



Artifacts of the Ages

RINGS

by JD Wiker and Gary Astleford



Artifacts of the Ages: Rings

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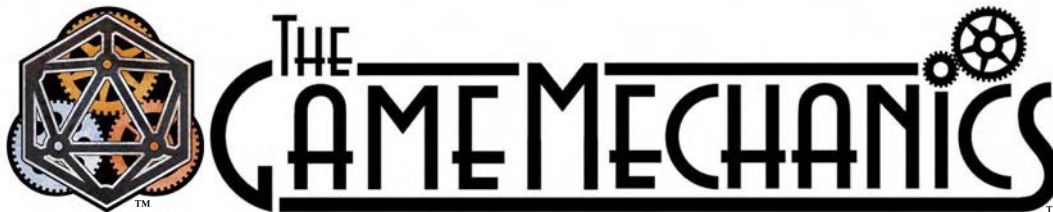
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Introduction

Welcome to *Artifacts of the Ages: Rings*—a sourcebook for magic rings, amulets, crowns, and other jewelry and gems, for fantasy d20 System campaigns. These are hardly everyday magic items, however—any more than Tolkien’s “One Ring” is an everyday magic ring. These items are special: They have great powers, and great destinies. In the d20 System, they would be considered minor artifacts, possessed of mighty magical abilities, enough to make an ordinary person into a hero, an ordinary hero into a mighty king—and ordinary player characters into the kind of characters myths are made of.

What’s in This Book?

In fantasy literature, in the movies, and in our own imaginations, magic rings, gems, crowns, amulets, bracelets, and the like all play larger parts than are traditionally assigned to them in fantasy roleplaying games. Their owners tend to carry them throughout their careers.

But in the games we play,

these items usually only last until the characters use all the charges or find something better. And considering that characters may only wear so many rings, necklaces, headwear, and footwear, it is even more important that such items be more valuable, versatile, and vital to the character’s adventures.

Artifacts of the Ages: Rings gives player characters reasons to hang onto those magic baubles a bit longer. The legendary rings found in this book are powerful enough to be useful still at higher levels—but they dole out their powers bit by bit, so that the GM needn’t worry about putting too powerful an item into the hands of a low-level character. These items grow in power as the scions advance in level.

The magic items in *Artifacts of the Ages: Rings* offer minor powers to any wearer, but grant their better abilities to those who take one of four associated prestige classes: the scion classes. The scion unlocks new abilities of the ring by advancing in its associated prestige class. In short, the prestige classes reward the player for keeping these items.

The scion classes—battle scion, spell scion, faith scion, and swift scion—work slightly differently from item to item. One battling’s prestige class requirements might allow a character to get into the class as early as third level; another, with correspondingly greater powers, might not let

a character in until 9th level, at the earliest. The better the item, the harder it is to get into the prestige class for using it.

How to Use This Book

Because the jewelry in this book is designed to last a character throughout most of a campaign, GMs who wish to use the items and prestige classes in this book should try to plan ahead. If you are just beginning a campaign, you can work one of these items in fairly easily. The player characters could discover it in a treasure hoard, or their religious or mystical orders could bestow such items on the characters. (The quest for the item could be one of the party’s earliest adventures.) If the campaign has already begun, you can have an existing ring, amulet, or other piece of magic jewelry already in the game begin manifesting proof that it is a legendary item. Or, you could simply adjust the item’s deflection or resistance bonus upward for higher-level characters.

In either case, your goal as GM should be to find a ring that fits into your campaign—or use these rules to invent one of your own—and offer it to your players as incentive to take one of the associated prestige classes: battle scion, spell scion, faith scion, or swift scion. If you know your players’ preferences, you should not only be able to find a player who would thoroughly enjoy uncovering the mysteries of a legendary ring, but also a legendary ring that matches that player’s tastes.

For the GM

Artifacts of the Ages: Rings makes use of prestige classes in the truest sense: Taking one of these classes makes a character someone special in the grand scheme of things. Consequently, you, as the GM, must be prepared to utilize these prestige classes—and the legendary rings that go with them—in your campaign. If you’re not prepared to do so, then you should make it especially clear to your players that these prestige classes aren’t available to them.

On the other hand, if you’re willing to take this plunge, the characters in your game can wield magic rings that more or less automatically scale to the level of the characters’ power—running the gamut from minor magic item to minor artifact. And you can use the very existence of these weapons to make your campaign world that much more a magical place, full of adventure and mystery—which is what fantasy roleplaying games are ultimately all about.

Web Enhancement

Additional material for use with *Artifacts of the Ages: Rings* and any discovered errata can be found at The Game Mechanics’ website (www.thegamemechanics.com).

Chapter One: The Basics

Legendary rings use a very simple system to allow their abilities to improve along with their wearers' abilities. A character wearing a legendary ring is eligible for one of the ring scion prestige classes, which in turn allows the character to begin unlocking the ring's advanced abilities, simply by taking levels of the prestige class.

Without taking the prestige class, the legendary ring is simply a magic item, usually with a small deflection or resistance bonus (+1 or +2, or as high as +3 for truly powerful legendary rings). At each level of the prestige class, though, the scion can utilize another ability of the item. These abilities might be simply an increase in the ring's deflection or resistance bonus, but more commonly they grant the scion access to a suite of combat-oriented feats, special abilities tied to the item's purpose, or perhaps magical enhancements to the character's own skills and abilities.

In every case, the ring scion prestige classes simply describe which of an item's abilities the scion is now eligible for. The legendary ring entries (found in Chapters 2 through 5) list what those abilities are. Thus, every ring scion prestige class is different, even though there are only four variations to the scion prestige class.

Ring Scions

Ring scions come in as many varieties as there are legendary gems, jewels, and rings. But they distill down to one of four distinct types, based on the intended owner of the item. Each legendary artifact in Chapters 2 through 5 utilizes one of these four prestige classes:

The **battle scion** prestige class is for battlerings: legendary rings made for fighters, barbarians, and rangers (and the occasional monk or paladin).

The **spell scion** is for spellrings: legendary rings made to be wielded by arcane spellcasters, such as wizards and sorcerers, and sometimes bards.

The **faith scion** is meant for characters who wield legendary rings of divine power, faithrings. Faith scions often begin as clerics, druids, and paladins.

And, finally, the **swift scion** prestige class is for those who wield swiftrings: legendary rings that make use of or improve the wearer's stealth, speed, or just good old-fashioned dexterity. This includes rogues and monks, in most cases, and sometimes bards as well.

Rules and Restrictions

In addition to meeting the prerequisites of the prestige class (some of which are dictated by the rings themselves, as shown in Chapters 2 through 5), characters who take one of these prestige classes have certain other rules and restrictions to follow.

Unbreakable

Under ordinary circumstances, legendary rings cannot be destroyed. Any attempt to smash, crush, melt, or otherwise damage such an item automatically fails. However, each ring, jewel, gem, or other item described in this book includes an explanation of how the item may be destroyed. The destruction process should never be an easy task to undertake; it should be the result of an arduous quest, perhaps involving a journey to where the item was originally created.

When an item of this sort is destroyed, it might merely be broken into multiple pieces—pieces which can be reassembled, under the proper circumstances. Whether a given item can be reconstructed is in the GM's hands. Destroyed items might still function in some lesser way, if the GM so desires. The wearer retains her levels in the scion prestige class, but must succeed at a special level check in order to use her class abilities for the prestige class. This level check is $1d20 + \text{scion level}$ against a DC of $11 + \text{the caster level of the ability the character wishes to use}$. Obviously, the former scion cannot, in this fashion, access abilities that require the weapon to be intact, or in contact with the scion. Deflection and resistance bonuses, for example, do not operate, nor do abilities that activate when the wielder successfully attacks or deals damage with the item.

Losing Legendary Rings

Legendary rings, as explained below, should never become permanently lost. Fate has ways of bringing these items back to their rightful owners. As the GM, it is your job to ensure that the legendary ring and its scion do not stay separated for long (unless, of course, the purpose of the adventure is to recover the ring). The ring should turn up, by default, at the end of an encounter, or should be near enough at hand that the scion need only make a reasonable effort to reclaim the item.

If a legendary item is lost for a long period, the former scion may have to undertake a quest to

recover it. Such a quest could involve visiting the place where the item was created or making some sort of sacrifice related to the item's purpose or powers. GMs should be creative in coming up with the specifics of the quest.

When a scion permanently loses a legendary item, her levels in the scion prestige class are replaced by levels of another class. The wielder's levels in the item's associated prestige class convert to levels of fighter, barbarian, paladin, or ranger (in the case of battle scions); wizard or sorcerer (in the case of spell scions); cleric, druid, or paladin (in the case of faith scions); or rogue, bard, or monk (in the case of swift scions). The choice of which class the levels convert to is up to the player, with the restriction that the chosen class must be one in which the character already possesses at least one level. If the character should somehow later recover the item, the player, if she so desires, can instantly and immediately reconvert all the converted levels back to the scion prestige class again (no more, and no less—even if the character has gained levels since then).

Ex-Scions

If the wearer no longer meets the prerequisites of the scion prestige class, she loses the ability to access the special abilities of her legendary ring. She retains the basic features of the prestige class (Base Attack Bonus, base saves, and even spellcaster levels, where appropriate), but the ring supplies only the magical abilities it grants to any wearer. The ex-scion may not progress in levels of the prestige class until she corrects the problem and once again meets the prerequisites of the class.

This restriction does not prevent a ring scion from taking levels of another class, or from using the abilities of the legendary ring while she does so. Unless the new class in some way violates the scion prestige class prerequisites (such as requiring

a different alignment), or the item's description specifies penalties for advancing in another class, then the only drawback to pursuing a different class is that the scion is not gaining new powers with the item.

Gaining Additional Legendary Rings

If the wearer of a legendary ring somehow gains another of the same type (a faith scion who acquires another faithring, for example), he may not adopt its associated prestige class, nor may he transfer the benefits of his faith scion levels to the new weapon. But if he were to acquire a faithblade or faithstaff (as described in *Artifacts of the Ages: Swords and Staves*), he could begin advancing as a battle scion for that item, assuming that he meets the requirements.

The level of commitment that a legendary item demands from its wielder does not allow him to split his attention between two or more such items simultaneously. Thus, the owner of two legendary rings must choose the commitment on which he wishes to focus with each new character level, by virtue of his prestige class selection.

The Battle Scion

A battle scion is someone who has received a legendary ring devoted to improving the fighting prowess of its wearer. While characters of any class can eventually qualify for the battle scion, those who fight professionally—fighters, barbarians, rangers, and paladins—are ideal for the battle scion prestige class.

No two battle scions should be identical, by virtue of the items that grant them access to this prestige class. One might wear his family's signet ring, which provides him with the abilities he needs to uphold the family's honor. Another ring could be the legacy of an entire race, embodying all their virtues (or their vices). Or perhaps the ring

Table 1–1: The Battle Scion

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Bonus feat
2nd	+2	+3	+0	+0	
3rd	+3	+3	+1	+1	
4th	+4	+4	+1	+1	Bonus feat
5th	+5	+4	+1	+1	
6th	+6	+5	+2	+2	
7th	+7	+5	+2	+2	Bonus feat
8th	+8	+6	+2	+2	
9th	+9	+6	+3	+3	
10th	+10	+7	+3	+3	Bonus feat

carries with it a curse, along with its powers—for example, making the wearer an invincible, but unstoppable, fighting machine.

A battle scion, for all the powers his ring grants him, isn't terribly different from any other fighter, barbarian, ranger, or paladin who uses his share of the treasure to buy a better magic ring from time to time. What really sets him apart is that his ring is leading him to a particular destiny (if only in that it shapes his future advancement choices).

Hit Die: d10.

Requirements

To qualify to become a battle scion, a character must fulfill the criteria listed for the specific battling (see Chapter 2).

Class Skills

The battle scion's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str). Certain legendary ring special abilities grant additional class skills (and sometimes additional skill points); see the entries in Chapter Two.

See Chapter 4: Skills in the Player's Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the battle scion prestige class. Each legendary item provides a unique set of additional species abilities, which are detailed in its description in Chapter 2. These abilities accrue in addition to those already noted in the Special column of Table 1-1: The Battle Scion. However, because those abilities are functions of the item rather than the wielder, they are lost if the legendary item that granted them is

lost. The features in that table are retained with or without the item.

Class Ability

Bonus Feats: At 1st level, the battle scion gets a bonus feat and an additional bonus feat at 4th, 7th, and 10th level. These bonus feats must be drawn from the following list: Blind-Fight, Combat Reflexes, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical*, Improved Initiative, Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Quick Draw, Weapon Finesse*, Weapon Focus.

Some of the bonus feats available to a battle scion cannot be acquired until the battle scion has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat. A battle scion can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. A battle scion must still meet all prerequisites for a feat, including ability score and base attack bonus minimums.

The Spell Scion

Sometimes a magic ring is nothing so much as a reservoir of tremendous arcane power. For such legendary rings, the spell scion is the ideal owner. Their rings are items of great arcane power and often have a great magical destiny. They might be the bearers of gemstones containing the essences of powerful outsiders, or crowns that grant the scion command over legions of followers, or the item might actually be the symbol of the wearer's arcane order.

Wielding an arcane legendary ring is a great responsibility because the weapon contains so much magical power. Those arcane spellcasters who recognize the ring afford the scion more respect—or perhaps fear—than they might another of their ilk.

Hit Die: d6.

Table 1-2: The Spell Scion

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Spells per Day/Spells Known
1st	+0	+0	+0	+2	+1 level of existing class
2nd	+1	+0	+0	+3	+1 level of existing class
3rd	+1	+1	+1	+3	+1 level of existing class
4th	+2	+1	+1	+4	+1 level of existing class
5th	+2	+1	+1	+4	+1 level of existing class
6th	+3	+2	+2	+5	+1 level of existing class
7th	+3	+2	+2	+5	+1 level of existing class
8th	+4	+2	+2	+6	+1 level of existing class
9th	+4	+3	+3	+6	+1 level of existing class
10th	+5	+4	+3	+7	+1 level of existing class

The Faith Scion

Requirements

To qualify to become a spell scion, a character must fulfill the criteria listed for the specific spellring (see Chapter 3).

Class Skills

The spell scion's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int). Certain legendary ring special abilities grant additional class skills (and sometimes additional skill points); see the entries in Chapter Two.

See Chapter 4: Skills in the Player's Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the spell scion prestige class. Each legendary item provides a unique set of additional special abilities, which are detailed in the descriptions in Chapter 3. These abilities accrue in addition to those already noted in the Special column of Table 1–2: The Faith Scion. However, because those abilities are functions of the item, rather than the wearer, they are lost if the legendary item that granted them is lost. The features in that table are retained with or without the item.

Spells per Day/Spells Known: At each spell scion level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a spell scion, the player must decide to which class to add each spell scion level for the purpose of determining spells per day and spells known.

Faith scions wield legendary rings imbued with the divine power of their deities—or in the case of druids, the forces of nature. Legendary rings usually come into the hands of faith scions as a boon from their religious orders, or, in very special cases, as a blessing directly from their deities.

As such, clerics, druids, and paladins are ideally suited to bear these legendary items, though other classes can eventually qualify, as well.

Divinely influenced legendary rings should be unusual, if not outright rare. Certainly no deity is going to create piles of magic rings as a matter of course, and few religious orders can afford to do so. Thus, each item should grant different abilities, except in special cases. Such items might be devoted to combating the enemies of the church, or perhaps to destroying (or creating) undead.

A faith scion is someone special, perhaps even exalted, in the hierarchy of the religious order. Her possession of the legendary item implies that she has the favor of her deity, or that she is more in tune with nature than others of her order. Depending on the alignment of her deity, though, her ownership of the ring could also be a challenge to other members of the faith to try to take it from her.

Hit Die: d8.

Requirements

To qualify to become a faith scion, a character must fulfill the criteria listed for the specific faithring (see Chapter 4).

Class Skills

The faith scion's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), and Wilderness Lore (Wis).

Table 1–3: The Faith Scion

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Spells per Day/Spells Known
1st	+0	+2	+0	+2	+1 level of existing class
2nd	+1	+3	+0	+3	+1 level of existing class
3rd	+2	+3	+1	+3	+1 level of existing class
4th	+3	+4	+1	+4	+1 level of existing class
5th	+3	+4	+1	+4	+1 level of existing class
6th	+4	+5	+2	+5	+1 level of existing class
7th	+5	+5	+2	+5	+1 level of existing class
8th	+6	+6	+2	+6	+1 level of existing class
9th	+6	+6	+3	+6	+1 level of existing class
10th	+7	+7	+3	+7	+1 level of existing class

Certain legendary ring special abilities grant additional class skills (and sometimes additional skill points); see the entries in Chapter Two.

Domains and Class Skills: A cleric who chooses Knowledge as one of her domains also has all Knowledge (Int) skills as class skills. A cleric who chooses Trickery as one of her domains also has Bluff (Cha), Disguise (Cha), and Hide (Dex) as class skills. See *Deity, Domains, and Domains Spells* in Chapter 3: *Classes in the Player's Handbook*, for more information.

See Chapter 4: *Skills in the Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the faith scion prestige class. Each legendary item provides a unique set of additional special abilities, which are detailed in the descriptions in Chapter 4. These abilities accrue in addition to those already noted in the Special column of Table 1–2: *The Faith Scion*. However, because those abilities are functions of the item, rather than the wearer, they are lost if the legendary item that granted them is lost. The features in that table are retained with or without the item.

Class Ability

Spells per Day/Spells Known: At each faith scion level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (an improved chance of turning or rebuking undead, metamagic or item creation feats, and so on). If the character had more than one divine spellcasting class before becoming a faith scion, the player must decide to which class to add each

faith scion level for the purpose of determining spells per day and spells known.

The Swift Scion

Some legendary rings are designed specifically with the quick and the silent in mind. Swift scions might inherit a magic ring, or acquire a legendary circlet “purely by accident,” but this is no less part of their destiny than any other scion. Characters of any class can become swift scions, but rogues, bards, and monks benefit most from the special abilities swiftrings provide.

A rogue who takes up a swiftring may use it to supplement her income, while a monk who acquires one of these legendary rings might merely seek to master its use in his pursuit of spiritual and physical perfection. A bard who acquires a magically bejeweled musical instrument could draw upon the power of its rich history to enhance his music. Of all legendary rings, swiftrings are the most focused in their application, favoring rogues, monks, or bards specifically, rather than “all arcane spellcasters,” as with spellrings, or “all divine spellcasters,” as with Faithrings.

Hit Die: d6.

Requirements

To qualify to become a swift scion, a character must fulfill the criteria listed for the specific swiftring (see Chapter 5).

Class Skills

The swift scion’s class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha, exclusive skill), and Use Rope (Dex). Certain legendary ring special abilities grant

Table 1–4: The Swift Scion

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Bonus class skill
2nd	+1	+0	+3	+0	Bonus ability
3rd	+2	+1	+3	+1	
4th	+3	+1	+4	+1	
5th	+3	+1	+4	+1	Bonus class skill
6th	+4	+2	+5	+2	Bonus ability
7th	+5	+2	+5	+2	
8th	+6	+2	+6	+2	
9th	+6	+3	+6	+3	Bonus class skill
10th	+7	+3	+7	+3	Bonus ability

additional class skills (and sometimes additional skill points); see the entries in Chapter Two. See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 8 + Int modifier.

Class Features

The following are class features of the swift scion prestige class. Each legendary item provides a unique set of additional special abilities, which are detailed in the descriptions in Chapter 5. These abilities accrue in addition to those already noted in the Special column of Table 1–4: The Swift Scion. However, because those abilities are functions of the item, rather than the wearer, they are lost if the legendary item that granted them is lost. The features in that table are retained with or without the item.

