thought necessary for spellcasting. Unfortunately, the slarecians soon found that the power disrupts the concentration needed for others to use psionics as well. Still, the power has been put to good use by isolated slarecian cultists in covert skirmishes against the penumbral lords and followers of the gods.

Power Effect

This power creates a field of mental static that disrupts concentration. In order to cast any spell or manifest any power within the area of effect, the caster or manifester must make a successful Concentration skill check (DC 15 + *psychic disruption* manifester's Cha modifier + spell or power level). If this check fails, the spell or power is disrupted. The psion is immune to his own use of this power.



Chapter Seven: Lost Tomes of the Scarred Lands

'Ware, my boy. That book you hold has taught its secrets to wielders of magic since before the line of the Black Dragon ruled this nation — indeed, since before there was a nation of Calastia. I'll not have some filthy-handed youth with more curiosity than good sense ruin such a treasure.

— War-Master Alliannith, Instructor at the Crucible of Mesos, Calastia

Since the first wizards unlocked the secrets of arcane power traditionally wielded by sorcerers, they have transcribed and passed on these secrets through the use of sigils, eldritch formulae, and words of power. These spells are normally kept in jealously guarded books that have been scribed with incredibly costly materials and are shown to none but the occasional apprentice. However, some spellbooks become famous or at least notorious for the knowledge they hold, and are regarded as treasures not only for their secrets, but also for the legacy of wizardry that they represent.

Often these books hold more than just spell formulae. Some hold the secrets to crafting certain items of magic, while others hold the methods for the creation of constructs. Some served their authors as journals or laboratory notebooks, while others are treatises on history, alchemy, or other such esoteric knowledge.

Not only tomes hold the secrets of wizardry. If a medium will accept the runes and complex writings that make up spell notation, chances are someone has used that medium to do so. From the Brass Tablets of Thulkas to the Flayed Skin of Orboroth to the Nine Portraits of Verithunn, etching, tattooing, painting and all such manner of methods of recording spells have been used.

Some of the most famous spell compendia — both tomes and otherwise — are collected below. Each entry consists of a brief history of the compendium in question, followed by a series of skill check entries (with DCs). In each case, this is the type of check required to see if a character with a particular skill recognizes the book. Success on any allows the character to identify the book and at least some of its history. This DC is modified by -5 if the character actually physically sees the work.

Spells marked with an asterisk (*) are found in *Relics & Rituals*. Those marked with a double asterisk (**) are found in Chapter 3 of this book.

Bonerigger's Battlefield Compendium

The most notable thing about this average-sized spellbook is that it is not completely intact. The cover, originally a face of leather and bone sculpted in the likeness of the book's author, has been cleft vertically. Along with the cover, the right half of the first three pages is missing and the upper half of the next dozen pages has been damaged by whatever blow sundered the book. The pages themselves are finely crafted parchment bordered by a slightly raised silver leaf motif of skulls and thorns. The spine and back cover are of heavy black leather that has obviously seen some abuse. Despite the damage to this book, however, the binding is tight and there is no risk of losing additional pages.

History

Borkos the Bonerigger was a Slaver of the Dead of great status among the charduni of Chorach during the years leading to their occupation of Ghelspad. His arcane study of undeath led to the development of many necromantic spells that have become sacred to the charduni. Before he disappeared into the depths of the city, he passed on this volume of spells that became central to the charduni invasion and later to their campaign against the titans and their spawn.

The spells of the original compendium were copied into the spellbooks of many charduni necromancers while the original was safeguarded by Fendrol, the eldest son of Borkos. Fendrol, a warrior-wizard, traveled to Ghelspad as part of the initial invasion force that led to the formation of Dunahnae, and there used the book to contribute to the many victories across the continent during the decades-long campaign. The Bonerigger's son was among the charduni who marched on the druids of Denev in the Ganjus, one of the few areas of central Ghelspad not under charduni control at that time. Legends tell of the forest itself rising up and swallowing the black dwarves in a decisive if not complete victory, resulting in the loss of both Fendrol and Bonerigger's original compendium.

In the first year of the Titanswar, clerics of Chardun from southern Ghelspad somehow recovered the compendium and presented it to a group of arcane necromancers who were preparing for battle against the asaathi in the Swamps of Kan Thet. The study of *Bonerigger's Battlefield Compendium* by the



necromancers enabled them to command an army of undead supplemented by the arcane knowledge found in the book. The tide of battle surged back and forth, but eventually the necromancers and their legions were still outmatched by the children of the Serpentmother. It was not until their retreat that the necromancers realized that the book was missing, replaced in its case by writhing serpents. In a panic, the necromancers sought to have Chardun's clerics recover the volume once more, only to discover that the clerics involved had been murdered in their homes by unknown assailants. The *Compendium* was lost, and the demands of the Titanswar limited the necromancers' opportunities to find it.

The whereabouts of *Bonerigger's Battlefield Compendium* was unknown for decades, until, in 41 AV, a caravan bound for Hollowfaust recovered it during a skirmish with a band of sutak in the Ukrudan Desert. The book had been used to block a sword-blow at some point during that skirmish, and its cover and first three pages were split vertically. By the time the origins of the book were discovered in Hollowfaust, it was too late to return to the site of the sutak ambush to search for the lost pages. The book was entrusted to the Animator's Society for safekeeping and study in their Underfaust library.

However, the book disappeared from the library during the chaos of Hollowfaust's Third Siege (72 AV), on the same day as the battlefield death of Barastrondo, the leader of the Animator's Society. Any connections between the *Compendium's* theft and the Third Siege are not known, and the Animator's Society have never published the results of their investigation.

Bardic knowledge DC 25; Knowledge (arcana) DC 20; Profession (boneseller) DC 20; Profession (bookseller) DC 20.

Contents

Bonerigger's Battlefield Compendium is a 130-page book of spells and knowledge, mostly necromantic, originally intended for charduni eyes only. The first cloven page, written in dwarven runes, seems to have been a thesis on the advantages of an army supplemented with undead troops.

Starting on the second page are the following spells: *animate dead* (10 pages, although since the first 2 pages of this spell are partially missing it is unusable), *fear* (8 p), *obscuring mist* (2 p), *phantom's howl** (4 p), *mage armor* (2 p), *verminplague** (8 p), *sigil of flame*** (10 p), *sigil of ice*** (10 p), *vampiric touch* (6 p), *sigil of ooze*** (12 p), *scare* (4 p), *circle of death* (12 p), *bones of adamantite*** (12 p), *bones of iron*** (8 p) and *bones of silver*** (6 p).

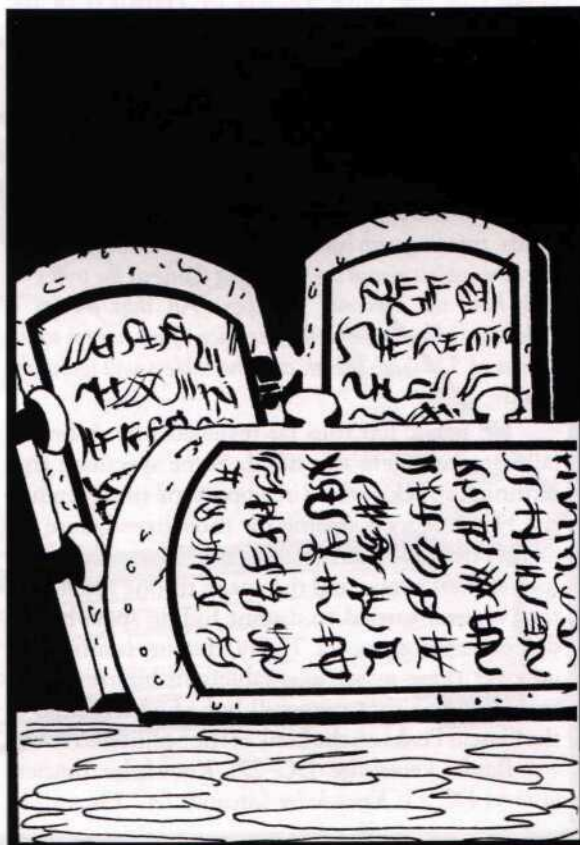
The final 15 pages are an anatomical journal by Borkos that focuses on a special arcane formula for necromantic fortification during animation. Any arcane spellcaster who can read dwarven may spend 15 hours studying the notes and diagrams on these pages and then attempt an Intelligence check (DC 15); if

the check succeeds, any undead creature animated by the reader in the future gains a +1 bonus to hit points. Undead created using this knowledge cannot exceed their maximum hit points, however. Spellcasters failing the Intelligence check require 5 additional hours of study before retrying the check.