Bonus Class Skill: At 1st level, 5th level, and 9th level, a swift scion may choose an additional class skill from the following list: Appraise (Int), Concentration (Con), Decipher Script (Int, exclusive skill), Disguise (Cha), Gather Information (Cha), Intuit Direction (Wis), Knowledge (all skills, taken individually) (Int), Pick Pocket (Dex), Speak Language (Int), Spellcraft (Int).

Once designated, the skill is considered a class skill every time the character adds a new level of swift scion.

Bonus Ability: At 2nd level, 6th level, and 10th level, a swift scion may choose an additional class ability from the following list:

Arcane Spells per Day/Spells Known: The swift scion may gain a number of new spells per day as if she had also gained a level in an arcane spellcasting class to which he belonged before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, and so on). If the character had more than one arcane spellcasting class before becoming a swift scion, the player must decide to which class to add each swift scion level for the purpose of determining spells per day and spells known.

Bardic Music: A swift scion may add her bard levels and swift scion class levels to her ranks in the Perform skill to determine which bardic music abilities he may employ. See Chapter 3: Classes, in the *Player's Handbook*.

Bardic Knowledge: A swift scion may choose to gain a +2 bonus on bardic knowledge checks.

Improved Unarmed Damage: A swift scion may choose to increase his ability at unarmed combat. Whenever he selects this option, his damage with unarmed attacks increases by one die type: from 1d6 to 1d8, for example, or from 1d10 to 1d12.

This ability may be chosen multiple times, but it cannot increase the scion's unarmed damage beyond that of a monk of the same character level (see the *Player's Handbook*, Chapter 3: Classes).

Increased Speed: A swift scion may choose to add 10 feet to his base speed. This extra movement only applies when the swift scion wears no armor.

Sneak Attack: If a swift scion has the sneak attack ability, he may choose to increase his sneak attack damage by +2d6.

Uncanny Dodge: A swift scion may choose to gain the uncanny dodge ability (see Chapter 3: Classes, in the *Player's Handbook*, for details). If the scion already has that ability, he gains improved uncanny dodge, instead.

Legendary Magic Items

The secret of these legendary items is not that they are powerful magic items, but that they have the *potential* to be. After all, starting characters are not powerful heroes yet, but so long as they persevere, they *will* be. Therefore they are best thought of as minor artifacts, like the *staff of the magi* and the *hammer of thunderbolts*. As stated in the *DMG*, such items are not necessarily unique, but the means of their creation is either long forgotten, or far beyond the reach of mortals.

Each of the legendary items in this chapter includes not only details of the item's form and abilities, but also the requirements necessary to enter the prestige class associated with it. In addition to any requirements listed under the prestige class in Chapter One, a character must also meet the requirements listed here for the item. Each item has different requirements. Some are much easier to qualify for than others.

This chapter is organized by type of legendary item—Battling, Spellring, Faithring, and Swiftring—each of which lists a number of gems, jewels, and rings that the GM can introduce into his campaign. GMs are encouraged to use or modify the items here to suit the needs of their campaigns, or to design entirely new legendary items using these as guidelines.

Divinations and Legendary Items

Whether or not a given item is a legendary item is not meant to be particularly easy to determine. When characters use various Divination spells to examine an item, what they learn depends on what sort of information they are seeking: presence and strength of auras, or a more specific identification.

Legendary Item Auras

Though legendary items display mighty powers when properly used, they appear to project only

very mild auras, for purposes of the various divination spells that detect such things.

Detect magic reveals only that a legendary ring possesses an aura strength, as appropriate for any magic item. That is, the caster learns whether the item's aura is faint (caster level 5th or lower), moderate (caster level 6th to 11th), strong (caster level 12th to 20th), or overwhelming (caster level 21st or greater). The caster level is determined by the item's evident powers—those that the item displays to anyone who examines or uses it. *Detect magic* does not reveal the caster level of the item's highest level power.

Detect chaos, detect evil, detect good, and detect law likewise use this same system to establish the strength of the chaotic, evil, good, or lawful aura exhibited by the item, if any.

Magic aura has no effect on legendary items.

True seeing functions as normal for arcane casters, and allows a divine caster to perceive the full aura of a legendary ring, as listed in the item's entry.

Undetectable aura functions as normal.

Identifying Legendary Rings

Because the true nature of legendary rings is usually hidden, properly identifying them can be difficult. There are two non-magical means of identifying a legendary ring.

First, the bardic knowledge special ability applies normally to legendary rings. The GM must decide how common the information is, based on the item in question. A legendary ring belonging to a family in the area might be considered common knowledge, while a legendary amulet lost centuries before the foundation of the nearest settlement should be considered extremely obscure knowledge.

The second method is a Knowledge check, with the specific field of study determined by whether the item is a battlering (history), a spellring (arcana), a faithring (religion), or a swiftring

(local). The GM might also allow Knowledge (local) checks to always apply, regardless of the type of item, if it is locally famous. The DCs for Knowledge checks appear throughout each weapon's history.

Analyze dweomer functions as normal. The caster levels for the various abilities of the item are given in each legendary item's entry.

Contact other plane is most effective if the item is in some way associated with the plane; subtract 10 from the die roll to determine the nature of the answer. For example, if the caster contacts a lesser deity of a good-aligned outer plane to ask if a ring is in fact the *Dyjamant*, the entity is less likely to lie, and will not provide a random answer.

Identify functions normally, in that it determines only the single most basic function of the item.

Legend lore functions as normal.

Locate object functions as normal, but cannot be used to determine whether a ring is a legendary ring or not. That is, the caster could specify "the ring that Kessa is wearing," and the spell would locate it. But if the caster specified

"*Gaofar*," the spell would not locate the ring, even if it were within the spell's area, unless the caster already knew that the ring was in fact the swiftring *Gaofar*.

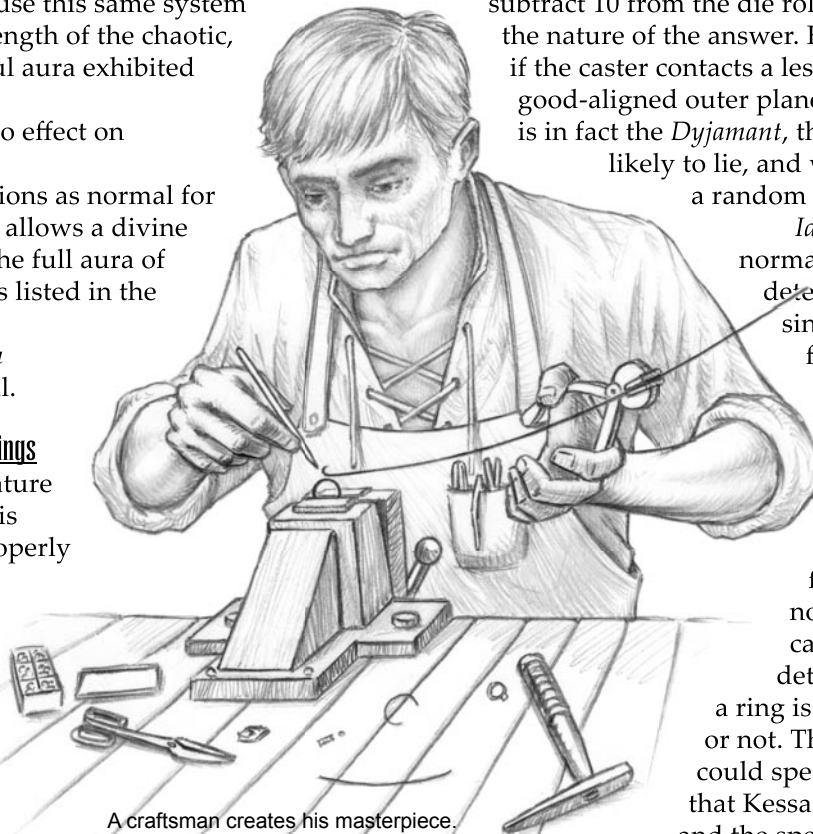
Vision functions as normal.

Enhancing Legendary Items

As minor artifacts, legendary items cannot be enhanced any further. Any attempt to add special abilities to one of these items, or to increase the deflection or resistance bonus, automatically fails.

Campaign-Specific Information

Each of the items in Chapters Two through Five includes a history in the form of a legend. Obviously, these legends are campaign-specific, and the GM should use the legends only as springboards for adapting the items' histories to the campaign setting.



A craftsman creates his masterpiece.

Chapter Two: Battlerings

Legendary rings crafted to be used by warriors are battlerings. These gems, rings, and jewels are most effective when worn or wielded by fighters, barbarians, rangers, and paladins.

The Broach of Bolan

The *Broach of Bolan* is an artifact wrought of nature's power, yet steeped in mortal tragedy.

A Gift from a Jealous Goddess

Bolan was a hunter from Gecilla who was renowned far and wide for his skill as an outdoorsman. He was often sought by the royalty of his country to hunt the greatest of the forest's creatures, which these nobles desired for both their trophy rooms and their banquet tables. Bolan was not interested in wealth. His reverence for nature was not for sale, and no amount of temptation could buy his conscience.

Of all the hunters of Gecilla, Bolan was the wisest and most pious. He regarded the balance of nature as a sacred truth, never hunting the creatures of the wood for sport. He only took from the land what he needed to survive. When he did kill, he would honor the spirit of the creature with prayer, and he ensured that no part of the beast was wasted. Because of his principles, Bolan was often deified in the years following his death.

Check Required: Knowledge (history) DC 20.

Chasira, goddess of nature and of the hunt, was a relatively minor deity in the Gecillan pantheon. The vast woodlands and fields of Bolan's homeland were her domain, and she watched over them as a concerned mother would care for her children. As she watched, she became aware of Bolan as he crossed the wilds, living off the land and honoring her as few other mortals did. In time, she grew infatuated with him, and was ever more concerned with his comings and goings.

Bolan was unaware of the goddess' affection for him. He was but a simple man. At no time did he dream that one as powerful as Chasira would love him so. She went to great lengths to ease his life, and it seemed to others that Bolan lived a charmed existence. The paths were always open to him, the feral creatures of the forest treated him with

deference, and he never wanted for anything so long as he stayed within his woodland home.

Check Required: Knowledge (history) DC 25.

In time, Chasira could no longer continue to love Bolan from afar. While she had tirelessly protected and provided for him, her love continued to be unrequited. Bolan was reverent towards the nature goddess, yet she grew to desire more from him than mere penitence. She appeared to him one

evening as he made his camp along the shore of a small stream. Dumbstruck, Bolan could do little but stare in silence as Chasira expressed her feelings for him.

They spent the evening together beneath the creaking boughs of an ancient tree. When Bolan awoke the following morning, Chasira was gone. A broach, wrought from solid platinum and studded with polished stones, lay upon the bedroll where the goddess had slept the night before. It was a kingly gift, and it served as a reminder of the bond that the

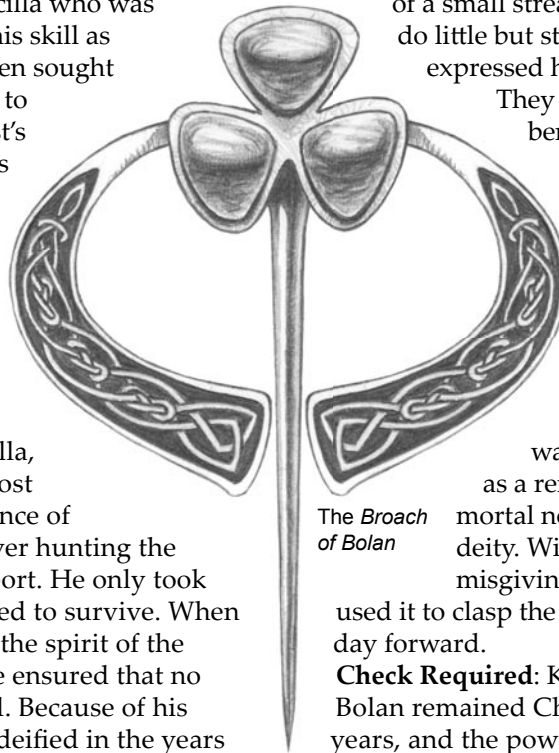
mortal now shared with his beloved deity. With deference, and not a bit of misgiving, Bolan took the broach and used it to clasp the throat of his cloak from that day forward.

Check Required: Knowledge (history) DC 25.

Bolan remained Chasira's secret lover for many years, and the powers of his broach became more potent as the seasons passed. Though he continued to revere Chasira, he could not help but feel as though his relationship with the goddess was unnatural in some way. Although his doubts grew with the passing of time, Bolan was not able to express them to Chasira. Though she loved him and continued to keep him safe, he still feared her wrath.

It came to pass that Bolan met a woman in his travels, a human girl called Laurene. Though Laurene was not possessed of unearthly beauty, such as Chasira was, Bolan found his thoughts to be continually drawn to the girl. In time a romance blossomed between Bolan and Laurene—a romance that Bolan desired to keep hidden from his divine paramour. Despite his attempts at secrecy, Chasira soon learned of Bolan's trysts with the human girl.

Driven mad with jealousy, Chasira struck out blindly at Laurene. She transformed the girl into



The *Broach of Bolan*

a black deer and loosed her within the dark heart of Gecilla's most oppressive forest, the Midnight Wood. Feigning her ignorance of his affair with Laurene, Chasira then appeared to Bolan. She told Bolan of a black deer that had been seen wandering the Midnight Wood, and asked him to hunt and kill the beast for her.

Bolan did as he was asked. Entering the Midnight Wood, he skillfully tracked the black deer and slew it with a single arrow from his bow. As he approached the beast's corpse, he discovered that it had somehow transformed into his mortal beloved, Laurene. It was then that he realized what had happened. Grief-stricken, Bolan tore the broach from his cloak and threw it into a nearby stream before taking his own life.

Check Required: Knowledge (history) DC 30.

The *Broach of Bolan* is wrought from platinum, filigreed with gold tracery, and studded with green agate, bloodstone, and malachite.

Requirements

To wear the *Broach of Bolan* as its battle scion, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skills: Knowledge (nature) 4 ranks, Profession (hunter) 7 ranks, Survival 7 ranks.

Feats: Track.

Special: Favored enemy class feature.

Restrictions

Any character wishing to remain the broach's battle scion must live solely off the land, eschewing the comforts and vices of civilization. He must spend his nights sleeping out of doors, forage and hunt for his food, and respect the balance of nature, taking from the land no more than what he needs to survive. While occasional transgressions are unavoidable, a scion of the *Broach of Bolan* who ignores this restriction for more than a week will lose access to the item's powers. The scion's connection to the broach can be restored, but only by spending thirty consecutive days in the wild.

Attributes

The *Broach of Bolan* has the following attributes.

Method of Destruction: Destruction of the broach can be accomplished only within the confines of an active city or other metropolis. The broach's powers will slowly diminish in an urban environment, especially when surrounded by the machines and products of scientific progress. The luster of the broach's polished stones will grow dull as its magic fades. If kept within a city's walls for more than thirty consecutive days, the *Broach of Bolan* will lose all of its powers.

Check Required: Knowledge (arcana) DC 30.

Value: To any character other than its battle scion, the *Broach of Bolan* appears to be an *amulet of health* +2 (4000 gp).

Special Abilities

The *Broach of Bolan* provides the following special abilities to its wielder, depending upon the character's level in the battle scion prestige class (see Table 2–1: Abilities Granted by the *Broach of Bolan*).

Initial Abilities: The *Broach of Bolan* functions as an *amulet of health* +2, granting anyone who wears it a +2 enhancement bonus to their Constitution score.

Hide From Animals (Sp): A character gains the ability to cast *hide from animals* once per day after attaining 1st level as the *Broach of Bolan*'s battle scion.

Outdoorsman (Ex): At 1st level, the *Broach of Bolan* gives its scion a remarkable ability to get along in the wild, and he can add his scion class level to all Survival checks he makes.

Expeditious Stealth (Ex): Hunting game, as well as other prey, requires great stealth in order to remain unnoticed. At 2nd level, the *Broach of Bolan* allows its scion to make Move Silently checks at his full movement without suffering a penalty.

Sneak Attack (Ex): Beginning at 2nd level, the scion of the *Broach of Bolan* gains the sneak attack

Table 2–1: Abilities Granted by the *Broach of Bolan*

Scion Level	Ability Gained	Caster Level
—	Constitution +2	4th
1st	<i>Hide from animals</i>	1st
	Outdoorsman	—
2nd	Expeditious stealth	—
	Sneak attack +1d6	—
3rd	<i>Augury</i>	3rd
	Overland hunter	—
4th	Stalk prey	—
	Sneak attack +2d6	—
5th	Cloak of the chameleon	3rd
	<i>Snare</i>	5th
6th	Magical blind	—
	Sneak attack +3d6	—
7th	<i>Freedom of movement</i>	7th
	Mercy killing	—
8th	Sneak attack +4d6	—
9th	<i>Commune with nature</i>	9th
	Mystic pursuit	—
10th	Sneak attack +5d6	—

ability. This functions identically to the rogue's class ability, except that the scion may only use it against his favored enemies. The scion's sneak attack damage increases by 1d6 at every even level.

Augury (Sp): Once he reaches 3rd level, the scion of the *Broach of Bolan* can cast *augury* once per day.

Overland Hunter (Ex): At 3rd level, the *Broach of Bolan's* battle scion may move his full overland speed while hunting and foraging, allowing him to live off the land (no food or water supplies are needed). The scion can provide food and water for one other person for every 2 points by which his check result exceeds 10.

Stalk Prey (Ex): A hunter knows the sensory capabilities of his prey, and the scion of the *Broach of Bolan* is no exception. At 4th level, the scion may add a +4 competence bonus to Move Silently checks when sneaking up on a favored enemy.

Cloak of the Chameleon (Su): At 5th level, the *Broach of Bolan* extends its magic to affect the cloak that it is worn on. By pulling the cloak around his body, the broach's scion can cause its color to shift and match his surroundings. This grants a +10 circumstance bonus to Hide checks so long as the scion remains motionless.

Snare (Sp): At 5th level, the *Broach of Bolan* allows its scion to set a magical trap, as per the *snare* spell, once per day.

Magical Blind (Su): Once he reaches 6th level, the scion can use the broach to create a magical hunter's blind in the branches of a nearby tree. To anyone but the scion, the blind appears to be a tangled mass of twigs and leaves. The blind is large enough to hold the scion and his gear, and it provides him with improved cover that grants a +8 bonus to AC, a +4 bonus to Reflex saves, and a +10 bonus on Hide checks. The scion can make ranged attacks from the cover of the blind. The blind lasts a number of hours equal to the scion's class level.

Freedom of Movement (Sp): After achieving 7th level in the battle scion prestige class, the scion of the *Broach of Bolan* can cast *freedom of movement* once per day.

Mercy Killing (Ex): At 7th level, the scion is granted a keen insight into the weaknesses and anatomy of his favored enemies. Any coup de grace attack made by the scion against a favored enemy are automatically successful—the target is not allowed the usual saving throw.

Commune With Nature (Sp): At 9th level, the scion of the *Broach of Bolan* is able to use the broach to cast *commune with nature* once per day.

Mystic Pursuit (Ex): When he reaches 9th level, the broach's scion is gifted with a sixth sense that is most evident when tracking prey in the wilderness. His eyes grow distant as he scans the path for signs of his quarry's passage. When tracking a target, the scion may roll his Survival check twice and choose the more favorable of the two results. The scion can invoke this power 3 times per day, but only in a wilderness environment, and this ability can only be used once per tracking attempt.

Callowen's Torc

Callowen was one of the north's greatest giant slayers, and the torc that bears his name lends great power to anyone who wishes to follow in his footsteps.

Vengeance in the Northlands

Giants were once a scourge upon the northlands, and their domain was challenged only by those men willing to take up arms and fight them on their own terms.

Few were the men who could contend with such creatures, and fewer still were those folk to whom giant-killing was a passionate endeavor. These rare heroes did not pursue their gigantic quarry out of grim necessity, nor did they slay giants to protect their loved ones. Callowen was the greatest of these slayers, for no loved ones remained for him

to defend. Bitter in his resentment of giantkind, he had nothing left to live for but his own hunger for vengeance.

Check Required: Knowledge (history) DC 20.

Callowen was born in the northern village of Catidh. His birth cost his mother her life. He was raised alone by his father, a simple trapper. The lad grew quickly, aiding his father in the family trade. On his sixteenth birthday, Callowen came of age. According to his tribe's customs, he spent a fortnight wandering the snow-capped mountains of his homeland in search of a sign from the gods.

One evening, as he huddled alone in the chill night air, a great storm blew from the north. Heavy snow began to fall, and Callowen was forced to seek shelter in a deep cave. Within the cave he found the body of a hill giant, long dead and nearly



Callowen's Torc

mummified. Amongst the corpse's possessions he found the golden torc which would eventually bear his name. Callowen saw the dead giant as a sign that he, too, would one day defend his people from the depredations of the region's giants.

After his father's death, Callowen followed in his father's footsteps as a trapper. The torc he had found in the giant's tomb was a constant reminder that his future was bound to be much more exciting than his present. After his twenty-fourth birthday, Callowen married a plain young woman named Velinnia. Being strong and handsome, Callowen was gifted with many female admirers. Still, he chose Velinnia over all the others, and in time she rewarded him with twin sons, Tharus and Jaen. The family lived happily for several years before tragedy finally befell them.

As Callowen trapped game in the wilderness, the village of Catidh was razed by marauding giants. The foul creatures took the village's children for their stewpots, and left no one else alive. Callowen returned from his errands, only to find that his village was a smoldering ruin. His people, dead to the last, lay frozen amidst the blackened snow. Weeping in despair as he buried his family, he vowed to hunt down and kill every last giant that drew northern air for breath.

Check Required: Knowledge (history) DC 30.

Callowen's campaign against the giants of the northlands was largely successful. Over the course of several years, he managed to track down and kill every last one of the giants that had sacked Catidh. Even with that grisly task behind him, his hunger for the blood of giants was insatiable. Blind with hatred, Callowen continued to hunt giants. Every giant that happened upon the great northern warrior was set upon and killed without mercy.

Even in these early days, Callowen had made quite a name for himself. His renown as a famous giant slayer preceded him wherever he went. A band of young adventurers, hungry for fame and wealth, enlisted Callowen to travel with them into the icy realms of the north. There, between the icy peaks of the vast mountain ranges and the frozen river valleys, the adventurers sought their fortunes.

The further north the party traveled, the more giants they encountered. Callowen insisted on killing every last giant that they found. When his fervor for the blood of giants led to the deaths of two of his companions, those who remained turned south. Abandoned, Callowen cursed his comrades as cowards, yet he was otherwise undeterred.

Check Required: Knowledge (history) DC 25.

Callowen's hatred for giantkind eventually outgrew the tolerance of his friends. He found that his long-time allies had begun to distance themselves from him. Alone in the world, he

continued to hunt giants by himself, killing many of them single-handedly. He no longer cared if the giants he faced were pure of heart, evil, or otherwise. The fact that the blood of giants flowed through their veins was enough to condemn them all in his eyes. The very sight of the creatures was enough to drive Callowen into a rage.

The giants of the northlands that remained were fearful of Callowen's ever-growing power. Putting aside their differences, they banded together in an effort to put an end to his pogrom against their kind. Callowen was a madman, a rabid animal that must be killed at all costs, lest he make good on his promise to rid the world of giants and their kin. Many bands of giant marauders set off to the south in search of Callowen.

Callowen was found in the ruins of Catidh, praying over the grave of his wife. The giants surrounded him, and a great battle was touched off. What remained of Catidh's foundations shook once more, and many giants were killed in the exchange. Fate could not protect Callowen, and he was overcome by the horde that had set out to kill him. The great giant slayer had finally met his end at the hands of his lifelong enemies.

Check Required: Knowledge (history) DC 20.

Callowen's body was broken into several pieces and scattered about Catidh. The torc, which was his calling card, was taken as a trophy by the giants who killed him. It did not stay in the possession of the giants for long. A band of thieves, who were rumored to be associates of Callowen himself in his lifetime, managed to abscond with the artifact. It was taken far to the south, eventually finding its way into a noble's collection of northern artifacts.

Check Required: Knowledge (history) DC 20.

Outside of the legends that surround it, *Callowen's Torc* is an otherwise unremarkable piece of jewelry. It is forged from three lengths of solid gold that have been woven together like a piece of rope, and capped at either end with small golden spheres. The *Torc* is worn around the neck, and it seems to stretch and warp to fit individual users.

Requirements

To wear *Callowen's Torc* as its battle scion, a character must fulfill the following criteria.

Race: Any non-giant.

Alignment: Any non-lawful.

Base Attack Bonus: +5.

Skills: Climb 8 ranks, Jump 8 ranks.

Feats: Improved Unarmed Strike.

Restrictions

A battle scion of *Callowen's Torc* must never knowingly associate himself with giants or their

allies. To do so is anathema to the magic of the torc itself, and results in the loss of all powers granted by the torc. These powers can be regained, but this requires that the scion atone for his transgression by slaying the giant with whom he has associated.

Attributes

Callowen's Torc has the following attributes.

Method of Destruction: *Callowen's Torc* may be destroyed only by flattening it upon an anvil of pure adamantine. Only a creature with a Strength of at least 20 (the strength of a giant), wielding a magic hammer (with a +4 enhancement bonus) may destroy *Callowen's Torc* in this fashion.

Check Required: Knowledge (history) DC 30.

Value: To any character other than its battle scion, *Callowen's Torc* appears to be merely a *torc of jumping* (2,500 gp).

Special Abilities

Callowen's Torc provides the following special abilities to its wielder, depending upon the character's level in the battle scion prestige class (see Table 2–2: Abilities Granted by *Callowen's Torc*).

Initial Abilities: The *Torc* provides anyone who wears it with a +5 competence bonus to all Jump checks. It is in all other ways similar to a *ring of jumping*, although it takes up the same body slot as a necklace, periapt, or scarab.

Favored Enemy (giants) (Ex): At 1st level, the scion of *Callowen's Torc* gains giants as his favored

enemy. The scion gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against giants and their kin. Likewise, he gets a +2 bonus on all weapon damage rolls against giants. This bonus increases to +4 at 5th level and to 6 when the *Torc's* scion reaches 10th level.

Rage (Ex): Callowen was famous for his ability to go into a berserk frenzy as he battled giants. Starting at 1st level, the torc's battle scion gains the ability to rage once per day. If the scion already possesses this ability, he gains one more use of the rage ability per day. At 4th level, the number of times that the torc's battle scion can rage per day increases by one, and this increase happens again when the scion reaches 8th level.

Grapple Bonus (Ex): At 2nd level, *Callowen's Torc's* battle scion gains the benefit of the Improved Grapple feat. He treats his size bonus when grappling as if he were one size category larger. At 7th level, the scion's proficiency in grappling further increases, and he grapples as if he were two size categories larger than he actually is.

Strength Increase (Ex): Callowen was stronger than most men, and his torc aided him greatly in this regard. At 3rd level, the *Torc's* battle scion gains a +2 enhancement bonus to his Strength score. This bonus is increased to +4 at 6th level, and +6 at 9th level.

Giant Intolerance (Ex): Callowen's hatred for giants led to his own downfall at their hands. Anyone who becomes the battle scion of his torc eventually shares Callowen's disdain for all races of giants, even those that are generally considered to be of good alignment. After reaching 3rd level, the *Torc's* battle scion risks flying into a violent frenzy whenever he is confronted by a giant. To resist his violent impulses, the scion must succeed at a Will save, DC 20, or be overcome by an implacable rage, attacking any giants in sight. This rage counts as a daily use of the scion's Rage class ability. As the scion advances in level, this intolerance becomes harder and harder to resist. At 6th level, the DC of the Will save increases to 25, and at 9th level it increases to 30.

Dodge Boulders (Ex): Giants are notorious for throwing rocks at opponents, and they do so with uncanny accuracy. The scion of *Callowen's Torc* gains the ability to avoid such projectiles when they are thrown at him by giants. At 4th level, whenever he is the target of rocks and boulders that are thrown by giants, the *Torc's* battle scion gains a +2 dodge bonus to his armor class. This bonus increases to +4 at 8th level. Any condition that makes the *Torc's* battle scion lose his Dexterity bonus to Armor Class (if any) also makes him lose this dodge bonus.

Table 2–2: Abilities Granted by *Callowen's Torc*

Scion Level	Ability Gained	Caster Level
—	+5 competence bonus to Jump skill checks	2nd
1st	Favored enemy (giants) +2 Rage 1/day	—
2nd	Grapple bonus +1	—
3rd	+2 Strength Giant intolerance DC 20	6th
4th	Rage 2/day Dodge boulders +2	—
5th	Favored enemy (giants) +4	—
6th	+4 Strength Giant intolerance DC 25	12th
7th	Grapple bonus +2	—
8th	Rage 3/day Dodge boulders +4	—
9th	+6 Strength Giant intolerance DC 30	18th
10th	Favored enemy (giants) +6	—

Dyjament, the Diamond Deep in the Earth

A gift from the Earthen Kings to Lod, the father of all the gods, this heavy diamond grants its bearer dominion over the element of earth.

The Earthen Kings' Gift

When the Battle of the Eight Gods had finally ended, and the surviving deities had begun to take stock of what was left of the world they had made and fought for, Lod, the father of the gods, decided to hold a feast. At this feast, those lords of the world still loyal to the gods would present themselves and swear their fealty to him. Countless mighty beings came before Lod at the feast and swore their lasting devotion to the father of the gods. Many brought impressive gifts as a symbol of their lasting allegiance.

When the Elemental Lords stood before Lod and the other gods, they each reached deep inside their own bodies, pulling forth one perfect gem each: a ruby from the Flame Duke and his wife, an emerald from the Deep Lady and her consorts, a sapphire from the Wind Princess and her brothers, and a bright, shining diamond from the three Earthen Kings. As one, they laid these items at the feet of the father of the gods. And then they explained....

Each of these stones represented the heart of one of the four elements from which Lod had first made the world. Literally, they were the hearts of the first elementals, passed down from generation to generation, like crowns from one regent to the next. By giving these gems to the father of the gods, they acknowledged him as their ruler. So long as Lod held the hearts of the Elemental Lords, he held dominion over fire, water, earth, and air.

Check Required: Knowledge (religion) DC 30.

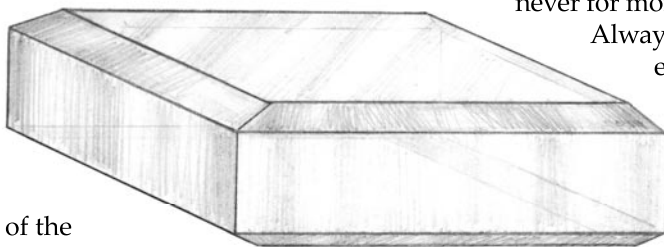
Lod bore the gems for eons, and thus mastery over the elements—until his renegade son, Vurkis, in an attempt to rebuild his lost power, stole the four elemental gems away from his father. For a time, Vurkis ruled the elementals, corrupting countless numbers of them with his evil. But after a time, and with the aid of Sem, Apon, Ilaia, and Osai—the gods of strength, the sun, swiftness, and healing—the elementals were able to rescue the four gems from Vurkis's clutches, freeing their people from his cruel power.

Check Required: Knowledge (religion) DC 25.

But Vurkis proved a clever and formidable foe, and though they got the rings from him they were

unable to return them to Lod. The gems were lost to all, even the elementals, for countless millennia. Tales surfaced, again and again, of priceless gems with power over fire, water, earth, and air, appearing mysteriously in the hands of powerful kings, warriors, wizards, and priests. The gems would serve their owners for a time, and then vanish again, reappearing hundreds of years later. Sometimes they would pass from hand to hand, but never for more than a few generations.

Always, every time, some elemental creature appeared to reclaim the gem—usually just a short time before an enigmatic stranger, dressed all in yellow and black (and claiming to be a priest)



Dyjament

arrived to inquire about the gem's whereabouts. And though everyone knew of it, everyone felt somehow constrained from remarking that yellow and black were the favorite colors of the god of evil—until well after the mysterious figure had departed.

Check Required:

Knowledge (history) DC 20.

Requirements

To qualify to wield the *Dyjament* as a battle scion, a character must fulfill all the following criteria.

Alignment: Neutral

Base Fort Bonus: Fort +5.

Feats: Great Fortitude, Power Attack, Improved Sunder.

Special: *Embrace of the Earth:* The character wishing to assume the mantle of *Dyjament's* scion must first spend a month underground. During this time, the character may not leave the ground, including flying, levitating, falling, or even using the Jump skill.

Attributes

Dyjament has the following attributes:

Method of Destruction: *Dyjament* may only be destroyed by removing it from contact with the ground for a full year, at which point it becomes

Adventure Hook

The heroes are asked by a rich noble to transport a coffer of gems and jewelry to the capital city of another kingdom. Just after they cross the border, they are approached by a wandering priest, who explains that he has become separated from the rest of his companions. He asks to travel with them. His burden is heavy, his robes are filthy, and his bare feet are bruised and bleeding.

If the heroes accept his company, the priest proves a pleasant and useful fellow, chatting with them amiably and cooking fine meals for them when they stop. He expresses no curiosity about their mission or the contents of the coffer. But with a few days left in their journey, the characters begin attracting a startling number of brigands, monsters, and dangers, all of them intent on stealing the coffer—almost as though someone had told them what was in it ... and where to find it. Each time, the priest evades the worst of the action, until, finally, they have to rely on him more and more to heal their wounds and even take turns standing watch at night ... thus, leaving him alone with the coffer.

nothing more than worthless, brittle, discolored crystal.

Check Required: Knowledge (arcana) DC 25.

Value: To someone other than a battle scion, *Dyjamant* appears to be worth as much as a *diamond of bear's endurance* (5,000 gp).

Special Abilities

Dyjamant provides the following special abilities to its wielder, depending on the character's level in the battle scion prestige class (see Table 2–3: Abilities Granted by *Dyjamant*).

Initial Abilities (Su): When first acquired, *Dyjamant* may be commanded to cast *bear's endurance* on the bearer twice per day.

Earth Mastery (Su): At 1st level, *Dyjamant's* bearer gains a +1 bonus on attack and damage rolls if both the bearer and his foe are touching the ground. If an opponent is airborne or waterborne, the bearer takes a –4 penalty on attack and damage rolls.

Natural Armor (Ex): At 2nd level, the bearer of *Dyjamant* gains a +2 natural bonus to his AC. This bonus increases to +4 at 6th level and to 6 at 9th level.

Stoneskin (Sp): When *Dyjamant's* bearer reaches 3rd level, he may cast *stoneskin* on himself once per day for every three levels he possesses in the battle scion prestige class.

Mud and Rock (Sp): At 4th level, *Dyjamant's* bearer may cast *transmute mud to rock* or *transmute rock to mud* once per day for every two levels he possesses in the battle scion prestige class.

Wall of Stone (Sp): At 5th level, the bearer of *Dyjamant* may cast *wall of stone* once per day; at 7th level, he may cast *wall of stone* twice per day; at 10th level, he may cast *wall of stone* three times per day.

Move Earth (Sp): At 7th level, the bearer of *Dyjamant* may cast *move earth* at will.

Stone Body (Su): At 8th level, the bearer of *Dyjamant* may assume a form composed of living stone for a total of 1 hour per day, divided however the scion likes (in minutes or rounds).

In this form, the scion gains damage reduction 5/–, and is immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect his physiology or respiration.

The character takes only half damage from acid and fire, and gains a +4 enhancement bonus to his Strength score, but also takes a –4 penalty to Dexterity (to a minimum Dexterity score of 1). The bearer's speed is reduced to half normal, and he can not drink (and thus, use potions) or play wind instruments.

The character's unarmed attacks deal damage equal to a club sized for the character (1d4 for

Table 2–3: Abilities Granted by *Dyjamant*

Scion Level	Ability Gained	Caster Level
—	<i>Bear's endurance</i>	3rd
1st	Earth mastery	—
2nd	Natural armor +2	—
3rd	<i>Stoneskin</i>	7th
4th	<i>Mud and rock</i>	9th
5th	<i>Wall of stone</i>	9th
6th	Natural armor +4	—
7th	<i>Move earth</i>	11th
8th	Stone body	13th
9th	Natural armor +6	—
10th	Earth glide	—

Small characters or 1d6 for Medium characters), and he is considered armed when making unarmed attacks.

Finally, the bearer's weight also increases by a factor of five, causing him to sink in water—though he can easily survive the crushing pressure and lack of air at the bottom of the sea (at least, until the ability's duration expires).

Earth Glide (Su): At 10th level, the bearer of *Dyjamant* can move through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. This burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. (A *move earth* spell cast on an area containing the bearer while he is burrowing in this fashion flings the bearer back 30 feet, stunning him for 1 round unless he succeeds on a DC 15 Fortitude save.)

Felindur, the Ring of the Wolf

This powerful artifact, which was the product of a doomed alliance, once served as a reminder of nature's place within the great cycle of life.

Guardians of the Alassier Wood

The human kingdom of Tarion once fought great and terrible battles against the elves of the Alassier Wood. Tarion's borders had crept slowly into the realm of the elves, pushing the ageless folk further into the heart of their forest domain. Great trees of ancient lineage were felled by men so that they might build border towns and villages. Large stretches of land were also cleared to make room for herds of sheep and cattle.

The rulers of Tarion were deaf to elven requests that this expansion be checked, deaf to all but the sounds of progress and expansion. Humans living in the border towns, already suspicious of their elven neighbors, became increasingly hostile

towards the guardians of the Alassier. Open warfare was ignited by a brief yet violent struggle between several human hunters and an elven scouting party. Heroes arose on both sides of the conflict, and it lasted for nearly a decade before the two warring factions achieved peace.

The evening before the treaty was to be signed, Eldarion, the great druid of Alassier, presented a ring to Tharan, the prince of Tarion's eastern fiefdoms. This ring, etched with elvish characters and set with a milky stone, was a token of peace that would forever unite the two kingdoms . . . or so Eldarion hoped.

Check Required: Knowledge (history) DC 20.

The ring was known as *Felindur*. It was an ancient artifact, forged in the heart of the Alassier Wood using magic lost in the annals of time. The rangers of the Alassier kept the ring for generations, and it provided them with a keen understanding of the creatures that dwelt within their lands.

This was especially true of the wolves of Alassier, held in great esteem by the elves for as long as any of the ageless folk could remember. The wolves of the Alassier Wood were noble beasts with silver-gray pelts and bright blue eyes. For millennia they remained a symbol of strength to the elves of that woodland realm. *Felindur* was imbued with the primal power of the wolf packs that made their homes in Alassier. The ring gave anyone who wore it a deep kinship with wolves, and this was especially true of the packs that roamed the Alassier Wood.

Check Required: Knowledge (history) DC 30.

Tharan gladly accepted this gift from Eldarion, but did not recognize its full significance or power. He took it for just another elvish bauble to be heaped in a pile and divided up amongst his heirs when he eventually died. The treaty signed, he left the frontier behind him, wishing to waste no more time than necessary away from court. While the war officially ended, the tension between the people who lived on the frontier was not so easily dispelled. The wounds caused by years of constant fighting and strife continued to seep and fester. The folk of Tarion still encroached upon the borders of their elven neighbors. To their credit, the elves attempted to maintain peace, but small skirmishes still flared up from time to time.