The Brass Tablets of Thulkas

The Brass Tablets of Thulkas are at best an incomplete history of the Empire of Flame and at worst a key to the Scarred Lands' destruction. Composed of 49 brass tablets, each 8 feet square and roughly 3 1/2 inches thick (weighing around 10,000 pounds each!), and covered with ancient pyromantic glyphs, the Brass Tablets link along their edges to form a square platform 56 feet per side. Linking symbols along the tablets' edges describe a true ritual of destructive power, although to perform the ritual all 49 tablets must be assembled and aligned correctly — a daunting task.

The center square of the set remains locked within Burok Torn, jealously guarded by the dwarven nation. The central tile, containing the final portion of the deadly true ritual, was discovered by Norl Steelheart's dwarven legion when they were sent into the Ukrudan Desert to stop the black sorcerers allied with the charduni. Steelheart and the remnants of his force dragged the brass tablet behind them upon their return to the stronghold. The tablet now remains sealed under the mountain, and the dwarves refuse requests by even the Phylacteric Vault to document the artifact's discovery.



The Phylacteric Vault labels the tablets surrounding the center tablet the Ring of Fire, the Ring of Smoke, and the Prophecies of Ash, respectively. The Ring of Fire thus includes 8 tablets, the Ring of Smoke 16, and the Prophecies of Ash 24. Numerous tablets remain missing from the puzzle, but whether they are lost or destroyed is unknown.

History

Divining the tablets' secrets is difficult, since, as far as anyone knows (or at least is willing to tell), only a handful remain. Those sorcerers not wanting to see the complete set rejoined speculate that many were probably destroyed over the centuries since the El'Thamian reign.

While the tablets' history is sketchy at best, the Phylacteric Vault offers the most likely tale of their creation.

Created by the Adepts of the Flame in -656 Old Calendar, during the rule of the El'Thamian Empire, the tablets were crafted to honor the Titan Thulkas. They were carved from the throne room floor of the pyromancer-druid king Ashratan, and sacrifices burned continuously on each tablet as engravers slaved to record the El'Thamian history. New victims were thrown onto the pyres as the old flames died. When each engraver finished his assignment, he too was thrown onto the pyre as a final tribute — and to keep any knowledge he might have gained from being revealed. It is estimated that more than 10,000 souls died in tribute to Thulkas during the tablets' carving.

The following is a record of divinations cast upon 4 of the Brass Tablets by Harstikyl of the Phylacteric Vault as he channeled a pyromancer present at the tablets' creation:

The final panel lies complete, the fires atop it consuming the final engraver! At least the flames do not stall as did he near the end. The tablets are glorious! The interlocking runes match precisely, showing the genius of Ashratan. It is a shame the palace staff walks upon our words, treading with bare feet upon our coming glory. At least the tablets retain the scorching flame of the pyres — look how the servants scamper! All that awaits is Ashratan's blessing and the sacrifice of his harem to the flames of Thulkas' breath and the tablets will ignite the world.

No magic has thus far revealed why Ashratan failed to complete the ritual. Some speculate that Hrinruuk struck at this (in)opportune time, sending the Flame Adepts fleeing for their lives before his mighty bow and monstrous beasts. The tablets were split at their seams, and the entire throne room floor torn up and carried to distant hiding spots by the desperate pyromancers. Today, treasure hunters still uncover these mysterious tablets in bizarre places, including two that were still linked when found in the Gascar Peaks on the bank of the Splintered River.

Bardic knowledge DC 27; Knowledge (ancient history) DC 25; Knowledge (arcana) DC 23.

Contents

Few of the Brass Tablets reside in any one person's or group's possession (as far as anyone knows for certain), and access to the 17 tablets in the Phylacteric Vault is limited. The Vault's sages do know the tablets cannot be joined along mismatching symbols: two tablets so joined incinerated the sorcerers studying them, the resulting explosion significantly damaged the Vault's study chamber, and the tablets themselves vanished, teleporting randomly from the sorcerers' location. Only because the wizards of the Vault had prepared for such an eventuality were the tablets marked and found a short time later. One tablet had traveled more than a thousand miles and buried itself dozens of feet underground. The possibility thus exists that many tablets lie hidden underground, waiting to be unearthed.

The number of spells contained in the complete spellbook (for so the Tablets are) is presumed to be 56, given the pyromancers' predilection for the number 7 and all roots and squares thereof. Flame-based magic fills the spellbook's tablets. Spells are grouped into two areas: offensive spells in the tablets forming the Ring of Fire, and other spells in the Ring of Smoke.

Incendiary cloud is perhaps the deadliest of the contained spells, written upon the tablet kept locked in Burok Torn's vaults. Outer tablets hold other fire-based spells, those known including *purifying flames**, *rune of fire** and *flame bolt**. Many of the mightiest flame-based spells in use, both divine and arcane, appear in passing, as if they were considered mere afterthoughts by the mighty pyromancers, including *frost/flame weapon** (though only the flame aspect is mentioned), *fireball*, *flame strike*, and *fire storm*, and another spell similar to *Ganest's farstrike**.

The outer ring, those tablets designated the Prophecies of Ash by the sages of the Phylacteric Vault, contains predictions of fiery catastrophes that have struck Ghelspad or that have yet to be revealed. One passage details Mount Chalesh's eruption in 3513 OC, correct to within only a few days, that destroyed Sumara, and a similar prophecy hints at the same fate for "the haunted city where hollow men patrol." This cryptic reference to Hollowfaust, which stands upon the ruins of the Sumaran Empire, cannot be denied. Unfortunately, most of the prophecy tablets remain missing, hidden or destroyed, leaving the date of this new catastrophe to be revealed.

One other prophecy, not yet deciphered, foretells the "fiery column of heaven striking the land in a fury unknown, blasting away the offending peak and tearing the heart from the land." Sorcerers and doomsayers maintain various ideas on the possible nature of this threat, but most likely none can be sure.

The Caltha Construct Guide

This book is about the size of a typical spellbook, although it is bound along its top edge, giving it a more panoramic appearance when opened. The cover is a scuffed gray leather of unknown origin with a relief of decorative lead runes. Stitched in Elven with fine silver thread along the spine is the name of the book's author, Deniarith Caltha. The pages, firmly bound within, are bleached plant fibers woven into light-weight, canvas-like sheets. The book has survived the centuries quite well and an experienced bookseller would not place it at more than a few decades old.

History

Deniarith Caltha, son of one of the original arcane engineers of the drendali lead golems, began researching a way to create a sentient construct to perform intricate tasks for the excavation of Baereth Marn in 3367 OC. After almost two years of study, Deniarith presented his work to King Cherith Matlosz and was granted permission to proceed with the construction of a prototype golem. Deniarith drafted *The Caltha Construct Guide* during the months it took his craftsmen to build the gargantuan lead body he had designed. Deniarith was found dead by his engineers the day after his attempt to bring awareness to the inanimate sculpture. Apparently, the toxic lead fumes had proven fatal to the wizard before the process of animation could be completed.

The Caltha Construct Guide, along with the unfinished construct, remained sealed in Deniarith's

laboratory after the project was abandoned. Through the cooperative efforts of the drendali elves and the dwarves of Burok Torn, the work at Baereth Marn was proceeding rapidly on its own, and the need for more advanced golems was deemed unnecessary.

Over a century later, following the death of dwarven King Ardell the Unforgiving at the hands of a rampaging golem, the laboratory was reopened during the elves' investigation of the tragedy. *The Caltha Construct Guide* was nowhere to be found.