Human farmers encountered the wolves of the Alassier Wood when the beasts started preying on their cattle and sheep. Tarion's farmers, in defense

of their flocks and herds, killed several wolves. Though the results of these initial reprisal hunts were limited to one or two of the creatures, they eventually spiraled out of control. Large bounties were placed on wolf pelts, and it became quite lucrative for hunters to enter the Alassier Wood in search of new packs from which to cull their profits. The elves of Alassier, who had stood by

in silent rage as Tarion violated its oaths of peace again and again, could no longer ignore these trespasses. War erupted once more, and the elves fought against the humans with even more ferocity than in the past.

Check Required: Knowledge (history) DC 25.

Tarion's eastern army, led by Prince Tharan, came to the defense of the border towns. Many small skirmishes were fought, but the elves were an elusive foe. They refused to fight prolonged battles, and instead made lightning-fast attacks against the human forces before melting into the Alassier Wood like ghosts. Tharan, annoyed by the tactics of his enemies, fought a reckless campaign. In his fury, he turned his forces loose upon the

villages of the elves, killing women and children in an attempt to draw his enemy out.

Tharan's tactics worked, but not in the manner that he had intended. Elven resistance increased, their resolve strengthening dramatically. A band of elf warriors and scouts, led by Eldarion and aided by a pack of Alassier wolves, ambushed Tharan's command post. Prince Tharan, along with every last member of his staff, was slain beneath the light of the full moon. Tarion's eastern army, now leaderless, withdrew from the Alassier Wood in defeat.

Felindur, originally given to Prince Tharan as a token of peace, was never recovered by the elves. Its power is still sought, especially by the rangers and druids of the Alassier Wood.

Check Required: Knowledge (history) DC 25.

Felindur is a thick silver ring engraved with elven script and set with a flawless moonstone.

Requirements

To wear *Felindur* as its battle scion, a character must fulfill the following criteria.

Race: Human, elf, or half-elf.

Base Attack Bonus: +2.

Skills: Handle Animal 4 ranks, Knowledge (nature) 4 ranks, Survival 6 ranks.



Felindur

Restrictions

Felindur's battle scion may never knowingly or intentionally harm a wolf, even in self-defense. If this happens, all powers granted by the ring will be lost indefinitely.

Attributes

Felindur has the following attributes.

Method of Destruction: *Felindur* can only be destroyed on a night of the full moon. It must be dropped into a cauldron or other vessel filled with boiling blood taken from a litter of wolf cubs. Add wolfsbane and belladonna to this concoction, and then simmer for several hours until the blood reduces to a thick, tar-like substance. At this point, the ring will lose all its power, and the moonstone will turn an inky black in hue.

Check Required: Knowledge (arcana) DC 35.

Value: To any character other than its battle scion, *Felindur* appears to be a *ring of animal friendship* that only functions when used on wolves (2160 gp).

Special Abilities

Felindur provides the following special abilities to its wielder, depending upon the character's level in the battle scion prestige class (see Table 2–4: Abilities Granted by *Felindur*).

Initial Abilities: *Felindur* functions as a *ring of animal friendship*, but only in relationship to wolves.

Track (Ex): At 1st level, *Felindur's* battle scion gains Track as a bonus feat.

Form of the Wolf (Su): *Felindur's* battle scion gains the ability to use the wild shape class ability once per day at 1st level. This ability can only be used to transform into the form of a wolf. The effect lasts for one hour per battle scion level, or until the scion changes back into her natural form. When the scion reaches 3rd level, he can use this ability twice per day, and when he reaches 5th level, he can use this ability three times per day.

Senses of the Wolf (Ex): Once he reaches 2nd level, *Felindur's* battle scion gains low-light vision while in his natural form. Further, his sense of smell is enhanced, and he gains the scent ability.

Wolf Empathy (Ex): At 2nd level, *Felindur's* battle scion begins to closely identify with wolves. As such, he can use body language, vocalizations, and demeanor to improve the attitude of a wolf. This ability functions just like the wild empathy class ability, with the exception that it is only effective when used on wolves.

If the scion already possesses the wild empathy class ability, he gains a +2 circumstance bonus when using it to improve the attitude of any wolf that he encounters.

Table 2–4: Abilities Granted by *Felindur*

Scion Level	Ability Gained	Caster Level
—	Wearer may cast <i>charm animal</i> on wolves only	2nd
1st	Track (bonus feat)	—
	Form of the Wolf 1/day	5th
2nd	Senses of the Wolf	—
	Wolf Empathy	—
3rd	Strength of the Moon +2	—
	Form of the Wolf 2/day	6th
4th	Damage Resistance 5/silver	—
5th	Form of the Wolf 3/day	7th

Strength of the Moon (Su): Upon achieving 3rd level, *Felindur's* battle scion becomes attuned to the cycle of the moon. So long as the moon is visible to the scion, he gains a +2 morale bonus to both attack and damage rolls.

Damage Resistance 5/silver (Su): A 4th level battle scion of *Felindur* gains resistance to damage that is similar to that of a lycanthrope. This increased resilience grants the scion DR 5/silver.

Munimentum, the Ring of Redoubt

One of a handful of magic rings forged by the legendary dwarf goldsmith Armandur for the royal family of King Tangrim, *Munimentum* endowed Tangrim and his descendants with amazing powers of fortitude.

The Rings of the Dwarf Kings

During the Age of the Old Kings, the Dwarf King Tangrim summoned the royal smith Armandur to his court, to discuss the forging of a royal signet ring. "My heirs will wear this ring for ages to come," the old king explained. "The crown you have made for me will bring them respect, and your scepter will grant them authority. But, as I have made enemies, so will they, and they cannot wear the royal armor every hour of the day and night. Use your skills once more for the royal house of Tangrim. Forge for me and my family the means to protect themselves from their enemies, day and night, from this time until the dark day when the last dwarf falls."

Armandur returned to his forge and considered long and hard what King Tangrim had asked of him. What the king had asked seemed impossible. Armandur's skills were legendary, but he was still only a goldsmith—not a wizard. The crown and a scepter he had made for the king were merely symbols; they had no power other than what faith people placed in them. Fearing that King Tangrim would lock him away in the royal

dungeons should he fail to do what the king had asked, Armandur took himself to the great temple of Kham, the god of the dwarves, to pray for guidance.

Armandur prayed all through the night, not just for his own safety, but for the sake of his family, who would be left destitute should he fail to please the king. When he returned to his family in the morning, he was a changed dwarf. His eyes gleamed with an almost insane fervor, and he barely spoke to his wife and children, except to tell them not to disturb him. He strode directly into his foundry, and barred the door behind him, refusing food, drink, and even conversation. For all that day and the next night, the only sounds that came from within Armandur's foundry were the clangs of his tools, and the sizzle of molten gold from his forge. Fearing that he had gone mad, his wife never left the door outside the foundry, and fell asleep there begging Armandur to take some rest.

When Armandur's wife awoke, the door to the foundry was open, and Armandur stood blinking at her in the early light of dawn. "Are you ill, my wife?" he asked. "Why are you sleeping here outside my foundry?"

"How did you open the door without awakening me?" she asked him. "I lay against the door all night waiting for you to come out."

"Come out?" Armandur asked, helping his wife to her feet. "I have only just returned from the temple, and found you here when I came in to work. You see, I had a vision of four rings I will forge for King Tangrim—one each for him, his wife, and his children—and I need to get started on them immediately. I'll need you to bring me my meals in here, if you please."

Armandur's wife gaped at him. "But you have been working! All day and all night! See, there, upon your bench? You have already forged your four rings!"

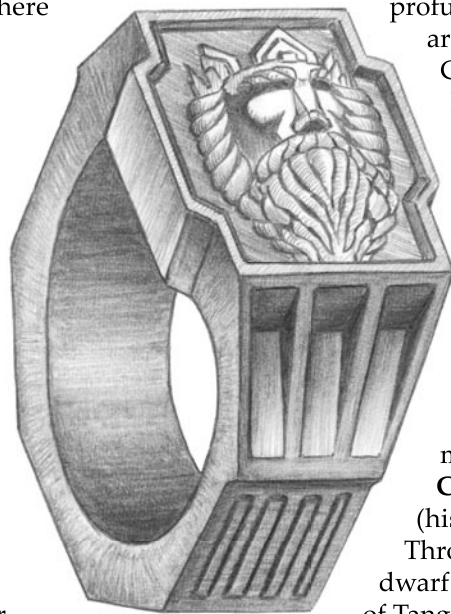
Armandur looked, and saw that the very rings he had envisioned while praying at the temple lay upon his workbench, already finished, waiting only for him to present them to the king. But before he could pursue the matter further, King Tangrim himself appeared at the door to the foundry.

"The priest you sent to fetch me told me that you have finished the work I asked of you," said

Tangrim, as Armandur and his wife kneeled before their sovereign. "Is this true? That you have made four rings for me and my family?"

Armandur desperately wanted to examine the four rings before he turned them over to King Tangrim—for he was perplexed at how they had been created when he had not been home to create them—but the king caught the smith's quick glance at the workbench, and followed his gaze to the rings.

"Why, these are magnificent!" Tangrim declared. "Master smith, you have outdone yourself! As your reward, I give you a cart full of gold, so that you and your own descendants shall never lack for materials with which to create your wonders!"



Munimentum

Armandur thanked the king profusely, but by the time the gold arrived, he had made up his mind. Closing his shop and packing up his belongings, Armandur took his family and the cartload of gold as far as he could from Tangrim's kingdom, and spent every last gold coin on the construction of a mighty temple to Kham. To this day, the high priests and priestesses of the Temple of Kham are descendants of Armandur—the goldsmith who prayed for a miracle, and received it.

Check Required: Knowledge (history) DC 20

Through the ages, the rings of the dwarf kings protected the descendants of Tangrim, but, one by one, fell into the hands of enemies, and were destroyed.

Now, only *Munimentum*, the ring crafted for the hand of Tangrim's son, Tormund, remains. To all appearances, it resides in the Temple of Kham, awaiting the return of one of Tangrim's heirs to the throne of the Dwarf Kingdoms. But the high priests

Adventure Hook

The heroes are passing through a remote village near the famous Temple of Kham when one of the temple's dwarf clerics suddenly approaches them and asks to see the *ring of protection* one of them is wearing. After a few moments, he begins visibly shaking, and then asks in a quavering voice where the heroes got it. "I believe this ring may have been crafted by the founder of our temple," he tells them. "Have you ever noticed anything... unusual about it?"

The cleric asks the ring's owner to accompany him to the temple, to allow the high priest to examine the ring. At the temple, the high priest examines the ring in detail. Then, if the owner is not a dwarf, he offers the heroes twice its value, plus a replacement. If the ring's owner is a dwarf, though, the high priest tells the character that the ring is *Munimentum*, the royal signet ring of King Tangrim the First. He asks to borrow the ring for one day, and returns it covered in black enamel paint. "Never tell anyone that this ring was ever anything more than a copy of *Munimentum*. There are those who would kill you for it—or kill your friends and loved ones to force you to surrender it. You must never remove it. Kham chose you to wear this ring for a reason. Make it your life's mission is to find out why."

for the last three centuries know that the ring they guard so carefully is only a copy. *Munimentum* was lost during a great fire, and believed destroyed—though, in truth, the fire was started by a thief to cover his escape and hide his crime.

Requirements

To qualify to wield *Munimentum* as a battle scion, a character must fulfill all the following criteria.

Race: Dwarf.

Base Attack Bonus: +6.

Base Fortitude Save: Fort +5.

Skills: Diplomacy 4 ranks.

Feats: Leadership.

Restrictions

Should the scion of *Munimentum* ever surrender to an enemy, he loses all special abilities granted by the battle scion prestige class. To regain these abilities, the scion must slay the enemy to whom he surrendered—or, if the enemy has already been slain, the enemy's heirs.

Attributes

Munimentum has the following attributes:

Value: To someone other than a battle scion, *Munimentum* appears to be worth as much as a *ring of protection +1* (2,000 gp).

Method of Destruction: *Munimentum* may be destroyed only by melting it down in a dwarven forge, in which has been poured the blood of a dwarf king.

Check Required: Knowledge (arcana) DC 30.

Special Abilities

Munimentum provides the following special abilities to its wielder, depending on the character's

Table 2–5: Abilities Granted by *Munimentum*

Scion Level	Ability Gained	Caster Level
—	+1 deflection bonus	5th
1st	+1 resistance bonus (Fort and Will saves)	5th
2nd	Damage reduction 2/–	—
3rd	+2 deflection bonus	6th
4th	Damage reduction 4/–	—
5th	+3 deflection bonus, +2 resistance bonus (Fort and Will saves)	9th
6th	Damage reduction 6/–	—
7th	+4 deflection bonus	12th
8th	+3 resistance bonus (Fort and Will saves), damage reduction 8/–	9th
9th	+5 deflection bonus	15th
10th	Damage reduction 10/–	—

level in the battle scion prestige class (see Table 2–5: Abilities Granted by *Munimentum*).

Initial Abilities: When first acquired, *Munimentum* functions as a *ring of protection +1*.

Resistance Bonus (Su): At 1st level, the scion gains a +1 resistance bonus to all Fortitude and Will saves. This bonus increases to +2 at 5th level and to 3 at 8th level.

Deflection Bonus (Su): The deflection bonus provided by *Munimentum* increases to +2 at 3rd level. At 5th level, this bonus increases to +3; it increases to +4 at 7th level; and again to +5 at 9th level.

Damage Reduction (Su): At 2nd level, the scion of *Munimentum* gains damage reduction 2/–. This damage reduction increases by 2 every other level: 4/– at 4th level, 6/– at 6th level, 8/– at 8th level, and finally 10/– at 10th level. This damage reduction stacks with other damage reduction (unless specifically stated otherwise by the other source).

Romainu Valodus, the Lover's Ring

Crafted by the gods as a wedding present for Lod's first mortal wife, Inira, *Romainu Valodus* carries in it the power of the romantic notions and good will of the gods themselves.

For the Love of a God

Long before the Battle of the Eight Gods, Lod, the father of the gods, took the first goddess (whose name has long been forgotten) as his lady wife and caused her to bring forth the race of gods. The effort destroyed her, however, and Lod grieved for her loss for a long time after. Despite his pain, Lod was not above seeking companionship among the creatures of the world, and so he visited many women of many different races, each time trying to forget his divine wife by losing himself in their limbs.

Check Required: Knowledge (religion) DC 20.

When Lod came upon a young maiden washing clothing in a river, though, he was dumbfounded at her beauty and grace. Rather than seduce her (as was his habit), Lod sought to win the mortal girl's love. Disguising himself as a mortal man, he strode into the young girl's village, pretending to be a traveler seeking land to farm. The villagers welcomed him with open arms—for war and betrayal were still only scary stories to frighten children—and introduced him to everyone in the village. When Lod met Inira, the young lady he had seen at the river, he made no secret of his attraction to her, and within a matter of a single season he had wooed her, won her heart, and asked her parents for permission to wed their daughter. By this time, Lod was already the most popular man in the village—stronger, smarter, braver, and a better hunter than

any other man—so it came as no surprise that Inira’s mother and father gave the couple their blessing.

Check Required: Knowledge (religion) DC 25.

Inira’s parents invited everyone from the village to the wedding, and Lod, happy for the first time in countless years, invited his own divine children. They came bearing fabulous gifts, among them a ring of gold, set with a single ruby in the shape of a heart, to which each of the gods had contributed some special boon: Sem granting it a measure of his strength, so that Lod and Inira’s union would have strength; Syra granting it wisdom, so that the union would possess forbearance; Osai granting the ring health, so that Lod and Inira’s marriage would survive any hurt; and so on. Even Vurkis, despite his own black heart, granted the ring a boon—though, characteristically, with a dark twist: love everlasting, meaning that Lod would continue to love Inira with all his heart, long after her bones were dust.

Check Required: Knowledge (religion) DC 25

Lod and Inira lived together in happiness for many years, though they remained childless, for Lod feared that bearing a half-divine child would prove fatal to his mortal wife. They trusted one another with all their secrets but Lod’s true nature, which he scrupulously kept from her, lest she be driven mad by the knowledge. Lod even feigned the appearance of age, so that his wife would never suspect. But he never ceased to be the father of the gods, and so was needed sometimes in his celestial realm. On these occasions, Lod would leave the village before transforming into his godlike form, telling Inira that he had to visit a merchant in another town, and would return before she even noticed he was gone.

But when Lod made a decision that his dark son Vurkis disliked, the god of evil decided to have his revenge by destroying Lod’s happiness. He arranged for Lod to be needed more often in the realm of the gods, and while Lod was attending to problems there, Vurkis stole down to the realm of the mortals and, disguised as a peddler, visited Inira. There, Vurkis began to prey upon the mortal woman’s fears and doubts, suggesting that her husband might not be visiting a merchant after all, but a lover in another village. Surely a man so popular in his own village must be as deeply admired in the next town, and could any man

resist the charms of a younger woman for long—especially if such a woman was able to bear the children that Inira was not?

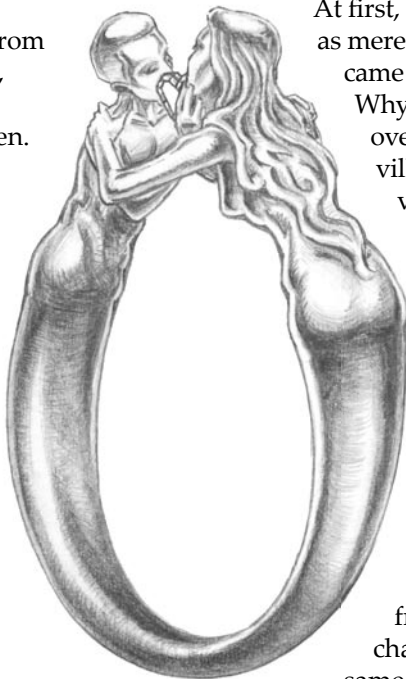
At first, Inira dismissed Vurkis’s suggestions as mere tongue-wagging. But, in time, she came to harbor the smallest of doubts.

Why was her husband always gone overnight when he visited these other villages? Had anyone from these villages ever spoken of Lod’s visits? And why did Lod never take anyone else from their own village as company? Why not follow him, just once, just to set her mind at ease?

So when Lod next announced that he needed to visit a merchant in another village, Inira told him that she would visit her family. But as soon as Lod departed, his mortal wife turned and followed him, hidden from his sight by the power of a charm she had bought from the very same peddler who had so insidiously caused her to distrust her husband: Vurkis, the god of evil.

Inira followed Lod to a hilltop far away from their village, and hid behind a rock while her husband climbed to the top, where, much to her surprise, he stood peering guiltily about, as though fearful that someone might have seen him. Inira’s suspicions suddenly seemed not so foolish anymore! She resolved to leap from her hiding place and confront her husband. If she was wrong, she could tell him that she had decided to surprise him by going with him. But if she was right, surely she would catch her husband’s clandestine lover approaching.

But no sooner had Inira stood up from behind her rock than her husband’s form melted away, revealing a light so intense that she was instantly struck blind. She had just enough time to let out a gasp before she was turned to a column of dead ash, destroyed by Lod’s divine power. All that was left was the ring the gods had given her as a wedding gift.



Romainu Valodus

Using *Romainu Valodus*

Romainu Valodus is a subtle artifact, in that it encourages the player to choose another character as the object of his own character’s affection to get the most out of the ring (in terms of which abilities can be used, and to what extent... for example, the range of the romantic love ability). This sort of situation works best in campaigns where the players are interested in roleplaying not just their adventures, but their relations with each other and with non-player characters.