Following Chern's assault and the dwarven treachery at Betrayer's Bridge (3521 OC), Deniarith's abandoned golem was brought forth and modified in a near panic, with remnants of fallen golems, into the likeness of the plagued and dying Nalthalos. The divine soul of the dark elf god was transferred into the golem's body, where it remains bound to this day. With the content of the *Construct Guide* becoming a possible liability to the dark elves, King Cherith Matlosz passed down orders to recover the book or find proof of its destruction at any cost.

In 27 AV, a message from a contingent of dark elven spies in the Blood Steppes was intercepted by the dwarves of Burok Torn. Passed from the dwarves to the Vigils of Vesh, the note related a sighting of *The Caltha Construct Guide* in the possession of high gorgons within the Hornsaw Forest. The drendali never received this information, and the fate of their spies was unknown for more than a century.

Following the treaty between the dark elves and the gorgons in 147 AV, the gorgons informed the elves that they had acquired the guide shortly after its



"abandonment." One of the gorgons' spies had removed it from the lab, and the raids perpetrated by high gorgon Masetex in the years following its acquisition were due in part to the goal of recovering the golem that Deniarith had built. Decades after their defeat, the gorgons had entrusted the *Construct Guide* to their red witch slitheren allies who had, in turn, transported it to the Mourning Marshes at the request of the diseased rat men of Chern. This information did not sit well with King Cherith and the gorgon brood leaders have committed themselves to recovering the book.

Bardic knowledge DC 35; Knowledge (arcana) DC 30; Knowledge (constructs) DC 25; Profession (bookseller) DC 35. *Dark elves gain a +10 racial bonus to any of these skill checks regarding this tome.

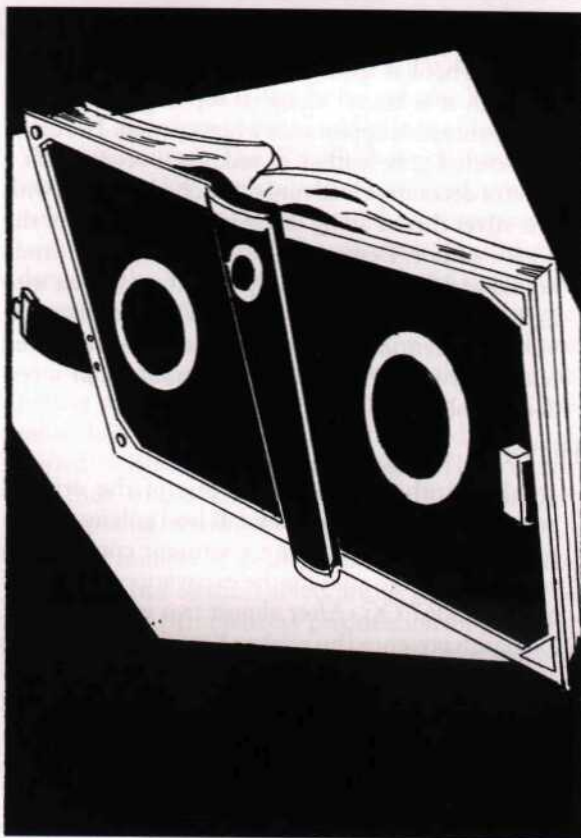
Contents

Between the covers of this 100-page book are all of the notes and designs Deniarith Caltha thought he would need to construct the prototype for his superior golems. The title page, once guarded by a *sepia snake sigil*, now appears blank. However, the page's true contents can be revealed by speaking the name of the dark elf god, Nalthalos. Revealing the secret page uncovers a guide to deciphering the next 43 pages of the book, which are written in code.

Beyond the title page is a double-page spread, written and illustrated in a manner that requires the book to be turned 90 degrees to be viewed properly. The illustration, sketched roughly in lead and inked over in black, depicts the full body design of Deniarith's golem. Notes accompany the artwork and, although written in Elven, seem to be a jumble of meaningless letters and numerals. The remaining 41 pages of this section include various sketches of the golem's hands, feet, head, facial details and body design. Each illustrated page contains encoded notations that, if decoded, reveal measurements, formulae, and material requirements used in constructing the golem.

Decoding each illustrated page with the assistance of the secret title page takes 1 hour. Without the guide, each page requires 3 hours of study and an Intelligence or Decipher Script check (DC 30, -1 for each page previously translated). Translating the pages also requires the ability to read Elven. Once the tome is translated, 20 hours of further study grant the reader a +2 circumstance bonus to his next Craft skill check for the purpose of constructing a lead golem. Following the exact measurements in the *Construct Guide* will result in the construction of a Gargantuan golem that costs 4 times the construction price of the standard Huge lead golem (see **Creature Collection**, page 83).

The remaining 56 pages are dedicated to the four spells needed to create a lead golem: *polymorph any object* (16 pages), *cloudkill* (10 p), *geas/quest* (12 p) and *wish* (18 p). Any additional feats and skills required to complete the construction of a lead golem are addressed only peremptorily in this volume.



The Codex of Non

This peculiar book has heavy iron covers bound in smooth, almost silken black leather that reflects virtually no light. The fittings holding the leather to the iron and binding the covers together are apparently made of lead, but are unnaturally hard, for they do not bend or scratch very easily. A simple clasp in the same black leather secures the book. The only external marking is a thin gray circle repeated on both front and back. The book's 222 pages are vellum the color of yellowed bone, and the script is written in ancient Ledean; its spells can be read as usual with *read magic*, but other spells or else knowledge of the lost Ledean tongue is necessary to understand the rest.

History

The *Codex of Non* is the work of the last survivor of Aurimar, the city destroyed by Madriel, Tanil and Vangal for its support of the Titans during the Divine War. The author is never named, referring to himself only as "the last child of Non." The *Codex* appeared in Albadia in 112 AV, in the hands of a warrior who claimed to have discovered it in a shallow cavern somewhere in the Perforated Plains. He traded it to a visiting vigilant of Vesh, who brought the *Codex* home to Lave for further study. The book was passed among several scholars and wizards, and the legend of the fall of Aurimar became more widely known. But in 139 AV, the *Codex* was stolen from the sage Dunningarn's house, with only a small amount of onyx dust left behind as evidence of the perpetrator.

Many scholars and wizards seek it today, as much for its eyewitness account of the fall of Aurimar as for the spells within.

Bardic knowledge DC 25; Knowledge (arcana) DC 25; Knowledge (history) DC 20.

Contents

"Child of the Age of the Betrayers, you who inherit the world that was stolen from us, you who are spared by the gods that slew our people: you hold in your hands the last work of the last child of Aurimar, which is now Non. I lay a curse upon you, though I know it will not bear fruit, for my own patrons are now dead and your gods tread the corpses of my people. I curse you, and I tell you: Read. Read this, the last words of a dead nation, and carry the tragedy of Non within your heart forever."

Thus opens the *Codex of Non*. The first 50 pages of the *Codex* are devoted to the author's account of the fall of Aurimar, as the three "Gods of Ruin" descended upon the land to lay it waste.

Many unfortunate scholars have learned that the author's opening curse is not as ineffectual as he claims. Those who read the entire story of the fall of Aurimar must make a Will save (DC 20) or suffer a -6 penalty to all future Will saves, as their remaining days and nights are haunted by disquieting images of destruction and slaughter. This effect is treated as a *bestow curse* effect, and can be lifted by the usual means. Once a person has succeeded at the Will save to avoid the curse, she may reread the tale of the fall of Aurimar as she likes without triggering the curse again.

After these first 50 pages, the author abruptly begins to recount a number of prayers to the Titans, pausing occasionally to curse the slayers of his people's patrons. This continues for 9 more pages. Although the writing style is highly disorganized, careful study reveals enough of the actual rites to reconstruct, given a week's perusal of the *Codex*, the druidic true ritual rite of winter*.

In the next section of the book, the author stops addressing the reader altogether and inscribes a number of spells; some have theorized that the author had lost his true spellbook, and was attempting to preserve spells that he had not yet cast. The spell formulae are interwoven with mourning prayers, but a successful *read magic* and *Spellcraft* skill check (DC 21) will allow the reader to piece together the following spells: *darkness* (4 pages), *nightmare* (10 p), *phantasmal killer* (8 p), *protection from good* (2 p), *curtain of darkness** (10 p), *shadow shield** (8 p), *Mormo's serpent hands** (14 p), *greater planar binding* (16 p), and *wail of the banshee* (18 p).