Obviously, though, *Romainu Valodus* need not be used only among the characters. If the GM wishes to introduce a relationship with an NPC, it still encourages the player to roleplay his feelings for the character. Remember most of all that nothing about *Romainu Valodus* specifies that the affection is in any way physical; the player could just as easily choose his character’s father, sister, son, closest friend, or what-have-you.

Lod had heard the gasp, and saw Inira just a moment too late to prevent what was happening. His anguish was unimaginable. The skies turned black with storm clouds and poured down so much rain that every canyon and valley in the world filled and flooded. Countless mortals lost their lives to Lod's grief. And Lod himself, unable to forget his love for his first mortal wife—thanks to Vurkis's "gift" of love everlasting—still grieves to this day.

Check Required: Knowledge (religion) DC 25.

After a long time, Lod could no longer bear to look at the ring his wife had worn, and gave it to Lani, the goddess of beauty, telling her to hide it forever from his sight. Lani did just that, delivering it into the hands of her high priestess, who in turn gave it to the wife of the next high priest, who in time gave it to someone else, and so on. At some point, the ring was lost to the cult of Lani, but the clergy of the goddess of beauty hear, from time to time, of a ring called *Romainu Valodus* appearing here or there in the world, and nod knowingly.

Requirements

To qualify to wear *Romainu Valodus* as a battle scion, a character must fulfill all the following criteria.

Skills: Diplomacy 7 ranks.

Feats: Negotiator.

Spells: Able to cast divine spells from the paladin spell list.

Patron: Lani (the goddess of beauty)

Special: *Divine Favors:* The wearer must have the Divine Grace and Divine Health class abilities to qualify as a battle scion of *Romainu Valodus*.

Attributes

Romainu Valodus has the following attributes:

Method of Destruction: *Romainu Valodus* may be destroyed only by Lod, the Father of the Gods. Because the ring has great sentimental value to Lod, however, convincing him to destroy *Romainu Valodus* requires that the bearer prove that the love he feels for the object of his affection is greater than the love Lod felt for Inira.

Check Required: Knowledge (arcana) DC 30.

Value: To someone other than a battle scion, *Romainu Valodus* appears to be worth as much as a *ring of charm person*: 360 gp.

Special Abilities

Romainu Valodus provides the following special abilities to its wielder, depending on the character's level in the battle scion prestige class (see Table 2–6: Abilities Granted by *Romainu Valodus*).

Initial Abilities: Once per day, the wearer of *Romainu Valodus* may cast *charm person* on any

Table 2–6: Abilities Granted by *Romainu Valodus*

Scion Level	Ability Gained	Caster Level
—	<i>Charm person</i>	1st
1st	Profound attraction, Diplomacy	5th
2nd	Deep affection	7th
3rd	Romantic love	9th
4th	Selfless love	11th
5th	Devoted love	11th
6th	Mutual love	13th
7th	Pure love	7th
8th	Unconditional love	9th
9th	Tragic love	9th
10th	Love's reward	13th

member of his preferred gender as a standard action.

Profound Attraction (Su): At 1st level, the scion of *Romainu Valodus* may designate any PC or NPC as the "object of his attraction." As long as the scion is within line of sight of the object of his attraction, he gains a +1 circumstance bonus on attack rolls and Fortitude and Reflex saves, as well as Will saves to resist mind-affecting charms or enchantments.

Diplomacy: Also at 1st level, the scion of *Romainu Valodus* gains Diplomacy as a class skill.

Deep Affection (Su): When the scion of *Romainu Valodus* reaches 2nd level, he gains a +1 circumstance bonus on attack rolls and Fortitude and Reflex saves, as well as Will saves to resist mind-affecting charms or enchantments, as long as he has been in personal communication (including exchanging letters) with the object of his affection within the past 24 hours. This bonus increases to +2 if the object of the scion's affection is within his line of sight.

Romantic Love (Su): When the scion of *Romainu Valodus* reaches 3rd level, he gains a +1 circumstance bonus on attack rolls and Fortitude and Reflex saves, as well as Will saves to resist mind-affecting charms or enchantments, as long as he has been in personal communication (including exchanging letters) with the object of his affection within the past week. This bonus increases to +2 if he has been in personal communication within the past 24 hours, or to +3 if the object of the scion's affection is within his line of sight.

Selfless Love (Su): At 4th level, the scion of *Romainu Valodus* may grant the object of his affection the divine health ability (immunity to all diseases, including supernatural and magical diseases), but loses this ability himself. The decision to impart this ability to the object of his affections may only be made when the character is

preparing his divine spells. Once the scion uses this ability, he cannot regain his divine health by any means (although he gains the ability to share it at 6th level). The object of the scion's affection must remain within 1 mile of the scion to benefit from this ability (but moving outside that range does not cause the ability to revert to the scion).

Devoted Love (Su): At 5th level, the object of the scion's affection acquires the divine grace ability, gaining a bonus equal to the scion's Charisma bonus (if any) on all saving throws. The object of the scion's affection must remain within one mile of the scion to benefit from this ability (but moving outside that range does not cause the ability to revert to the scion).

Mutual Love (Su): At 6th level, the scion of *Romainu Valodus* may grant the object of his affection the divine health ability (immunity to all diseases, including supernatural and magical diseases). He does not lose the ability himself, and there is no limit on the distance.

Pure Love (Su): When the scion of *Romainu Valodus* reaches 7th level, he gains the ability to communicate with the object of his affection via empathic link. The maximum range of this ability is 1 mile. Only general emotional content (fear, hunger, happiness, curiosity, and so on) can be communicated. Because of this link, the scion and the object of his affection share their connections to items or places. For example, if the scion has seen a room, the object of his affection can teleport into

that room as if he has seen it too (assuming that character has the ability to teleport).

Unconditional Love (Su): When the scion of *Romainu Valodus* reaches 8th level, he gains the ability to communicate with the object of his affection via telepathy. The maximum range of this ability is 1 mile.

Tragic Love (Su): At 9th level, the scion of *Romainu Valodus* gains the ability to cast *raise dead* on the object of his affection by sacrificing a level (see "Level Loss" in Chapter 8: Glossary, in the *DMG*) and laying hands on the dead character.

Love's Reward (Su): When the scion of *Romainu Valodus* reaches 10th level, he gains a complete understanding of love. He may use the selfless love, pure love, and tragic love abilities on any character he desires—not just the object of his affection. (In the case of selfless love, the scion may withdraw the ability, or transfer it to a different individual, when he normally prepares his divine spells). The scion may also use the pure love ability on any character he desires for a number of rounds equal to his Charisma bonus (if any), a number of times per day equal to his Wisdom bonus (if any). So, for example, a 10th-level battle scion of *Romainu Valodus*, with a 15 Wisdom and a 17 Charisma, could establish an empathic link with any other individual up to twice each day (Wisdom bonus +2), for up to 3 rounds each time (Charisma bonus +3).



The gods of Liberty imbue *Romainu Valodus*.

Sati, the Phylactery of Fallen Friends

Crafted by a bard in mourning for his fallen companions, *Sati* preserves the memories of its owner's friends, allowing them to return, after a fashion. But the phylactery is far from perfect and can have unexpected side effects.

Igurat's Lament

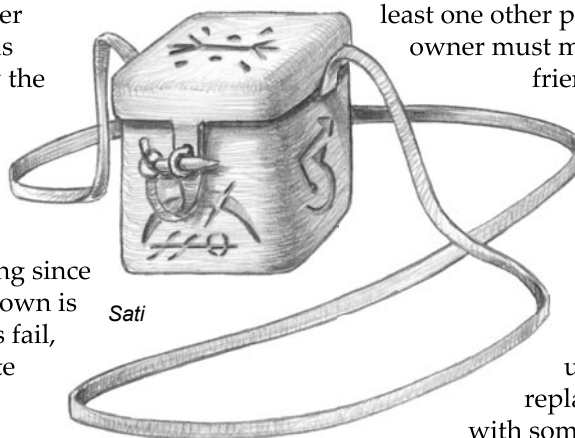
The intricately-worked leather phylactery known as *Sati* was created, as the story goes, by the warrior-priest Igurat, who was the sole survivor of a heroic quest to a far-off land. The nature of the quest and the names of Igurat's companions have long since been forgotten. All that is known is that Igurat saw his comrades fail, one after another, to complete their quest, and, though he succeeded, he was left alone for the long, long journey home afterward. In his grief, Igurat began fashioning a phylactery for himself, worked with symbolic representations of his friends, as a way of honoring their memories.

But the loneliness of the journey home warped Igurat's mind, until all he could think about was his dead friends. Somehow, along the way, Igurat infused the phylactery with the essences of his fallen comrades. He was able to use it to call up seemingly real simulacrum of them to help ease his troubled mind. When he arrived home, many years later, the phylactery was charged with divine energy, and every new

friend that Igurat made soon after died, their essences joining the ranks of those already stored in his phylactery.

After twenty years of wandering, gaining and quickly losing friends wherever he went, Igurat retreated to a remote island to live the life of a hermit. But some time later, his phylactery washed ashore on the mainland—apparently lost at sea (or thrown overboard)—and has granted its friendship-affirming powers to countless hapless souls ever since.

Check Required: Knowledge (history) DC 25.



Sati

Requirements

To qualify to wear *Sati* as a battle scion, a character must fulfill all the following criteria.

Base Attack Bonus: +7.

Base Save Bonuses: Will +2.

Feats: Endurance, Iron Will.

Special: *The Bond of Friendship:* The wearer of *Sati* must demonstrate true friendship to at least one other person. For example, the owner must make a great sacrifice for his friend, giving up something that means more to him than anything except friendship. Or the wearer must risk his own life to prevent his friend from coming to harm.

Whatever the case, the gesture must be real: Giving up some magic item, only to replace it immediately thereafter with something as good or better, is not a real sacrifice. Similarly, risking one's life with the sure knowledge that a *raise dead* spell is available is not much of a risk.

Restrictions

Should the scion of *Sati* ever betray a friend, he loses all special abilities granted by the battle scion prestige class, as listed below. To regain these abilities, the scion must make another demonstration of true friendship to the person whom he betrayed.

Attributes

Sati has the following attributes:

Method of Destruction: *Sati* may be destroyed only by being torn to pieces between two bitter enemies, requiring a DC 30 Strength check, working together as though using the "Aid Another" rule.

Check Required: Knowledge (arcana) DC 25.

Value: To someone other than a battle scion, *Sati* appears to be worth as much as a *phylactery of summon monster IV* (2,160 gp).

Special Abilities

Sati provides the following special abilities to its wielder, depending on the character's level in the battle scion prestige class (see Table 2-7: Abilities Granted by *Sati*).

Initial Abilities: When first acquired, *Sati* functions similarly to a *horn of Valhalla*, enabling the wielder to summon 1 3rd-level fighter or 2d4 2nd-level fighters, once per day. The fighters summoned are constructs, rather than actual people (and thus follow the rules for constructs). They seem like

For the GM

Due to the "capricious" nature of some of *Sati*'s abilities, the GM may wish to keep *Sati*'s abilities a secret from the player, revealing them only when they activate (such as with *Bound by Blood*) or when the character advances to the next level of the prestige class (as, for example, with the *Fallen Comrade* abilities). This should encourage the player to designate several of her character's comrades as "friends" for the purposes of certain effects—which *Sati* will later take into account for the purpose of those of its abilities that activate without the scion's consent.

Table 2–7: Abilities Granted by *Sati*

Scion Level	Ability Gained	Caster Level
—	Summon fighters	7th
1st	<i>Shield other</i>	3rd
2nd	Fallen comrade I	9th
3rd	Bound by blood	11th
4th	Visitation	11th
5th	Fallen comrade II	13th
6th	Bound by spirit	13th
7th	Visitation (improved)	15th
8th	Fallen comrade III	17th
9th	Aggressive defense	15th
10th	Devoted comrade	17th

perfectly ordinary fighters, albeit often dressed in out-of-date armor and clothing. They have the statistics of fighters of their level as listed in Chapter 4 of the *DMG*. Although they are disoriented during the first round after their arrival, they thereafter attack anyone the wearer of *Sati* commands them to fight until they or their opponents are slain, or until 1 hour has elapsed, whichever comes first. Once this period elapses, they vanish.

***Shield Other (Sp)*:** At 1st level, the scion may designate one other character as a “true friend,” and that character is warded as though by a *shield other* spell for the next 24 hours, regardless of how far away the designated character is from the scion. (This ability does not work across planes, though.) However, if the character is not truly a close friend of the scion, the spell effect is reversed: The scion gains the +1 deflection bonus to AC and +1 resistance bonus to saves, and the designated character takes half the hit point damage the scion takes from any given attack.

***Fallen Comrade I (Su)*:** At 2nd level, the scion may temporarily raise dead comrades by touching *Sati* to their bodies and speaking their true names (as opposed to nicknames or partial names). The character touched in this fashion is brought back to life as though by a *raise dead* spell, though only for 1 hour. If the character is killed again during this time, his soul is destroyed forever; he may not be *raised* or *resurrected* or otherwise brought back from the dead, except by the medium of a *miracle* or *wish* spell. The scion may bypass these limitations by sacrificing 1 point of Constitution when speaking the dead character’s name. Using this ability is a full-round action.

***Bound by Blood (Su)*:** At 3rd level, *Sati* aggressively protects its wearer by drawing upon the energies of the scion’s friends (as designated by the scion). When the scion’s hit points drop

below 10% of his total hit points, *Sati*, as a reaction, transfers 10 hit points from each of the scion’s designated friends to the scion, up to the scion’s original total. (Any excess is simply lost.) *Sati*’s scion has no control over this ability. This ability only works on the scion’s friends who are within 60 feet of the scion.

Hit points transferred in this fashion are applied to *Sati*’s scion immediately, even if the effect that caused the loss of the scion’s hit points (thus triggering this effect) would have otherwise killed the scion. The scion’s friends recover these lost hit points as normal.

***Visitation (Su)*:** At 4th level, the scion of *Sati* may call upon the phylactery to summon a fallen friend back from the dead, to fight or otherwise render service for the scion. For this ability to work, the character summoned must be currently dead; he must have died or been destroyed within 60 feet of *Sati*; the scion must know the dead character’s true name; and the character’s level cannot exceed the scion’s. The character appears anywhere within 30 feet of the scion. Using this ability requires a standard action.

The character summoned in this fashion is only a construct, not the actual character. They follow the rules for constructs, but are otherwise exact duplicates of the dead characters at the moment of their deaths (though they have full hit points, suffer from no ability damage, and so forth), including quasi-real simulations of their possessions, right down to their magic items (even if someone else now possesses those items, or those items have otherwise been destroyed). They even have the memories of the dead characters. In essence, *Sati* has created a “snapshot” of the character, and stored it for this eventuality.

On the round in which it appears, the character construct may only take a single move or attack. Afterward, it may act normally and remains until slain, or until 1 hour has elapsed, whichever comes first. Once this period elapses, the character construct vanishes. If the actual character is restored to life during this period, the construct immediately vanishes.

The scion may only summon one such friend at a time using this ability. At 7th level, however, the scion may summon as many such friends as he desires, provided their total levels do not exceed his own.

***Fallen Comrade II (Su)*:** At 5th level, the scion may temporarily return dead comrades to life by touching *Sati* to any part of their bodies and speaking their true names, as described above. The character touched in this fashion is treated as though *resurrection* had been cast upon her, though only for 24 hours. If the character is killed again

during this time, her soul is destroyed forever, as described above. *Sati's* scion may bypass these limitations by sacrificing 1 point of Constitution when speaking the dead character's name. Using this ability is a full-round action.

Bound by Spirit (Su): At 6th level, *Sati* aggressively protects its scion by drawing upon the energies of the scion's friends (as designated by the scion). When the scion suffers Constitution damage or drain greater than 90% of his original total, *Sati*, as a reaction, transfers 1 Constitution point from each of the scion's designated friends to the scion, up to the scion's original total. (Any excess is simply lost.) Similarly, if *Sati's* scion accumulates enough negative levels to reduce him to 10% of his original level, *Sati* removes one negative level from its scion for each friend within range, up to his original total, while simultaneously conferring upon each of these friends one negative level. (If this removes more negative levels than the scion has lost, the excess are simply lost.)

Sati's scion has no control over this ability. This ability only works on the scion's friends who are within 60 feet of the scion.

Constitution points or negative levels removed in this fashion are applied to *Sati's* scion immediately, even if the effect that caused the loss (thus triggering this effect) would have otherwise killed the scion. The scion's friends recover these lost Constitution points or negative levels as normal.

Fallen Comrade III (Su): At 8th level, *Sati's* scion may temporarily return dead comrades to life by touching *Sati* to any part of their bodies and speaking their true names, as described above. The character touched in this fashion is treated as though *true resurrection* had been cast upon him, though only for 1 week. If the character is killed again during this time, his soul is destroyed forever, as described above. *Sati's* scion may bypass these limitations by sacrificing 1 point of Constitution when speaking the dead character's name. Using this ability is a full-round action.

Aggressive Defense (Su): At 9th level, *Sati's* protection of the character's friends takes on an extreme form. Whenever one of the scion's friends is in danger of dying or otherwise being destroyed, *Sati* activates of its own accord and forces the friend's life force and material body into the phylactery, trapping it there indefinitely. The friend must be within 60 feet of *Sati's* scion for this ability to work. There is no upper limit to the number of friends who can be stored in the phylactery in this fashion.

Sati cannot be commanded to release the friend from within the phylactery. Instead, when *Sati's* scion is in danger of death or destruction, *Sati* selects the trapped friend it feels is most able

to prevent the scion's demise, and returns them to life, fully healed of all hit point and ability damage, as well as spell effects. The character may immediately act as normal.

For purposes of this ability, "in danger of death or destruction" means meeting one of the following conditions:

- Reduced to 10% or less of total hit points;
- Reduced to 10% or less of total Constitution score (rounded up);
- Reduced to 10% or less of total levels by negative levels (rounded up);
- Targeted by a spell or spell-like effect that potentially causes death or disintegration, such as *finger of death* or *disintegrate*. (The friend appears before the effect resolves, and may act immediately, as though she had readied an action to respond to the effect.)

This ability does not protect *Sati's* scion or her friends from *Sati's* own effects.

Devoted Comrade (Su): At 10th level, *Sati's* scion may choose to sacrifice her life to prevent the death of a friend. By speaking the true name of a character who has just been killed (in the prior round) due to hit point loss, disintegration, death effect, Constitution damage or drain, or negative levels, the scion of *Sati* immediately dies, transferring his current hit points or Constitution score (up to the target's original total) to the designated character. *Sati's* scion cannot be brought back to life from this state by any means; his soul is destroyed forever, and even a *miracle* or *wish* is insufficient to restore him to life

However, if the character returned to life in this fashion speaks the true name of *Sati's* scion within one minute of being brought back to life in this fashion, the effect is completely reversed. The character immediately perishes, his soul destroyed forever, and *Sati's* scion is returned to life in the state she was in at the time she activated this ability. Speaking the true name of a character, for purposes of this ability, is a move action.

Sinnilas, the Ring of the Champion

Sinnilas is said to provide its scion with limited invulnerability.

Not a Thousand Arrows, Not a Million Swords

The island nation of Ealon was beset on all sides by its enemies, and many wars were fought for control of the island. Though no nation had ever conquered it, the wealth and prosperity of Ealon ensured that such invasions continued for many long years. In those times of strife, many heroes answered the call of their homeland. One such hero was Tifone, a woman of great strength and dauntless resolve.

Tifone was a mercenary soldier who came to Ealon from across the Sea of Storms. During the years of her service, she grew to love the rugged island as if it were her own homeland. When her mercenary obligation to Ealon's king had been fulfilled, she chose to stay in Ealon rather than return to her homeland in the Far East. With each invasion, Tifone would don her armor and join with the island's defenders to drive off all attackers. She became famous for never suffering a wound in any of the battles that she fought.

Check Required: Knowledge (history) DC 25.

In time, Ealon was invaded from the south by the armies of the Shar'dul Empire. Like all the foes that came before, the Shar'dul coveted the riches of the Ealonese people. Unlike the others, Shar'dul was ruled by Khalir, a corrupt overlord who was not content with the mere subjugation of his enemies. This evil creature, who had lived for centuries by virtue of necromantic magic, longed for the complete annihilation of the Ealonese people.

As the Shar'dulan fleet approached the shores of Ealon, the island's defenders flocked to the coastline in preparation for the coming battle. Within these ranks stood Tifone. She shouldered her shield, brandished her spear, and stood fast as the black sails of Shar'dul drifted towards the shore of her adopted homeland. When the Shar'dulan warships dislodged their warriors, Tifone led her troops in a doomed charge against a vastly superior foe.

Despite the odds, Tifone's troops repulsed their attackers again and again, driving them back into the gory foam of the sea. Though many soldiers met their deaths in defense of their homeland, Tifone remained unharmed. Fire from Shar'dulan siege engines licked ineffectively at her skin, arrows bounced harmlessly from her body, and the swords and axes of her enemies did naught to diminish her resolve. When night finally fell, Tifone stood alone on the Ealonese shore, watching the ships of Shar'dul retreat towards the darkening horizon.

Check Required: Knowledge (history) DC 20.

Tifone was given all the respect that she was due. She was dubbed a true hero of Ealon, and given rank and privilege beyond measure. Word of her bravery also made its way to Khalir. He raged to think that his army had been repulsed by

a single person. He schemed and plotted, finally sending a spy into Ealon so that he might discover what manner of sorcery had given Tifone such martial prowess.

It was eventually discovered that Tifone always wore a band of diamond-studded gold upon the middle finger of her right hand. No other enchantments could be detected by Khalir's spies. The dark overlord demanded that his agents kill Tifone and bring her severed hand, including the ring, to Shar'dul. Despite their best efforts, Tifone's would-be assassins were unsuccessful. Their blades were harmless against her, and it seemed that her skin alone turned their poisoned daggers aside.

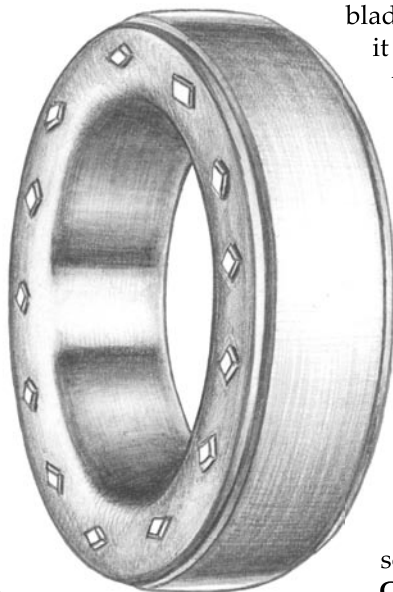
The last of the assassins lashed out with his sword in desperation, drawing blood from Tifone's exposed shield arm before escaping into the night. The would-be killer traveled back to Shar'dul and made his report to Khalir. The assassin was put to death for failing to kill Tifone, but his tale gave Khalir some insight into the woman's potential weakness. Her left arm, guarded by a shield in battle, seemed to be the weak spot that the necromancer so desperately sought.

Check Required: Knowledge (history) DC 30.

Khalir once more ordered his forces to invade Ealon, and Tifone again came to the island's defense. This time, Khalir had prepared a trap for the heroine, having placed a score of his best archers on the deck of his fleet's flagship. The arrows fired by these marksmen were coated with a virulent poison of Khalir's own devising, and they were instructed to fire only at Tifone's left arm when the opportunity presented itself.

It was not long before Tifone appeared upon the Ealonese shore, leading her men in a desperate attempt to turn back the black flood of Shar'dulan warriors. Khalir's archers fired several volleys into the fray, and one arrow found its mark in Tifone's left bicep. Though the wound itself was superficial, the arrow's poison condemned her to a slow and agonizing death. She was carried to the rear, and the kingdom's best leeches were summoned to tend to her wounds. The poison worked quickly, and Tifone was close to death when she finally revealed her secret to her closest lieutenants.

The ring that she wore, once a gift from her father, was a powerful artifact from the eastern lands. She bade that the men of Ealon take the ring and give it to another warrior, so that the country



Sinnilas

that she so loved would not be without a champion in its most desperate hour. Shortly afterwards, she succumbed to the poison and died. Though the ring was given to a new champion, the forces of Shar'dul had made significant headway during the battle and could not be turned back. Ealon was conquered, its people were decimated by their oppressors, and the ring was lost in the ensuing chaos.

Check Required: Knowledge (history) DC 25.

Sinnilas is a thick gold band that is studded all around with perfectly-cut diamonds. The white stones shine with an inner light, each growing brighter as the ring's scion becomes more attuned to her powers.

Requirements

To wear *Sinnilas* as its battle scion, a character must fulfill the following criteria.

Base Attack Bonus: +6

Base Save Bonuses: Fort +5.

Feats: Great Fortitude, Toughness, and one other feat chosen from the fighter's list of bonus feats.

Restrictions

Sinnilas's scion may never wear or utilize magical armor of any sort, including bracers or magical shields. If magical armor is worn by the scion, the powers granted by *Sinnilas* cease to function until such time as the offending armor is removed.

Attributes

Sinnilas has the following attributes.

Method of Destruction: *Sinnilas* can only be shattered if it is exposed to three of the five energy types in quick succession. For instance, if the ring is heated by fire, then chilled to freezing, and afterwards dipped in acid, it will be forever destroyed.

Check Required: Knowledge (arcana) DC 30.

Value: To any character other than its battle scion, *Sinnilas* appears to be a *ring of protection* +1 (2,000 gp).

Special Abilities

Sinnilas provides the following special abilities to its wielder, depending upon the character's level in the battle scion prestige class (see Table 2–8: Abilities Granted by *Sinnilas*).

Initial Abilities: *Sinnilas* offers continual magical protection to anyone who wears it in the form of a deflection bonus of +1 to AC.

Damage Resistance (Ex): As soon as a character becomes *Sinnilas*' battle scion, she gains damage resistance equal to DR 1/—. This stacks with any similar damage resistance gained from other classes (for example, from levels of Barbarian).

Table 2–8: Abilities Granted by *Sinnilas*

Scion Level	Ability Gained	Caster Level
—	Deflection bonus +1	5th
1st	DR 1/—	—
	Weak spot	—
2nd	Resistance to energy 20	7th
	Vulnerability to energy	—
3rd	Deflection bonus +2	6th
4th	DR 3/—	—
	Resistance to energy 20	7th
5th	Deflection bonus +3	9th
6th	Resistance to energy 20	7th
7th	Deflection bonus +4	12th
	DR 5/—	—
8th	Resistance to energy 20	7th
9th	Deflection bonus +5	15th
10th	DR 10/—	—

When she reaches 4th level, this durability increases to DR 3/—. As she continues to rise in level, the damage reduction provided by the ring becomes ever more dramatic. At 7th level it becomes DR 5/—, and at 10th level it grows to DR 10/—.

Weak Spot (Ex): While *Sinnilas* grants its scion a large amount of protection, the defense it bestows is by no means perfect. Upon taking her 1st level as the ring's battle scion, a character must choose one bodily location that is not affected by the Durability special ability of the ring. Optionally, the weak spot's location may be chosen by the DM and kept secret from the scion's player. Choices for the weak spot's location consist of: arm (left or right), foot (left or right), head, leg (left or right), or torso (upper, lower, front, or rear).

Any successful attacks that are specifically aimed at the chosen location by the scion's opponents will completely bypass the damage reduction provided by the ring. Such aimed attacks suffer a –4 penalty to-hit. The weak spot is not obvious, and even the scion may not be initially aware of its location. Once the location of the weak spot is chosen, it can never be changed by any circumstance short of a *wish*. Even then, a new location must be immediately specified.

Resistance to Energy (Ex): At 2nd level, *Sinnilas* gifts its scion with resistance to an energy type of the scion's choice. Legitimate choices include: acid, cold, electricity, fire, or sonic. All damage inflicted upon the scion by the specified energy type is reduced by 20 points. At 4th, 6th, and 8th levels, the scion is permitted to choose another form of

energy from the list. Choosing a type multiple times provides no additional benefit.

Vulnerability to Energy (Ex): Although the resistance to energy that *Sinnilas* provides is formidable, the scion will always be vulnerable to one of the five available energy types. The type of energy to which the scion is susceptible is chosen from amongst the following as soon as she achieves 2nd level: acid, cold, electricity, fire, or sonic. She cannot choose a type for which she has resistance. Whenever the scion is damaged by this type of energy, she takes half again as much (+50%) damage as normal, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Deflection Bonus

(Su): At 3rd level, and every odd-numbered level thereafter (5th, 7th, and 9th), the deflection bonus to armor class provided by *Sinnilas* increases by +1.

Skycrown, the Winged Diadem

Once worn by Ingrith, virgin queen of the warrior-maidens, *Skycrown* grants its wearer some of the powers of a celestial, but also haunts the wearer with premonitions of death.

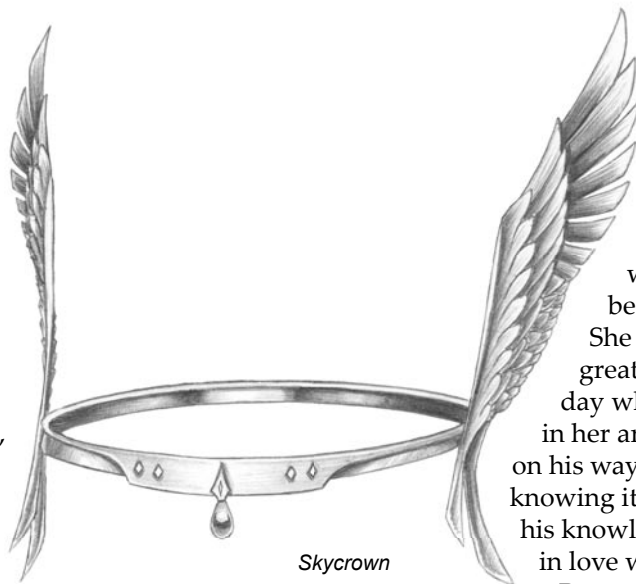
The Death of the Virgin Queen

The warrior-maidens, noble celestials who bear dead mortals to their final reward, came into being in the Time of Heroes, when bravery and resolve were far more common than they are in these times. Queen of the warrior-maidens was the radiant Ingrith, whose beauty was beyond compare. Only the most courageous and valiant mortals were allowed to see her face, and then only as she carried them to their reward in the afterlife. Her embrace was known to sustain a departed mortal for all eternity, and even her most chaste kiss would set a fire in their very souls, filling them with a desire to be ever more deserving of the paradise she had brought them to.

Check Required: Knowledge (history) DC 15.

But Ingrith's loneliness was as legendary as her beauty. The warrior-maidens had sworn an oath of celibacy and abstinence, lest their love for a mortal ever interfere with their judgment of his soul when it came time to select the paradise—or torment—to

which he would be delivered in the afterlife. As queen, Ingrith had to uphold this oath more resolutely than any other warrior-maiden. They could be forgiven for a transgression from time to time; she could not.



Skycrown

So when Ingrith set eyes upon Karst, known throughout the mortal realms as the bravest and fairest of the Wood-Walkers, she determined that, when his time came, no other warrior-maiden but her would have the honor of bearing Karst to his reward. She followed his career with great pride, dreaming of the day when she would hold him in her arms and comfort him on his way to paradise. Without knowing it—and certainly without his knowledge—Ingrith had fallen in love with Karst.

But on the last day of the Battle of the Dawn, in the Age of the Old Kings, when heroes gathered to vanquish the Plague of Darkness once and for all, the noble Karst's vaunted courage failed him. He stole out of the Wood-Walkers' fortress and fled, alone, planning to hide until the battle was well and truly won. But he had not gone more than a league when he was ambushed by lycanthropes and dragged before their warlord. Knowing that the wounds they had given him would transform him into one of them, and knowing that he would be compelled to battle his former allies, Karst begged for a swift death. The warlord granted his wish, but his price was the secret of how Karst had escaped the fortress unseen—for how Karst got out, the lycanthropes could get in. In despair, Karst told them all he knew, though, in the end, it availed the lycanthropes naught. They lost the battle, and though they tore Karst asunder in plain view of the fortress to demoralize the Wood-Walkers, the Wood-Walkers declared him a hero for giving his life so bravely.

Check Required: Knowledge (history) DC 20.

When the battle was ended, the warrior-maidens arrived to bear away the dead, and Ingrith, with tears streaming down her face, took up Karst's broken body—despite his cowardice and despite his betrayal. The other warrior-maidens stopped in their work, astounded. Surely Karst did not deserve the honor of Ingrith's embrace? Surely she did not mean to take him to paradise, but instead to the eternal torment of the lower planes? But

before they could stop her, Ingrith vaulted into the sky with Karst's body in her arms, bound for the Halls of Honor. Outraged, the warrior-maidens sped after her.

The chase proceeded to the very gates of the Halls of Honor, for Ingrith and the warrior-maidens all knew that once the soul of a hero was delivered to paradise, he could not be forced out, except by the gods themselves. Should Ingrith deliver Karst to the Halls of Honor, the reputation of the warrior-maidens would be worth nothing; their own honor was at stake.

But Ingrith was determined, and though they slashed at her with their spears and tried again and again to tear Karst's form from her arms, she at least reached the gate to the Halls of Honor. Unable to go on, with blood streaming from her wounds and tears from her eyes, she bid him forget his misdeeds and enter the Halls of Honor. Not understanding the sacrifice she had made on his behalf, Karst merely

stood dumb, staring at this battered and broken beauty at his feet—until a warrior-maiden's spear whistled out of the ether, piercing his heart and destroying his soul forever. At that, Ingrith uttered a piercing wail of despair, and flung herself into the trackless reaches of the ethereal plane, never to be seen again.

Check Required: Knowledge (history) DC 20.

In time, mortal heroes began to discover evidence of her passing: her spear, her hauberk, her dirk, and her diadem, the winged crown that marked her as queen of the warrior-maidens. The stories say that Ingrith died in the ether, and offer the discovery of these items as proof. But perhaps, just perhaps, Ingrith survived, masquerading as a mortal, living in poverty lest she be noticed by her former sisters, and selling her god-forged equipment for the price of a meal, or a night's lodging, or a tale spun by an old storyteller of a virgin queen's love for a mortal hero.

Check Required: Knowledge (history) DC 15.

Adventure Hook

The heroes are buying equipment in a small town market when an old woman clad in rags approaches them and offers them a map to a priceless diadem. "For the price of a month's food and lodgings, you can be rich beyond your dreams. Please, winter is coming, and I'm far, far too old to spend another year sleeping in an alley, fighting with the dogs for scraps of food."

The old woman is as good as her word: beyond a few traps and a handful of monsters, the heroes find a chest of loot, including the promised diadem. Back in the town, though, they meet a retired adventurer who recognizes the diadem. "I myself once pulled that very diadem out of a treasure pile. When our band divided up the treasure, it went to our ranger, though I don't know what she did with it after that." He's quite astounded to hear the story of the old woman and the map, though. "That's *exactly* how we heard of the diadem!" He then goes on to describe the adventure, including the location of the treasure, the nature of the traps, and the type and numbers of the monsters. "It seems clear," he tells them, "that some higher power wants that diadem in mortal hands—though whether for good or ill purposes, I couldn't venture. I'd be careful of it, were I you."

Table 2–9: Abilities Granted by *Skycrown*

Scion Level	Ability Gained	Caster Level
—	Deathwatch	1st
1st	Smite undead	1st
2nd	Energy resistance	3rd
3rd	<i>Speak with dead</i>	5th
4th	<i>Death ward</i>	7th
5th	Touch of judgment	9th
6th	Warrior's kiss	11th
7th	Battle-cry	13th
8th	Sense of death	14th
9th	Wings of death	13th
10th	Redemption	17th

Requirements

To qualify to wear *Skycrown* as a battle scion, a character must fulfill all the following criteria.

Gender: Female.

Alignment: Good.

Skills: Knowledge (nature) 5 ranks.

Special: *Favored Enemy (Undead)*: The wearer of *Skycrown* must have undead as a favored enemy.

Attributes

Skycrown has the following attributes:

Method of Destruction: *Skycrown* may only be destroyed where it was created: on its plane of origin, in the forge of the warrior-maidens. The GM should choose an appropriate plane, based on the role of the valkyrie-like warrior-maidens (or their equivalent) in his own campaign.

Check Required: Knowledge (arcana) DC 25

Value: To someone other than a battle scion, *Skycrown* appears to be worth as much as a *diadem of deathwatch* (3,000 gp).

Special Abilities

Skycrown provides the following special abilities to its wielder, depending on the character's level in the battle scion prestige class (see Table 2–9: Abilities Granted by *Skycrown*).

Initial Abilities: The wearer of *Skycrown* is treated as always being under the effects of a *deathwatch* spell. She is able to determine the condition of creatures near death within 30 feet.

Smite Undead (Su): At 1st level, the scion of *Skycrown* may make a normal melee attack to deal extra damage equal to her battle scion level against an undead foe. The scion may use this ability once per day, plus one time per day for every two levels she possesses in the battle scion prestige class.

Energy Resistance (Su): The scion of *Skycrown*, at 2nd level, gains resistance 5 to acid, cold, and

electricity damage. This resistance increases to 10 when the scion reaches 8th level.

Speak With Dead (Sp): When the scion of *Skycrown* reaches 3rd level, she gains the ability to *speak with dead* a number of times per day equal to her Charisma bonus (if any), for 1 minute per battle scion level. She may ask the corpse one question for every two levels she has in the battle scion prestige class.

Death Ward (Sp): At 4th level, the scion of *Skycrown* is able to cast *death ward* once per day for every two levels she has in the battle scion prestige class.

Touch of Judgment (Su): When the scion of *Skycrown* reaches 5th level, she is able to judge the deeds and misdeeds of others—though the process requires that the subject die. The scion may cast *slay living* by delivering a touch attack. If the subject fails his save (or otherwise dies due to the effect of this ability), the subject is also treated as though he had had *atonement* cast upon him. If the scion of *Skycrown* does not know the specific misdeed for which the subject must atone, the subject is treated as though he had successfully made his saving throw against the *slay living* effect. Even if he perishes as a result of the damage inflicted by the *slay living* effect, the *atonement* aspect of this ability has no effect on the subject.

At 5th level, the scion of *Skycrown* may use this ability once per day. At 10th level, she may use this ability twice per day.

Warrior's Kiss (Su): At 6th level, the scion of *Skycrown* may imbue any individual with great courage merely by kissing that person on the head. The subject gains a +2 morale bonus on attack rolls, saves, ability checks, and skill checks for the next hour, or the duration of the next battle, whichever occurs first.

However, if the subject displays cowardice—the determination being made solely by *Skycrown's* scion—the subject instead suffers a –4 penalty on attack rolls, saves, ability checks, and skill checks for the next 24 hours (counting from the time the morale bonus began). Once the scion has made her determination, it cannot be undone until the 24 hours has passed.

The scion can use this ability once per day on any given individual.