On the next 4 pages, the author once again addresses the reader, giving a clear and, from what can be verified, remarkably accurate description of the destruction of the Titan Mesos. This has caused no small amount of surprise among theologians, who

are unsure how the narrator can have gained such knowledge.

The author then spends 32 pages discussing the dismembered Titans, describing their original power with reverence. Most of this section ranges from half-lucidity to near incoherence, but the persistent reader will find many accurate descriptions of the properties of Titans' flesh and Titans' blood. If the information in this section is properly transcribed, it will grant readers a +2 competence bonus to all Knowledge (arcana) skill checks relating to the properties of the Titans' flesh and blood if the book is used as a reference when the roll is made. (One of the most useful facts hidden here is that if a measure of Golphagga's blood is acquired and used to quench a magic weapon made with the Craft Magic Arms and Armor feat, the cost in gold pieces of creating the weapon is halved. The XP cost is unaffected.)

The final 36 pages of the *Codex* are a florid and rambling description of the Sinkhole of Non, complete with an account of the *Bells of Non* and the ghost who still rings them with unflinching fervor (see *Relics & Rituals*, page 211). Of greatest interest to most scholars is the reference to "the Silver Labyrinth beneath the palace, guardian to the Eight Silver Shrines of Sorcery"; it is currently theorized that each shrine likely contains some object or work of knowledge relevant to one of the eight great schools of magic. The book contains some general description of the four entrances into the Silver Labyrinth, but to date none have braved the Sinkhole and its guardians and brought back news of how true the *Codex's* account may be.

The Coral Tablets of Qul Al Nur Ran

These are a set of 666 oddly-shaped pieces of coral, varying from 6 inches to 2 feet across. Each slate has a slightly different but vaguely cylindrical shape, and if all the slates are fitted together in the correct order, the collection forms a tentacle-like scepter almost 14 feet in length that twists into eerie, alien shapes. When arranged in this fashion, the pieces lock together magically so the complete scepter may be carried as if it was a Huge quarterstaff. The tablets are engraved with hieroglyphics in the kraken tongue.

History

During her exile in the Maw of Death, the black kraken Qul Al Nur Ran, known today as Queen Ran, learned many potent arcane secrets through trafficking with demons and consorting with the sea devils. She inscribed these secrets on tablets of coral, mined from the walls of the chasm around her and shaped by her magic. After defeating her brother and gaining the throne of the Western Sea, Ran had 666 complete tablets, which she made into this "tome" and then dispersed among her allies. The dissemination of this knowledge was probably intended both as a



bribe and as a means of strengthening her vassals in preparation for her assault against the surface dwellers. In the latter regard, the Coral Tablets as a whole contained the knowledge required to create the Blood Monsoon, and so proved invaluable. However, as a bribe they were a failure, for the magical knowledge that they contained was eventually used against Queen Ran during the undersea civil war that followed the Blood Monsoon debacle.

Eventually, eight complete copies of the coral tablets were created. Of these, the pisceans have acquired one complete set by defeating the strongholds that belonged to Ran's rebellious southern vassals. Another set is thought to lie within the underwater slarecian ruins of Tsoliarc, in the cold waters north of the Titanshome mountains. Scattered pieces of two other sets, or possibly even three, have been brought by adventurers from the Blood Bayou to be housed in the library of Hedrad. The remaining sets are thought to still be in the possession of Ran and her vassals.

Bardic knowledge DC 35; Knowledge (arcana) DC 35; Knowledge (local history: Blood Sea) DC 30.

Contents

The tablets of Nur Al Qul Ran are carved in the fluid cuneiform writing of the kraken. The Tablets are not bound together, and so it is possible to find only portions of this tome. Further, the writing is read by touch, not by sight. All Spellcraft and Knowledge (arcana) skill checks made to comprehend the con-

tents of these tablets suffer a -5 penalty when the tablets are read visually. In fact, when viewed at all, the logograms engraved on the tablets twist and swirl, making the viewer uneasy and causing dark thoughts and images of strange and alien places to pass through his mind. If a non-aquatic creature does try to read these tablets by sight, he must make a Will save (DC 16) for every tablet read. On a failed save, the reader immediately suffers 1d6 points of temporary Wisdom and Charisma damage (roll separate damage for each ability).

The tablets are not actually numbered. The correct order in which they are to be read is determined only by assembling them, like a jigsaw puzzle, into the three-dimensional sculpture that they were sculpted to form. The undivided sculpture can be described as a tentacle, and so, traveling from base to tip, the following artificial numbering gives the contents of the "tablets":

1-23: The introduction begins, "I am Nur-Al-Qul-Ran, and through my might and power you shall all know glory." It goes on to explain that the greatest piece of knowledge contained among these tablets is the ritual for calling forth the Blood Monsoon.

24-32: *Contact other plane*

33-42: *Sending*

43-69: *Anointment of blood* (true ritual: see **The Divine and the Defeated**, page 218)

70-81: *Awaken lesser titan avatar**

82-98: *Strength of Kadum**

99-166: This section extols the virtues of Kadum's blood and states that, by following Queen Ran, the reader will have access to great quantities of this powerful substance. Once he has successfully read these tablets, the reader gains a +2 competence bonus to any Spellcraft or Knowledge (arcana) skill checks related to identifying or using Kadum's blood, items crafted from such blood, or the blood's effects.

167-183: Here can be found instructions for the creation of *potions of Kadum's blood* (see **Relics & Rituals**, page 167). The instructions allow the creation of one of these potions in a single day, though with the usual XP and monetary costs. The instructions are slightly flawed, however, and drinking a potion prepared this way requires the drinker to make all Fortitude saves against the potions effects at a -4 penalty. This flaw isn't readily apparent, however, save to one who makes a successful Alchemy skill check (DC 30).

184-311: This section details a series of meditations and painful scarification rituals that allow the reader to be linked to the titan Kadum. This nonmagical ritual, when performed, counts as the special prerequisite to become a member of the blood witch prestige class (see **Relics & Rituals**, page 8).

312-333: This section merely curses all land-dwellers and exhorts the reader to destroy them all.

334: *Buoyancy net**

335-341: *Dark water**

342-350: *Ship snare**

351-360: *Polymorph other*

361-370: *Call aquatic monster**

371-378: *Evard's black tentacles*

378-383: *Bloodstorm**

384-555: *Prismatic sphere*

556-665: These tablets describe the great palace of Queen Ran (granting the reader a +4 competence bonus to Intuit Direction skill checks made within that palace), and Queen Ran's plans for world domination. Most are impractical and, often, incomprehensible to a mere surface-dweller.

666: The final tablet is a magical trap that opens the reader's mind to direct telepathic contact from Queen Ran herself (see **The Wise and the Wicked**, page 80). The kraken ruler may target the reader of the tablet with any [mind affecting] spell she currently has prepared, such as *mind raid** or *geas/quest*, either during the period in which the tablet is read or for up to 1 minute afterwards.

It is also said that the secret of the Blood Monsoon ritual is hidden somewhere in the tablets, but that it can only be deciphered when the scepter has been fully assembled, and only by Queen Ran herself. The arcane energy required to create another Blood Monsoon is beyond her current grasp, but Ran would be quite happy to create another at the earliest opportunity to further her diabolical aims.

Damashar's Tomb

Damashar's Tomb, a distinctive repository of spells watched over by the rune masters of Burok Torn, lies locked away in the protective embrace of that dwarven citadel. A circular room 120 feet across with polished onyx walls, it rises to a domed ceiling 30 feet above the resting place of the first — and some say greatest — of Burok Torn's famed runic spellcasters.

A single everburning candle rests upon the sarcophagus covering Damashar's remains, casting myriad points of light upon the chamber's reflective onyx surfaces. Yet this meager illumination provides enough light for the dwarves to discern the true wonders of the room: thousands of glyphic characters carved into the walls that compose Damashar's wondrous spell collection.

History

Damashar of the Twisted Tunnel was the epitome of dwarven stubbornness, tradition, and pride. Over the course of his long life, the wizard never touched paper or parchment, disdaining such "wispy frills" for their lack of permanence. He much preferred the feel of "good carving stone" beneath his chisel to render his writings. Every morning when he awoke, he took up chisel and hammer and carved the theories, beliefs, and observations regarding spellcraft that his gifted mind formulated while he slept. The onyx walls of his spell laboratory provided the perfect medium for his notes, and after a time the chamber filled to overflowing with his words. Damashar's



mind grasped — and unlocked — the mysteries of spell creation as readily as many a dwarven smith turns out fine axes at his forge.

A few dwarven detractors laughed at the wizard's eccentricity and at the myriad words they jokingly called "Damashar's scratchings." Damashar often heard the snide question "Where are you going to write when the walls fill up?" shouted at him as he dined in Burok Torn's feast halls.

But the wizard only smiled and ate quietly, having long before solved that particular dilemma. Damashar discovered early in his career the secret of what he called "turning the page" — a way of moving aside words carved in stone to create a new blank slate for more spells. No one knows where the carved spells go when they vanish; in fact, no one sees the words disappear at all. One moment, a spell is written upon the walls, while a moment later a different idea or notation appears in the same spot. A few dwarves think Damashar's spirit makes these changes and claim to have seen him out of the corner of their eye carving the spells before they appear. The rune masters dismiss this as idle talk among the younger wizards.

Despite their occasional skepticism and attempts at humor, the dwarves of Burok Torn were quite fond of Damashar, and his death shocked the entire city. While training an apprentice in the Kelders, the wizard was struck by a *force rune* and hurled from a cliff. The apprentice, Ertyk Golnast, quickly sought aid as the broken wizard lay dying. Priests offered prayers, but Damashar's spirit fled despite their most determined efforts. Not willing to let him go easily, the priests beseeched the demigod Goran to grant them the strength to revive their brother and leader.

Instead, an image of Damashar appeared and spoke to the stunned group.

"I've earned my rest," the spirit told the assembled priests. "This is Goran's will. But know this: my death serves as a catalyst to our longevity. When the rune masters awaken, return to my chamber and remember."

The dwarves drew up Damashar's body and bore it through the core of the mountain, interring his remains in his spell laboratory. Master carvers created a stone covering in his likeness, and the saddened dwarves sealed the chamber and departed. But they did not forget.

Golnast faithfully recorded Damashar's words and tirelessly taught others the spells his mentor had taught him. Eventually, he found himself surrounded by a growing legion of dwarven arcanists intent on learning runic magic from the "new master." Golnast wept openly when he realized he had brought Damashar's words to fruition. He named these dwarven wizards the first rune masters.

Those initial rune masters who journeyed into Damashar's burial chamber stood agape, awed by the sheer number of spells covering every inch of the

walls. Although all were accomplished wizards with knowledge of many spells, the ideas and theories contained upon the onyx walls astonished them.

Further, an apparently new message carved into the wall by Damashar's own hand awaited the dwarves:

These words are our heritage, our life. Maintain them here and you preserve our ways. Let them crumble, and Burok Torn falls.

The rune masters are unwilling to risk this prophecy coming true, and today guard the tomb with their lives. At least three rune masters remain on watch always, serving as a ceremonial honor guard for Damashar's Tomb. Many other dwarven wizards come and go, so thieves with intentions of plunder could potentially face an army of rune masters. The candle that rests atop Damashar's sarcophagus also protects the room: if anyone enters by force, the candle explodes in a fiery burst, dealing 10d6 points of damage to all in the chamber (Reflex DC 17 half); the explosion will not damage the carvings, and the candle will recharge itself in 1d6 hours. Further, the room itself has on several occasions protected itself by changing to blank "pages" when questionable visitors have entered.

A plethora of new spells and notes still appear on the chamber's walls at irregular intervals. The rune masters avoid trying to explain this phenomenon, however, calling it simply Damashar's final mystery. Untested theories on runic spell energies prompt living rune masters to perfect new spells, creating a growing cycle in which innovative magic joins the spellbook's already expanding pages. Rune masters consider it a great honor to claim a spot on the walls as their own.

The room displays a maximum number of spells and notes at any given time, however, although this number is quite large given the size of the "spellbook." The secret of turning pages died with Damashar, as well, and no one has successfully wrested this knowledge from the tomb as of yet. Rune masters sometimes must wait for a spell appear, but, fortuitously, the tomb seems to provide any desired information quickly for the rune masters.

Bardic knowledge DC 26; Knowledge (arcana, dwarven history) DC 25.

Contents

Damashar's Tomb contains many spells considered unique to Burok Torn, including *Damashar's force rune*†, *spell wall***†, *dust cloud***†, *hold stone***†, *rock storm*†, *stone assault***†, and *blazing shield**. Other spells adopted from outsiders or adapted from divine spells also appear, including *symbol*, *avalanche***†, and *earthquake*. Rune masters speculate that these joined the spellbook after dwarven wizards began using them.

Despite Damashar's devotion to the arcane, however, his spellbook also stores clerical spells without difficulty. As dwarven rune masters within Burok

Torn may follow either a divine or arcane path, no one has really questioned this oddity. Many of the solely clerical spells upon the walls (such as *spike stones*, *stone shape*, and *soften earth and stone*) came from the ranks of the priestly rune masters.

†These spells appear in **Burok Torn: City Under Siege**.

The Dream Maps of the Lotus Eaters

The dream maps are contained in a large, square volume some 2 feet to a side. The book is bound in the leathern hide of a chimera stained with mottled blue, its cover decorated by a mandala of silver and gold inlay, diamonds, and star sapphires. The book is held shut by an ornately engraved mithril lock that is opened by a silver key.

History

For over five centuries, the Lotus Eaters of Elz charted and cataloged the dreamlands. Throughout the Empire, in places such as the Twilight Monastery of Lokil, and the Perfumed Monastery of Shelzar, they intoxicated themselves with the pollen of the blue lotus, chanted, dreamed, and crafted hundreds of dream maps — richly illuminated mandalas mapping the tiny yet infinite region of the Astral Plane that is the realm of mortal dreams.

Much of the work the Lotus Eaters was lost during the Divine War. The monasteries of Midnight, Twilight, Uncountable Stars, and Desire were all destroyed. By the war's end, only a few of the Lotus Eaters' sacred places remained. Foreseeing the collapse of the Empire of Elz, the Grand Hierophant of