Battle-Cry (Su): At 7th level, *Skycrown's* scion may shout out a resounding battle-cry once per day, to devastating effect. To use this ability, the scion must be within 10 feet of a fallen comrade (one who has died within the past 5 rounds) Using this ability is a full-round action.

At the conclusion of the round, the battle-cry reaches a deafening crescendo. Enemies of the slain comrade within 40 feet of the scion of *Skycrown* suffer the following ill effects:

HD	Effect
Equal to caster level	Deafened
Up to caster level –1	Blinded, deafened
Up to caster level –5	Paralyzed, blinded, deafened
Up to caster level –10	Killed, paralyzed, blinded, deafened

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

Deafened: The creature is deafened for 1d4 rounds.

Blinded: The creature is blinded for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.

Killed: Living creatures die. Undead creatures are destroyed.

Further, any enemy who actively participated in slaying the scion's comrade (attacked the character, or otherwise targeted the character with a spell, or included the character in an effect), is treated as being 2 levels lower than normal, for the purposes of determining the effect of this ability.

Sense of Death (Su): At 8th level, the scion of *Skycrown* becomes able to locate dying characters as though she had cast *discern location*. The scion can use this ability once per day, but must know the true name (no nicknames or partial names) of the dying character for this ability to work. (For the purposes of this ability, "dying" means that the character is at –1 to –0 hit points, as per the definition in the *Player's Handbook*.)

Wings of Death (Su): When the scion of *Skycrown* reaches 9th level, she becomes able to instantaneously transport herself to the location of any dying character whose true name she knows. This ability otherwise functions like the spell *greater teleport*, except that the name of the dying character fulfills the requirement of a "reliable description" of the location.

Redemption (Su): At 10th level, the scion of *Skycrown* may touch a dead or dying character to provide that character with a chance to redeem himself and return to the land of the living. When the scion activates this ability, the target is treated as if *atonement* had been cast on him. The target is then restored to full health, as though he had had *true resurrection* cast upon him.

For this ability to work, the target may have been dead no longer than 24 hours, and must be willing to atone. (This is especially important in the case of the "redemption or temptation" aspect of *atonement*.)

Using this ability requires a full-round action, and the scion suffers a negative level each time she uses it. After 24 hours, the scion must make a Will save (DC 10 + half the target's level + the target's Cha modifier) to determine whether the scion loses the level permanently. (See "negative level" in the Glossary section of the *Player's Handbook*.)

Chapter Three: Spellrings

Crafted to compliment the abilities of wizards or sorcerers, spellrings are bursting with arcane power. These gems, rings, and other items are most often effective when worn or wielded by arcane casters, though with the proper training nearly any class can use them.

The Crown of Screams

Crafted by the lich-king Vyskandr the Heartless for the regent of the kingdom of Kavall, the *Crown of Screams* grants its wearer powers of leadership and persuasion—but gradually erodes his humanity.

The Demon Crown

The Age of the Old Kings ended with the ascendance of Vyskandr the Heartless, the lich-king of the north. The world then was full of new nations, often divided into city-states, and among these was the forested kingdom of Kavall, at the edge of the Savage Reaches, where primitive brutes loyal to Vyskandr gathered to conquer the Old Kingdoms for their undead master. All that stood between them and their dark campaign was Kavall.

Kavall's ruler at this time was Ivar the Weak, a politician in a kingdom of warriors, who had been granted his position as regent when Kavall's king fell ill. Ivar was given the unenviable burden of deciding whether to organize the defense against the barbarians of the Savage Reaches (a campaign he could never win), or to accept an alliance with Vyskandr in exchange for which Kavall would be spared the coming siege and sack. As could be expected, Ivar chose the alliance and opened the city's gates to Vyskandr and his dark ambassadors, surrendering the king's crown and scepter to the lich-king, thus symbolically surrendering Kavall itself.

The Kavallans were suitably outraged, but Ivar had not announced his decision beforehand, so they were in no position to resist when they awoke to find their city filled with Vyskandr's vile soldiers. Ivar was no happier than they were, of course, but he saw his decision as the only way to buy time for the Kavallans to build up their strength and launch their campaign of resistance. Vyskandr had anticipated such potential treachery, and informed Ivar that a garrison of the lich-

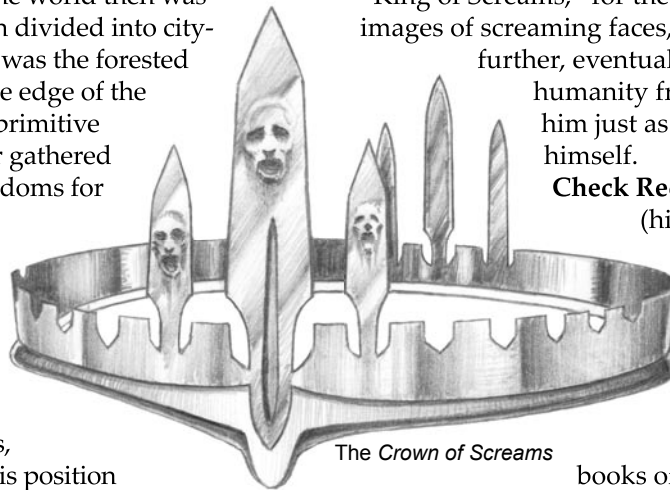
king's undead warriors would remain in Kavall to ensure that the populace did not overthrow Ivar in Vyskandr's absence. Ivar tried to assure the lich-king that this would not happen, but Vyskandr demanded a guarantee: Dispose of Kavall's king, so that the people would have no figurehead to rally to. Though it grieved him to no end, Ivar plunged a dagger into the enfeebled king's breast, and thus sealed Kavall's fate.

Check Required: Knowledge (history) DC 25.

As Vyskandr prepared to leave Kavall in Ivar's hands, the lich-king presented the regent with a fabulous golden crown, and told him that it had the power to command the absolute fealty of the Kavallans. Thus, Vyskandr crowned Ivar the king of Kavall—known from that day onward as the “King of Screams,” for the crown, worked with images of screaming faces, corrupted Ivar even further, eventually leaching all of his humanity from him and leaving him just as deathless as Vyskandr himself.

Check Required: Knowledge (history) DC 25.

Ivar ruled Kavall with an inhuman vigor, receiving from time to time dark tokens of the lich-king's esteem: magical trinkets and



The Crown of Screams

books of arcane theory and all manner of grisly trophies. Ivar's power grew with each gift, and though the people attempted to rebel now and again, Ivar was easily able to crush their pitiful efforts. Vyskandr was never given cause to return to Kavall and place the kingdom under a more direct rule—until the lich-king's power began to wane. After the undead conqueror had cemented his rule over the Old Kingdoms, Vyskandr called upon his various vassals, one after another, to demonstrate their fealty to him, by delivering to Vyskandr a gift of riches, or of slaves—whichever the individual vassal felt he or she could spare.

History does not record whether, when Vyskandr called upon Ivar, the former regent felt a pang of conscience, or even of a less noble emotion, such as resentment, but the story goes that Vyskandr, for whatever reason, decided that Ivar could no longer be trusted to rule Kavall. In a dark ceremony that shrouded Kavall in shadows for days, Vyskandr called upon a terrible demon to possess Ivar's body and reinforce the lich-king's rule over Kavall. In

this way the kingdom fell under the unholy rule of the infamous Vampire-Demon of Kavall, whose awful tendrils reached into the very minds of the Kavallans and enslaved them for over a century, before the beast was slain by the holy warrior Viktor.

Check Required: Knowledge (history) DC 25.

But Viktor never found any evidence of the crown that Vyskandr had given Ivar. Some versions of the legends of Vyskandr's downfall suggest that the lich-king had reclaimed the crown, and it was in his treasure-vaults when the unnamed hero who slew Vyskandr plundered them—and was subsequently sold to buy the hero a parcel of land in the High Kingdom. Whether this is true or not, it is known that history is replete with tales of benign rulers seemingly gone mad, and of subjects unable to refuse the ruler's tiniest whims, no matter how vile.

Check Required: Knowledge (history) DC 20.

Requirements

To qualify to wear the *Crown of Screams* as a spell scion, a character must fulfill all the following criteria.

Skills: Knowledge (nobility and royalty) 8 ranks.

Feats: Leadership.

Spells: Able to cast arcane spells.

Region: The Kingdom of Kavall.

Special: *Glimpse of the Abyss:* When first donned, the *Crown of Screams* shows the wearer a vision of the world as it might be under the wearer's rule, with the help of the crown. This vision is so horrible that the wearer must make a Will save (DC 18) or become temporarily insane (as per the *insanity* spell).

Restrictions

Should the wearer of the *Crown of Screams* become good, or abdicate the throne of Kavall, he loses all special abilities granted by the spell scion prestige class, as listed below, with the exception of the endless reign ability. To regain these abilities, the scion must become either neutral or evil, or reclaim the throne (by slaying the current ruler)

Attributes

The *Crown of Screams* has the following attributes:

Method of Destruction: The *Crown of Screams* may be destroyed only by melting it in the fiery breath of the fiendish great wyrm Khorik Kathol,

who dwells on the 43rd layer of the Abyss (and who aided in its crafting)

Check Required: Knowledge (arcana) DC 30.

Value: To someone other than a spell scion, the *Crown of Screams* appears to be worth as much as a *crown of Charisma* (16,000 gp).

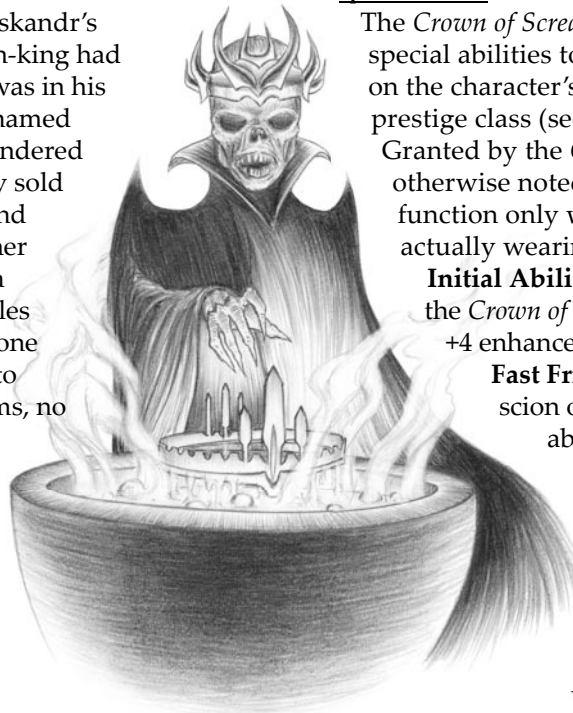
Special Abilities

The *Crown of Screams* provides the following special abilities to its wielder, depending on the character's level in the spell scion prestige class (see Table 3–1: Abilities Granted by the *Crown of Screams*). Unless otherwise noted, all of these abilities function only when the character is actually wearing the *Crown of Screams*.

Initial Abilities: When first acquired, the *Crown of Screams* grants the wearer a +4 enhancement bonus to Charisma.

Fast Friend (Su): At 1st level, the scion of the *Crown of Screams* is able to cast *charm person* once per day, at his total caster level (including levels in the spell scion prestige class). If the target fails his Will save, the effect applies for the next 24 hours, or until the scion uses this ability again, whichever comes first.

Impaired Judgment (Su): When the scion of the *Crown of Screams* reaches 2nd level, he gains the ability to apply a 1d6 penalty to a target's Intelligence, Wisdom, and Charisma scores (roll separately), by making a successful gaze attack (DC 15 Reflex save to negate; blind characters, or characters who avert their eyes, are



The lich-king crafts the *Crown of Screams*

Table 3–1: Abilities Granted by the *Crown of Screams*

Scion Level	Ability Gained	Caster Level
—	Charisma bonus	3rd
1st	Fast friend	1st
2nd	Impaired judgment	3rd
3rd	Royal command	7th
4th	Awful majesty	9th
5th	Wracking pain	9th
6th	Puppet strings	9th
7th	Profane right	—
8th	Dominion	15th
9th	Endless reign	17th
10th	Boundless rule	20th

immune to this effect). The effect lasts until the scion shifts his gaze off of the target. (The scion may make a Concentration check to avoid doing so if some outside agency—such as an attack, or a spell, or violent motion—distracts him.)

At 2nd level, the scion can use this ability once per day. At 5th level, he may use this ability twice per day; at 8th level, three times per day.

Royal Command (Su): At 3rd level, the scion of the *Crown of Screams* may cast *lesser geas* once per week. At 7th level, the scion may choose to cast *geas/quest* instead.

Awful Majesty (Su): At 4th level, those who approach the scion of the *Crown of Screams* find themselves awestruck by his regal presence, taking a –10 penalty on Wisdom checks and Will saves. This penalty affects any character (friend or foe) within 20 feet of the scion, for as long as the character remains within the area, as well as for 2d4 rounds afterward. The scion may negate this effect by removing the *Crown of Screams*.

Wracking Pain (Su): At 5th level, the scion of the *Crown of Screams* can inflict terrible pain on any living creature by making a successful gaze attack (DC 15 Reflex save to negate; blind characters, or characters who avert their eyes, are immune to this effect). If the save fails, the target suffers a –4 penalty on attack rolls, skill checks, and ability checks.

The effect lasts until the scion shifts his gaze off of the target. (The scion may make a Concentration check to avoid doing so if some outside agency—such as an attack, or a spell, or violent motion—distracts him.) The scion may use this ability at will.

Puppet Strings (Su): When the scion of the *Crown of Screams* reaches 6th level, he may cast *dominate person* at will, though he may only control a limited number of humanoid creatures at one time.

The scion may control a number of individuals equal to his Charisma bonus. Each creature is allowed to attempt a DC 15 Will save to resist the scion's control. For each creature less than the total, the DC for this Will save increases by +1 for the remaining creatures. (For example, a scion with a 20 Charisma may control up to five humanoids simultaneously, at a save DC of 15. If he only controls four humanoids, the save DC increases to 16. If he only controls three, the DC increases to 17, and so on.) Characters already controlled are not allowed a new save when the scion puts a new character under his control.

Profane Right (Su): At 7th level, the scion must succeed at a DC 18 Will save to remove the *Crown of Screams*. If he successfully does so and does not

voluntarily don it again, he must make a further DC 18 Will save whenever he sees the crown to avoid immediately putting it back on. The scion may be restrained from doing so, but he makes every effort to regain the *Crown of Screams*, including murder.

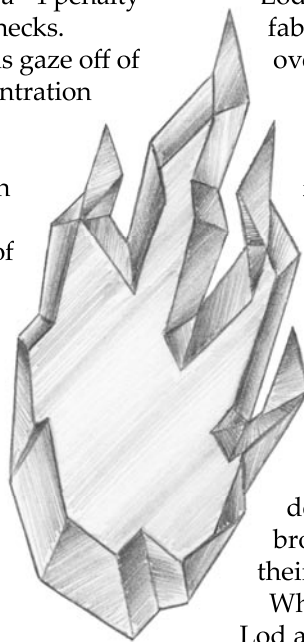
Dominion (Su): At 8th level, the scion's ability to *dominate* multiple individuals becomes much greater. The scion of the *Crown of Screams* may control a number of individuals equal to his Charisma bonus plus his caster level. The DC for the Will save to resist the scion's control is 15 + the scion's Charisma bonus, and the DC increases by +1 for every three characters less than the possible total the scion controls.

Endless Reign (Su): At 9th level, the scion surrenders his humanity and joins the ranks of the undead, gaining the lich template (see the *MM*).

Boundless Rule (Su): When the scion of the *Crown of Screams* reaches 10th level, he may *dominate* a number of individuals (humanoids and monsters both) equal to his caster level times five. The DC increases by +1 for every five characters less than the possible total the scion controls.

Gursahat, the Ruby That Holds the Flame

The gift from the Flame Duke and his wife to Lod, the father of all the gods, *Gursahat*, a fabulous ruby, grants its bearer dominion over the element of fire.



Gursahat

The Heart of All Fire

When the Battle of the Eight Gods had finally ended, and the surviving deities had begun to take stock of what was left of the world they had made and fought for, Lod, the father of the gods, decided to hold a feast. At this feast, those lords of the world still loyal to the gods would present themselves and swear their fealty to him.

Countless mighty beings came before Lod at the feast and swore their lasting devotion to the father of the gods. Many brought impressive gifts as a symbol of their lasting allegiance.

When the Elemental Lords stood before Lod and the other gods, they each reached deep inside their own bodies, pulling forth one perfect gem each: a bright, shining diamond from the three Earthen Kings, an emerald from the Deep Lady and her consorts, a sapphire from the Wind Princess and her brothers, and a ruby from the Flame Duke and his lady wife. As one, they laid these items at the feet of the father of the gods. And then they explained...

Each of these stones represented the heart of one of the four elements from which Lod had first

made the world. Literally, they were the hearts of the first elementals, passed down from generation to generation, like crowns from one regent to the next. By giving these gems to the father of the gods, they acknowledged him as their ruler. So long as Lod held the hearts of the Elemental Lords, he held dominion over fire, water, earth, and air.

Check Required: Knowledge (religion) DC 30.

Lod bore the gems for eons, and thus mastery over the elements—until his renegade son, Vurkis, in an attempt to rebuild his lost power, stole the four elemental gems away from his father. For a time, Vurkis ruled the elementals, corrupting countless numbers of them with his evil. But after a time, and with the aid of Sem, Apon, Ilaia, and Osai—the gods of strength, the sun, swiftness, and healing—the elementals were able to rescue the four gems from Vurkis’s clutches, freeing their people from his cruel power.

Check Required: Knowledge (religion) DC 25.

But Vurkis proved a clever and formidable foe, and though they got the rings from him they were unable to return them to Lod. The gems were lost to all, even the elementals, for countless millennia. Tales surfaced, again and again, of priceless gems with power over fire, water, earth, and air, appearing mysteriously in the hands of powerful kings, warriors, wizards, and priests. The gems would serve their owners for a time, and then vanish again, reappearing hundreds of years later. Sometimes they would pass from hand to hand, but never for more than a few generations. Always, every time, some elemental creature appeared to reclaim the gem—usually just a short time before an enigmatic stranger, dressed all in yellow and black (and claiming to be a priest) arrived to inquire about the gem’s whereabouts. And though everyone knew of it, everyone felt somehow constrained from remarking that yellow and black were the favorite colors of the god of evil—until well after the mysterious figure had departed.

Check Required: Knowledge (history) DC 20.

Requirements

To qualify to wield *Gursahat* as a spell scion, a character must fulfill all the following criteria.

Alignment: Neutral

Base Will Bonus: Will +5.

Skills: Spellcraft 8 ranks.

Feats: Empower Spell

Spells: Able to cast arcane spells, including any non-cantrip (0-level) arcane spell with the “Fire” descriptor.

Special: *Embrace of the Naked Flame:* The character wishing to assume the mantle of *Gursahat*’s scion must first go without water or other liquids for one full month. If the character survives this ordeal,

the gem deems him worthy. During this time, the character may not even bathe or allow himself to be even partially submerged in water.

Attributes

Gursahat has the following attributes:

Method of Destruction: *Gursahat* may only be destroyed by submerging it in water for a full year, at which point it becomes nothing more than worthless, brittle, discolored crystal.

Check Required: Knowledge (arcana) DC 25.

Value: To someone other than a spell scion, *Gursahat* appears to be worth as much as a *ruby of burning hands* (4,000 gp).

Special Abilities

Gursahat provides the following special abilities to its wielder, depending on the character’s level in the swift scion prestige class (see Table 3–2: Abilities Granted by *Gursahat*).

Initial Abilities: When first acquired, *Gursahat* may be commanded to cast *burning hands* 3 times per day, as a 3rd-level caster.