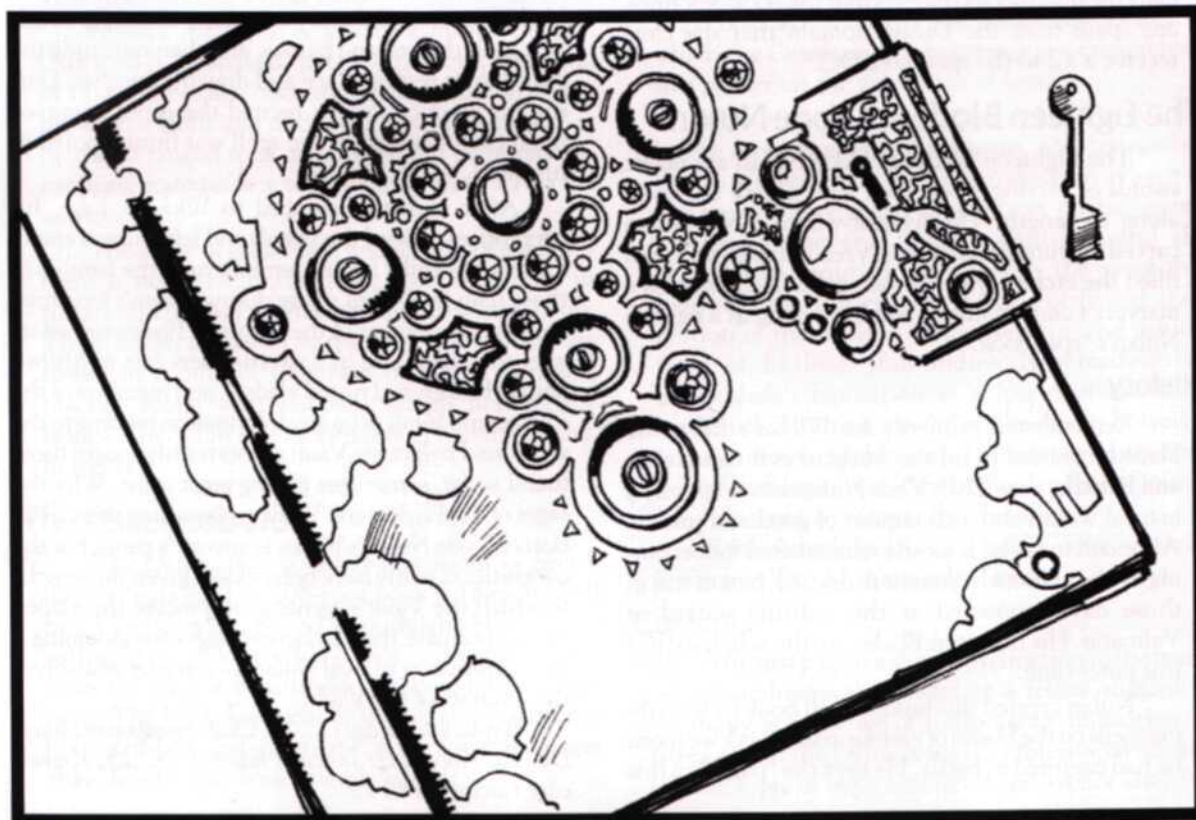
the Lotus Eaters sent monks across the empire to gather what were left of the dream maps and bring them to the Perfumed Monastery of Shelzar. There the Grand Hierophant assembled them into a book that was to be the definitive atlas of dreams. He labored seven years in the collation and commentary of the dreams maps. It is said that when he was finished, the demigod Erias himself appeared, and permeated the work with divine power. The Grand Hierophant used the book to train his successor in the brief time that remained before his death.

Since the fall of Elz, the Lotus Eaters have mostly devolved into an anarchic society of mad prophets; however, the tradition of the hierophants has been maintained, and as part of the initiation rites, a new Grand Hierophant must make a copy of this tome. There are at least three copies of this work extant. The original is in the keeping of the Grand Hierophant in Shelzar. The second copy was given to the library in Lokil, in honor of the lost Twilight Monastery. The third copy was stolen, and its whereabouts are unknown, though it is thought by some to be hidden now in the libraries of the Phylacteric Vault.

Bardic knowledge DC 25; Knowledge (arcana) DC 30; Knowledge (dreams) DC 25; Knowledge (local history: Shelzar) DC 30; Knowledge (religion) DC 30

Contents

The book contains 1,001 pages of elaborately drawn maps of the dreamlands, dream narrations, mantras, and prayers to Erias, the demigod of dreams. Anyone not intoxicated by blue lotus pollen who



attempts to read this text must make a Will save (DC 24) or fall into a deep sleep and experience a vivid and lifelike dream. This lotus dream trap is a simple one — the victim believes she is actually reading the book. The dream lasts until the reader actually awakens from the magically induced slumber, which typically takes about 10 hours. A would-be reader can go on like this indefinitely, believing that she is reading the book, but never gaining any real knowledge, with only a hazy recollection of vague imagery, symbols, and mantras. A prospective reader who fails her initial save is only entitled to a new saving throw after one year has passed, while a reader who makes her initial saving throw may thereafter read the book unhindered. Readers who peruse the tome while under the effects of the blue lotus automatically make their saving throw against this trap, and may gain additional powers from studying the work.

Anyone who actually devotes a year of study to this book without succumbing to the lotus dream trap thereafter gains a gift from Erias: a +4 sacred bonus to Knowledge (dream) skill checks and to Knowledge (planes) skill checks relating to the dream realm within the Astral Plane.

Arcane spellcasters who study the book will find enough information contained therein to research the following arcane spells in one half the standard time and at half the material cost, and with a +5 insight bonus to attendant Spellcraft checks. These spells are *sleep*, *modify memory*, *deep sleep***, *detect dreams***, *dream*, *nightmare*, *rune of sleep**, *steal sleep**, and *astral projection*.

If the reader is also a cleric of Erias, and practices daily the mantras and prayers that the book describes, any spells from the Dream domain that she casts receive a +2 to the spell save DC.

The Eighteen Blades of Vode Nulan

The Eighteen Blades of Vode Nulan are magic swords of varying types, each with a spell engraved along its length. The warrior-wizard Vode Nulan carved the runes in large, easily read strokes, and then filled the etched symbols with gold. Each sword is a marvel of craftsmanship besides serving as a page in Nulan's "spellbook."

History

Remembered primarily for *Wicked's Edge*, the blade he crafted to rid the world of evil (see *Relics and Rituals*, page 220), Vode Nulan was originally a martial wizard and a champion of good and justice. Although today he is mostly remembered for becoming as evil as those he sought to destroy, Nulan was in those days renowned as the fighting wizard of Valmatas. His Eighteen Blades are the sole legacy of this purer time.

Nulan created this unique spell book by inscribing spells on the blades of various masterwork weapons he had captured in battle. He kept the "pages" of this



book on elaborate display stands within his training/meditation chamber, in which he usually spent a great deal of time purifying his spirit before each battle. The swords ringed the walls in a beautiful display of destructive power.

Nulan memorized his spells by drawing each blade from its stand and performing elaborate ritualistic cuts, thrusts, and parries, and then returning the sword to its resting place and drawing another. During his practice, Nulan recited the runes engraved upon each blade until the spell was firmly rooted in his mind.

After Nulan succumbed to *Wicked's Edge*, his apprentices divided the swords and left Nulan's empty fortress, rightfully fearing reprisals from the families of those slain by *Wicked's Edge* during Nulan's long final rampage. A number of the Eighteen Blades turned up over the years (one in a sword-sellers cart in Mithril among broken and rusted blades), and members of the Phylacteric Vault prize any information relating to the weapons. Phylacteric Vault agents readily bought those found so far, sometimes paying great sums. Why the sages of the Phylacteric Vault are amassing the collection of Vode Nulan's blades is anyone's guess, but the curiosities of many have been roused given the lengths to which the Vault's agents go to procure the blades. Some speculate the Phylacteric sages are grooming a weapons-master to rival Nulan — a master who serves the interests of the Vault.

Bardic knowledge DC 21; Craft (weaponsmithing) DC 30; Knowledge (ancient history) DC 25; Knowledge (arcana) DC 23.

Sword	Type	Spell	Whereabouts
Warrior's Wrath	+1 longsword	<i>Bull's strength</i>	Phylacteric Vault
Foe's Fate	+1 longsword	<i>Spell turning</i>	Unknown
Redeemer's Retribution	+2 longsword, <i>flaming</i>	<i>Flame/frost weapon*</i>	Thought by some to be destroyed; other rumors say Hollowfaust possesses it
Anguish's Longing	+1 longsword	<i>Stoneskin</i>	Phylacteric Vault
Temper's Burning	+3 longsword, <i>frost</i>	<i>Endure elements</i>	An elven bard reports recently spotting it on Termana
Razor's Heart	+1 longsword, <i>shock</i>	<i>Remove resistance*</i>	Lost during an expedition to Caverns of Blood and Ice in Titanshome Mountains
Stamina's Soul	+1 longsword	<i>Endurance</i>	Phylacteric Vault
Agility's Breath	+2 short sword, <i>dancing</i>	<i>Jump</i>	Phylacteric Vault
Parting's Adhering	+1 short sword	<i>Blade meld**</i>	Sighted in a Burok Torn merchant's stall; sold before Vault agents could buy it
Heart's Fury	+1 short sword, <i>thundering</i>	<i>Battlecry*</i>	Phylacteric Vault
Purity's Growth	+3 short sword	<i>Enlarge</i>	Lost, believed somewhere in Kelder range
Seeker's Finding	+2 bastard sword	<i>Salamar's quiet contemplation*</i>	Phylacteric Vault
Hatred's Light	+3 bastard sword, <i>vorpal</i>	<i>True strike</i>	Sailors report that Baron Mirth of the Carnival of Shadows possesses it
Anger's Failing	+2 greatsword, <i>mighty cleaving</i>	<i>Arcane parry**</i>	Possessed by the warrior Anstal Hielthon of Mithril, who refuses to sell
Mourner's Lament	+1 two-bladed sword, <i>holy</i>	<i>Soulstrike*</i>	Phylacteric Vault
Believer's Truth	+1 falchion	<i>Iron body</i>	Possessed by Calastian warrior Kuliom Ganthes
Victor's Speed	+2 scimitar, <i>speed</i>	<i>Haste</i>	Possessed by corpse whisperer Ranish Shanalf near Hornsaw Forest
Silence's Strike	+1 scimitar, <i>keen</i>	<i>Keen edge</i>	Phylacteric Vault

Contents

The Eighteen Blades (7 longswords, 4 short swords, 2 bastard swords, 1 greatsword, 1 two-bladed sword, 1 falchion, and 2 scimitars) are crafted specifically for the needs of a fighter-wizard, offering combative spells to make a blade strike true or to keep a foe from landing a fatal blow.

Nulan's spellbook is a warrior-mage's delight. One spell is "enscribed" upon each sword, for a total of 18 spells. Nulan concentrated on spells furthering his warrior skills and disdained "cowards' magic," as he called ranged spell attacks. Nulan preferred dispatching enemies face to face rather than across the battlefield.

The name of each blade and its type of enchantment is noted below, as is the spell etched on its surface and its last known (or rumored) whereabouts. Those blades possessed by the Phylacteric Vault are stored in a faithful imitation of Nulan's original practice room, with elaborate stands holding the blades. The Vault still lacks many of Nulan's blades, however.

The Osseocabula

The *Osseocabula* is rather innocuous as necromantic texts go. The 206-page book is 18 inches tall by 13 inches wide, bound in midnight-blue leather with copper fastenings that do not tarnish. The cover bears the sigil of Barastrondo, rendered in an ivory inlay. The book feels cool to the touch even on the hottest of days, and water runs off the cover and pages alike, leaving the book completely dry.

History

The *Osseocabula* was penned by Barastrondo himself, one of the seven powerful necromancers who founded the city of Hollowfaust. Barastrondo was famous as a virtuoso of animation, devising many singular types of animated undead and constructs over the course of his life. He left behind several workbooks as manuals for his Animators' Society, of which the *Osseocabula* is notorious as a comprehensive primer on the animation of bone.

The *Osseocabula* was carried to Lokil in 102 AV by the Animator Miesta Carmere, who transcribed the book's treatise on the human skeleton as a gift to the great library there. Somewhere on her return journey, however, Carmere vanished and the *Osseocabula* vanished with her. In the years that followed, the librarians of Lokil distributed their portion of the book to various temples and institutions of healing, thus indirectly spreading the *Osseocabula's* reputation as a lost masterwork on medicine. The true power of the book, however, remains as yet unpublicized. Though the Animators' Society retains a copy of the original in their libraries, they are eager to recover the lost work.

Bardic knowledge DC 25; Heal DC 35; Knowledge (anatomy) DC 20; Knowledge (arcana) DC 20.

Contents

The first page is a short introduction to the book, which addresses the reader as a fellow student of anatomy and the art of necromantic animation. It stresses that the *Osseocabula* is a professional manual on the topic of bone animation, and is not aimed at

power-hungry wizards. Buried within the introduction is a magical trap meant to ensure the return of the book should it ever be stolen.

Trap of Recovery: CR 2; reader *geased* into returning work to the nearest full member of Hollowfaust's Animator's Guild; Will save (DC 21) negates; Search (DC 21); Disable Device (DC 26).

The following 60 pages are a lengthy and thorough treatise on the human skeleton, with scattered notes on elven, dwarven, halfling, goblin, and orcish skeletons and how each differs from human morphology. Bone tensile strength and the arcane uses of each bone are discussed, as is the process of determining a corpse's age, race, sex, and state of health while alive from studying its bones. This work is comparable to the finest medical texts extant in Ghelspad, and anyone who uses the book as a reference (which will take a minimum of 1 minute) gains a +2 competence bonus to any Heal or Knowledge (anatomy) skill check made with regard to bone setting, skeletal disorders, or other matters relating to the humanoid skeletal structure.

The next 101 pages are devoted to spells particularly important or useful in the animation or augmentation of skeletal undead. In order of appearance, the lesser spells contained here are *animate dead* (10 pages), *animate vermin*† (2 p), *bone construct*† (8 p), *control undead* (14 p), *bone weapon*† (2 p), *mending* (1 p), *cadaver dance*† (6 p), *halt undead* (6 p), *undead familiar*† (6 p), and *geas/quest* (12 p). The final two spells in this section are particularly noteworthy. The first is an arcane version of *create greater undead* (16 p; identical to that in PHB, but now Sor/Wiz 8), with the limitation that it cannot create incorporeal



undead. The second is Barastrondo's *inexorable phalanges* (18 p), which calls up a Large skeletal hand; this spell is similar in effect to *Bigby's crushing hand*, except that it is a Necromancy spell that requires a finger-bone as its material component and the skel-

Secrets of the Osseocabula

The *Osseocabula* can be used to create the following substances and constructs:

Crone's Bile

Creating this substance requires 400 gp in raw materials (a price that includes the rare plants). The creator uses the Craft skill rules for item construction (PHB, Chapter 4, "Craft") to distill crone's bile, but makes Alchemy skill checks to actually do so.

Crone's bile: Type Injury DC 20; Initial damage 1d6 temporary Con; Secondary damage 2 Con (permanent); Price 1200 gp.

Skeletal Constructs

Bone Golem: Creating this construct requires the spells *animate dead* and *bone weapon*, and costs 8000 gp and 160 XP. (See **Creature Collection**, page 81, for details on the bone golem.)

Superior skeleton: Creating this undead requires the creator to cast *animate dead*, and also requires an alchemical bath that costs 150 gp and a Knowledge (anatomy) skill check (DC 25). (See **Hollowfaust: City of Necromancers**, page 128, for details on the superior skeleton.)

Masterwork skeleton: Creating this undead requires the creator to cast *animate dead*, and also requires an alchemical bath that costs 300 gp and a Knowledge (anatomy) skill check (DC 30). (See **Hollowfaust: City of Necromancers**, page 128, for details on the masterwork skeleton.)

Marrow knight: Creating this undead requires the spell *create greater undead*, 800 gp in onyx and other raw materials, and the skeletons of both a Medium-size humanoid (which must be intact from the waist up) and the skeleton of a horse or similar Large equine (which must be intact except for the skull). (See **Creature Collection**, page 130, for details on the marrow knight.)

etal hand of a deceased wizard or sorcerer as its arcane focus.

†These spells appear in **Hollowfaust: City of Necromancers**.

Barastrondo then devotes a page to the properties of crone's bile, a rare and debilitating poison that eats away at its victim's bone mass. In characteristically thorough fashion, he describes how to recognize the substance (a greenish, transparent, sticky fluid that smells slightly of mint), how it is utilized (it enters the bloodstream by injury), and even how to manufacture it (an alchemical process requiring several rare plants from the Mourning Marshes).

The next 4 pages are devoted to the formula for creating a *canopic urn of the undead* (**Relics & Rituals**, page 180). The notes in the margins indicate that Barastrondo disapproved of the crude result, but that the formula was too practical to neglect inclusion for the serious student of animation.

The rest of the book is filled with exacting formulae and detailed instructions for the creation of bone constructs and rare skeletal undead, in particular bone golems, superior and masterwork skeletons, and marrow knights. Some passing mention is made of more esoteric animated creatures, such as the necromantic golems of the Blood Bayou or the three varieties of siege undead. Enough information appears that the reader would be able to recognize such creations, but no space is devoted to actual exploration of the processes needed to create such things.

The final page of the tome is a brief afterword, wherein Barastrondo hints at the greater achievements yet to be made in the field of animation. He closes the *Osseocabula* with a reminder that the science of necromancy is entirely as helpful or baleful as the wizard who uses it — a reminder that far too many necromancers have ignored.

The Tome of Midnight

The Tome of Midnight is a massive spellbook, covered in some kind of strange jet-black leather that is as smooth as silk. The cover seems to drink in any light that touches it, and under full sunlight it looks like nothing so much as a black, rectangular hole in space. The actual edges and corners of the book can't be properly made out, so deep is their black coloration. In fact, the book cannot actually even be opened in lighted surroundings — there are no discernable covers to grasp, even by touch. It may, however, be picked up and carried.

In fact, the Tome's light-drinking properties are so strong that any spell with the [light] descriptor that is cast into an area containing the Tome of Midnight is weakened, reducing the spell save DC against that spell by 2.

Only under minimal light, such as moon- or candlelight, may the Tome of Midnight be opened. Its pages seem to be of parchment, though an odd

parchment with a faint silvery sheen. The actual words are written solely in the coded language of magic, requiring a *read magic* spell to decipher. The silver of the pages actually allows the book to be read with normal human eyesight even in pitch darkness.

History

The origins of the Tome of Midnight are unknown, though popular legend attributes its creation to the slarecians, who penned this book from the secrets they stole from the demigoddess Drendari. According to that legend, this book was given to the first Penumbral Lords as a sign of the slarecian's acceptance of their service, as a lord might grant his new vassal a sword.

What is undeniable is that this tome has been passed down to the masters of cabals of Penumbral Lords for as long as these shadowy manipulators have existed. Although it has been lost and stolen occasionally (often by thieves and shadowdancers in the employ of Drendari's clergy), it has always been recovered — until the raid on the Penumbral Pentagon by Barconius and the Knights of Mithril. At that time the spellbook was in the hands of the penumbral lord Dar'Tan, but it was lost during that assault; whether it was seized by the paladins or stolen by an enterprising apprentice during his escape is unknown.

Contents

The Tome of Midnight is a massive spellbook of 250 pages, 248 of which are taken up by those spells from the penumbral lord spell list (see **Relics & Rituals**, page 17). The other 2 pages are blank, one in the front and one in the back of the book. The writing of the spellbook itself is dangerous, as it contains a unique variant of the original slarecian language virus that is triggered only if there is any light on the pages when the book is read (see **Creature Collection**, page 178, and also Chapter 6 in this book for details on the slarecian language virus).



Appendix

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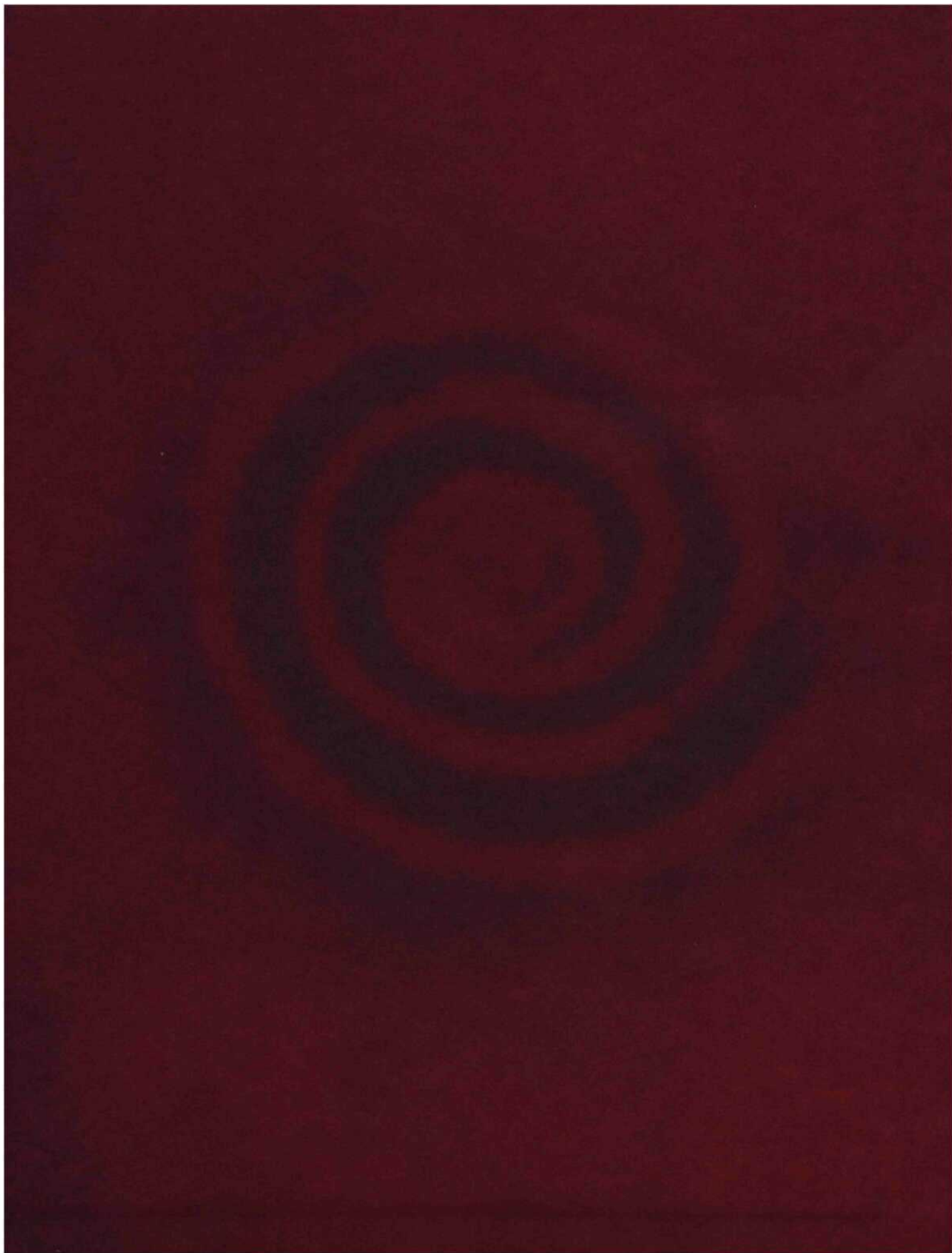
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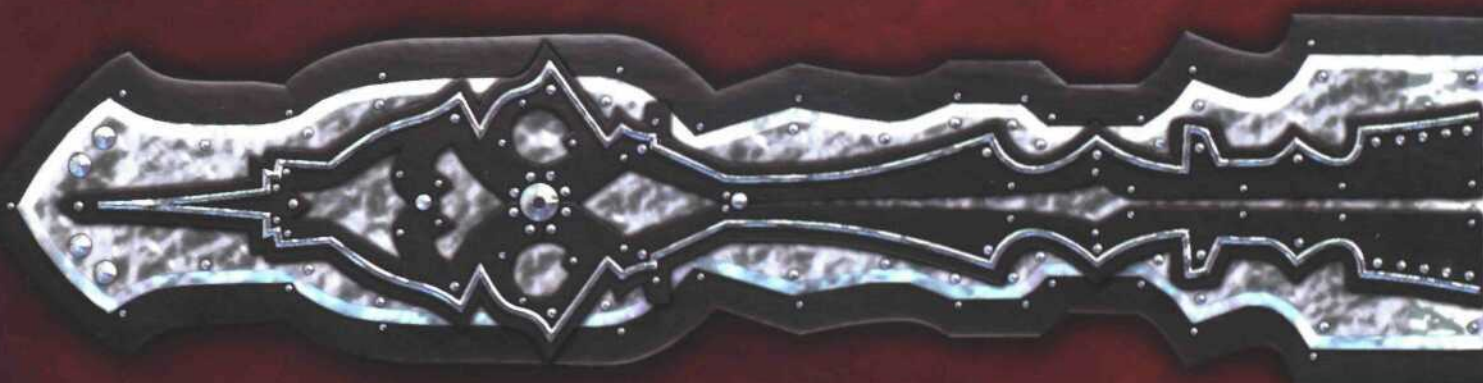
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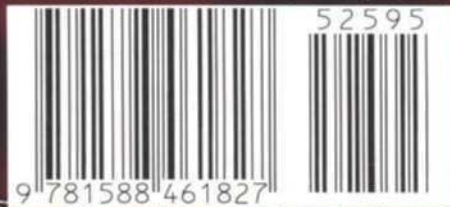
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