Resist Fire (Su): At 1st level, the scion of *Gursahat* gains energy resistance 10 against fire damage. This energy resistance increases to 15 at 4th level and to 20 at 8th level.

Burning Touch (Su): At 2nd level, *Gursahat*’s scion is able to set opponents alight merely by touching them. Those hit by the scion’s melee touch attack must succeed on a Reflex save (DC 14) or catch on fire. The flame burns for 1d4 rounds, dealing 1d6 fire damage per round. A burning character can take a move action to put out the flame. The Reflex save DC increases to 16 at 5th level, to 18 at 8th level, and to 20 at 10th level. The damage increases to 1d8 at 6th level, and to 2d6 at 9th level.

Creatures hitting the scion with natural weapons or unarmed attacks take fire damage as though hit

Table 3–2: Abilities Granted by *Gursahat*

Scion Level	Ability Gained	Caster Level
—	<i>Burning hands</i>	3rd
1st	<i>Resist fire</i>	3rd
2nd	Burning touch	5th
3rd	<i>Empowered fireball</i>	5th
4th	Sheath of flames	7th
5th	<i>Wall of fire</i>	7th
6th	—	—
7th	Maximized fire	—
8th	<i>Fire storm</i>	15th
9th	—	—
10th	Elemental blood	—

by the scion's burning touch, and also catch on fire unless they succeed on a Reflex save.

The scion can activate this ability as a standard action; deactivating it is a free action.

Empowered Fireball (Sp): When the scion of *Gursahat* reaches 3rd level, he gains the ability to cast an empowered *fireball* once per day, at an effective caster level equal to his battle scion level. At 6th level, the scion may cast an empowered *fireball* twice per day; this number increases to three times per day at 9th level.

Sheath of Flames (Su): At 4th level, the scion's burning touch ability expands into a wreath of flames around the scion, dealing fire damage to anyone who attacks the scion with handheld weapons (as well as natural weapons or unarmed attacks). Creatures wielding weapons with exceptions reach (such as longswords) are not subject to this damage if they attack the scion.

The sheath of flames gives off only half the illumination of a normal torch (10 feet).

The scion can activate this ability as a standard action; deactivating it is a free action.

Wall of Fire (Sp): At 5th level, the scion of *Gursahat* may cast *wall of fire* once per day; at 7th level, he may cast *wall of fire* twice per day; at 10th level, he may cast *wall of fire* three times per day.

Maximized Fire (Su): At 7th level, any fire spells (including those granted by class abilities) utilized by the scion of *Gursahat* are treated as maximized. (For abilities such as the empowered *fireball*, above, remember that an empowered, maximized spell gains the separate benefit of each feat: the maximum result plus one-half the normally-rolled result.)

Fire Storm (Sp): When the scion of *Gursahat* reaches 8th level, he gains the ability to cast *fire storm* once per day.

Elemental Blood (Su): At 10th level, the scion of *Gursahat* gains immunity to fire. He takes no damage from fire, but takes half again as much damage from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Meia, the Necklace of the Night Sky

Its origins wrapped in mystery, *Meia* brings potent powers of the stars and darkness.

The Dark Necklace

Meia, the Necklace of the Night Sky, first appeared among the jewels in the royal dowry of Princess Amanthea when she traveled from the Southern Empire to wed Duke Omgrave of the High Kingdom. It was discovered among his treasures by the duke's steward, who turned it over to the duke's arcane advisor—who absconded with it after examining it for a week.

This advisor, a wizard named Astrullius, attempted to unlock the necklace's secret, and apparently succeeded. Only a few years after stealing the necklace, Astrullius returned to Omgrave's castle and laid siege to it, executing the duke and his family, and turning the castle into a gateway to the Plane of Shadow.

Check Required:

Knowledge (arcana)
DC 25.

After Astrullius was defeated by the combined forces of the slain duke's allies, the necklace fell into the hands of a minor adept named Silmar. Silmar divined that the necklace

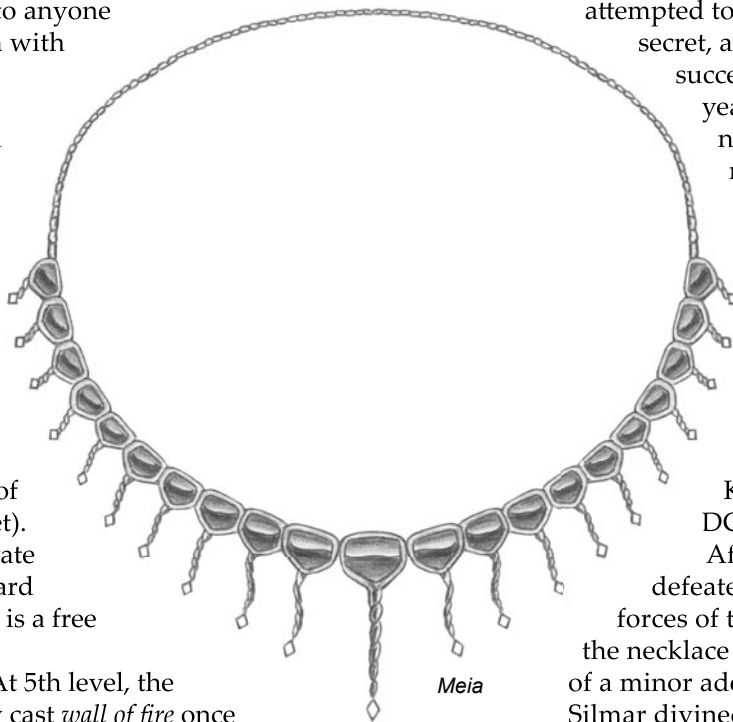
contained tremendous power but that it was not inherently evil, as was feared; the fault there lay with Astrullius. As a result, Silmar spent years mastering the magical arts and skills necessary to wield the powers of the necklace, and eventually used it, which he dubbed *Meia* (meaning "midnight"), for the good of his patron. When Silmar died, he passed the secrets of *Meia* on to his apprentice.

Check Required: Knowledge (arcana) DC 25.

Meia changed hands many times like this over the years, sometimes serving, sometimes enslaving. It appeared from time to time in treasure hoards, unrecognized and forgotten, only to return to its former glory, then vanish again with the death of its scion.

Requirements

To qualify to wear *Meia* as a spell scion, a character must fulfill all the following criteria.



Skills: Knowledge (arcana) 12 ranks, Knowledge (the planes) 12 ranks.

Feats: Silent Spell.

Spells: Able to cast arcane spells, particularly *darkness* and *shadow evocation*.

Patron: Mol, god of shadows.

Special: *Test of Darkness:* The would-be scion of *Meia* must spend his days in complete darkness for 6 months, using no means other than his hearing, touch, and sense of smell to find his way around. (He may not, for example, cast *darkvision* on himself; if he naturally has *darkvision*, he must blindfold himself.) He may only see by starlight or moonlight, or not at all.

Restrictions

Should the scion of *Meia* cast a spell that provides more than momentary illumination (*light*, for example, as opposed to *fireball*), he loses all special abilities granted by the spell scion prestige class, as listed below. To regain these abilities, the scion must again undergo the Test of Darkness (see above).

Attributes

Meia has the following attributes:

Method of Destruction: *Meia* may be destroyed only by contact with a *sphere of annihilation*. However, this contact must occur in conditions of absolute darkness. The contact between these two artifacts destroys both.

Check Required: Knowledge (arcana) DC 30.

Value: To someone other than a spell scion, *Meia* appears to be worth as much as a *necklace of deeper darkness* (16,200 gp).

Special Abilities

Meia provides the following special abilities to its wielder, depending on the character's level in the spell scion prestige class (see Table 3–3: Abilities Granted by *Meia*).

Initial Abilities: The wearer can use *Meia* to cast *deeper darkness* once per day. The effect persists for 24 hours, or until dispelled or countered.

Blindsight (Ex): At 1st level, the scion of *Meia* gains blindsense (DMG, p290).

Starlight (Su): When the scion of *Meia* reaches 2nd level, the damage produced by his fire or electricity spells is divided into half fire or electricity damage, with the other half being composed of divine energy (and thus not subject to reduction by resistance to fire- or electricity-based attacks).

Shadow Stride (Sp): At 3rd level, the scion of *Meia* is able to *shadow walk*, as the spell, for a total of one hour per day per scion level, divided however he likes (in minutes or rounds) The scion is not able to take others along with him, but he is able to break

Table 3–3: Abilities Granted by *Meia*

Scion Level	Ability Gained	Caster Level
—	<i>Deeper darkness</i>	5th
1st	Blindsight	—
2nd	Starlight	—
3rd	<i>Shadow stride</i>	11th
4th	Achluophobia	11th
5th	<i>Starfall</i>	15th
6th	Blindsight	—
7th	<i>Shadow aura</i>	15th
8th	<i>Starglow</i>	15th
9th	<i>Pool of shadow</i>	11th
10th	Shadow kingdom	17th

up his travel throughout the day (traveling for five minutes here, then for an hour later in the day, and so forth). The scion may only travel from one area of shadow (or non-magical darkness) to another such area. If his chosen destination is not in shadow, he is shunted to the nearest area of shadow. Such areas (both departure and arrival points) must be large enough to completely obscure the scion. The scion need not worry about materializing inside solid objects as a result of using this ability.

Activating this ability is a standard action, as is returning to the Material Plane. This ability does not function on any plane other than the Material Plane or the Plane of Shadow.

Achluophobia (Su): At 4th level, the scion of *Meia* can cause fear of darkness in other creatures. The scion may use this ability a number of times equal to his Charisma bonus (if any). Depending on the target's HD, this ability has as many as three effects:

HD	Effect
10 or more	Frightened
5-9	Panicked, frightened
4 or less	Cowering, panicked, frightened

The effects are cumulative and concurrent, but only apply while the target is surrounded by darkness (whether he has a light source or not). Targets suffering from these effects cannot recover until they have left (or been removed from) the area of darkness. (Merely producing a light does not count as no longer being surrounded; the target must move to a place where artificial light is not required.)

Frightened: A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a –2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special

abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Frightened is like shaken, except that the creature must flee if possible.

Panicked: A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a -2 penalty on all saving throws, skill checks, and

ability checks. If cornered, a panicked creature cowers and does not attack, typically using the total defense action in combat. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. (Panicked is a more extreme state of fear than shaken or frightened.)

Cowering: The character is frozen in fear and can take no actions. A cowering character takes a -2 penalty to Armor Class and loses her Dexterity bonus (if any).

Starfall (Sp): At 5th level, the scion of *Meia* may evoke a shower of tiny, blazing stars that appear to fall

from the sky. These stars cover a 20-foot radius anywhere within 200 feet of the scion, dealing 2d6 points of damage per scion level. Half of this damage is fire damage, with the other half being composed of divine energies (and thus not subject to reduction by resistance to fire- or electricity-based attacks).

Blindsight (Ex): At 6th level, the scion gains blindsight with a 60-foot radius.

Shadow Aura (Sp): At 7th level, the scion of *Meia* acquires a gloomy aura, composed of the stuff of the Plane of Shadow. The scion becomes invisible (as the spell *greater invisibility*) whenever he is in areas of shadow or darkness. He also gains a +4 deflection bonus to AC, and a +4 resistance bonus on saves, whether he is in shadows or not. Further, he gains spell resistance 25 against any spell cast by someone who is also in the shadows; the spell resistance increases to 30 if the spell cast has the Light descriptor.

Finally, if a creature succeeds in a melee attack against the scion, the offending attacker is himself cloaked in shadows, as though *deeper darkness*

had been cast on him (though with only a 10-foot radius). This darkness remains for 1 round per scion level, or until dispelled or countered.

Starglow (Sp): When the scion of *Meia* reaches 8th level, he can create a coruscating field of tiny stars in a 20-foot radius around himself, potentially confusing, stunning, or rendering creatures unconscious. This ability works only on creatures in darkness or in shadow, and affects a number of Hit Dice of creatures equal to twice the scion's class level. Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the scion are affected first. Hit Dice that are not sufficient to affect a creature are wasted. The starglow affects each subject according to its Hit Dice:

6 or less: Unconscious for 1d4 rounds, then stunned for 1d4 rounds, and then *confused* for 1d4 rounds. (Treat an unconscious result as stunned for nonliving creatures.)

7 to 12: Stunned for 1d4 rounds, and then *confused* for 1d4 rounds.

13 or more: *Confused* for 1d4 rounds.

Sightless creatures are not affected by *starglow*.

Pool of Shadow (Sp): At 9th level, the scion of *Meia* can send another creature to the Plane of Shadow by creating a momentary gate beneath the creature, causing the target to fall in. If the subject is unwilling to enter the Plane of Shadow, the scion must make a successful ranged touch attack to successfully target that creature. Flying creatures are unaffected, as are incorporeal creatures, or creatures that are not otherwise affected by gravity.

The creature may then travel in the Plane of Shadow as though under the effects of a *shadow walk* spell. The target may only exit the Plane of Shadows in an area of shadow (or non-magical darkness), by making a Will save (DC 22). If the creature fails this save, he must wait an hour before trying again. If he succeeds on the save, but his chosen destination is not in shadow, he is shunted to the nearest area of shadow. Such an area must be large enough to completely obscure the targeted creature. (Even unwilling creatures need not worry about materializing inside solid objects as a result of this ability.)

Activating this ability is a standard action, as is returning to the Material Plane. This ability does not function on any plane other than the Material Plane or the Plane of Shadow. The scion may use this ability once per day.

Shadow Kingdom (Su): When the scion of *Meia* reaches 10th level, he may designate a spherical area, with a radius of no more than 120 feet, as simultaneously existing on both the Material Plane and the Plane of Shadows. To use this ability, the scion must move to the center of the intended

Adventure Hook

The arcane caster of the hero's group is approached by agents of a local lord, who are seeking a new court wizard for the lord. The caster selected will have the responsibility of identifying and cataloging the lord's magical treasures, but each respondent will have the opportunity to bid for certain already identified items in the lord's possession.

The items up for bidding include a gold necklace with obsidian and diamonds, seemingly too valuable to be included in an auction of magical items. The lord explains that his previous court wizard felt that the necklace was valuable, though in some way he refused to explain. And on examination, the necklace appears capable only of casting the spell *deeper darkness*—hardly anything remarkable. But one of the other arcane respondents seems particularly eager to get his hands on the necklace, even going so far as to threaten anyone who bids against him.

area and spend an hour opening the connection between the two planes. The radius extends by 20 feet per minute (or 2 feet per round), and if the scion is interrupted, the sphere locks in at that size until the next dawn. If the scion does not resume opening the connection before then, the radius shrinks by 40 feet per minute (or 4 feet per round) until the connection between the planes is completely broken.

Material or shadow creatures moving through this area may choose on which plane they wish to emerge. Doing so involves no chance of arriving off-target. Physical objects inside the sphere (including creatures) are considered incorporeal. (See Chapter 7: Glossary, in the *MM*.) Unlike true incorporeal creatures and objects, however, blindsense, blindsight, scent, and tremorsense detect them with no difficulty.

From outside, the sphere seems to be cloaked in shadows, and no amount of light (including daylight) pierces the gloom. Inside, the sphere is a kind of perpetual starry night. Areas of shadow inside the sphere appear to be affected by a *deeper darkness* spell.

Once the sphere is created, the scion may move freely within it; neither he nor *Meia* need to remain in the center. He may close the opening between the planes merely by willing it, though, again, the effect is not instantaneous; the radius shrinks by 40 feet per minute (or 4 feet per round) until the connection between the planes is completely broken. Others may break the connection between the planes by successfully targeting the center of the sphere with a *dispel magic* effect.

Necraulonius, the Ring of Bone

Necraulonius was created by a sect of twisted necromancers whose only goal was to bring undeath to the world around them.

Life in Death

Centuries ago, a cabal of necromancers known only as the Circle of Skulls combined their powers to create *Necraulonius*. The ring was one of their first attempts to achieve immortality by bestowing undeath upon themselves, one wizard at a time. Eventually, they hoped to repopulate the world around them with undead creatures so they might rule over what they solemnly referred to as “a world of death.”

Their vile attempts at world domination did not go unnoticed. The Monks of the Radiant Moon vowed to put an end to the Circle of Skulls after becoming aware of the cabal’s plans. While the cabal’s methods were indeed primitive, their successful creation of an artifact as powerful as *Necraulonius* gave the monks pause. Given enough time, there was no telling what other evils the Circle might accomplish.

The monks moved quickly, seeking to stamp out the cabal wherever it could be found. They were nearly successful in their attempts, but many of the necromancers managed to escape into the surrounding countryside. These fugitives took *Necraulonius* with them, for they believed that it held the key to immortality and eternal power over unlife.

Check Required: Knowledge (history) DC 25.

In the years that followed, *Necraulonius* secretly circulated amongst what remained of the cabal’s necromancers. One of them would keep the ring for a time before passing it on to another member of their macabre fraternity. All the while, the Monks of the Radiant Moon tracked the survivors.

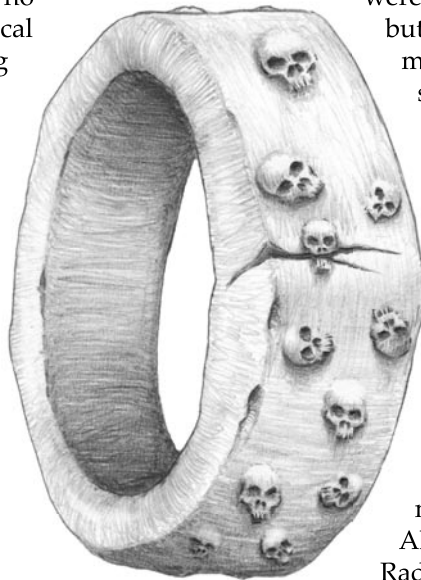
The ring nearly fell into the hands of the pursuing monks on several occasions, but fortune always seemed to favor the cabal.

Such good fortune could not last forever. The last of the necromancers to possess the ring, a lowly initiate known only as Wirth, was captured and executed by the Radiant Moon in a village just outside the famed city of Liberty. Even though Wirth lacked experience in the necromantic arts, he was nonetheless able to conceal the ring within a rural graveyard before being taken prisoner by the monks. To Wirth’s credit, he refused to break his silence even as the monks carried out his sentence of death.

Check Required: Knowledge (history) DC 25.

Necraulonius lay concealed within the village’s cemetery for many months before it was discovered by a wandering merchant from the High Kingdom. Baltas Haladren found the ring quite by accident after having followed an unruly pack mule into the village’s overgrown churchyard. Though he took the ring for a morbid trinket at first, he eventually discovered that it was magical.

Though a man of limited arcane skill, Baltas nonetheless attempted to bend the ring to his own ends. While his success in this endeavor was limited, he managed to attract the attention of



Necraulonius

the Radiant Moon and those few necromancers remaining from the Circle of Skulls. The two groups sought him out, and in the wee hours of the morning waged a bitter battle upon Baltas' front doorstep. As the two groups hammered away at one another, Baltas took the ring and fled with his prize.

The monks captured Baltas before the cabal, and relieved him of the ring's necromantic influence. They sent both the ring and Baltas to their monastery in the west so that the artifact might finally be destroyed. The Circle of Skulls refused to be undone, and they sent agents of their own to ambush the monks en route. This time, the necromancers claimed victory, but their elation was short-lived. They discovered that both Baltas and the ring were nowhere to be found amidst the remains of the monastic caravan.

To this day, the whereabouts of *Necraulonius* remain hidden. It is assumed that it is still possessed by Baltas Haladren, but this is mere speculation. It is fervently sought by the Monks of the Radiant Moon, who wish to destroy it, and the necromancers of the Circle of Skulls, who wish to use it to further their own evil schemes. Anyone found to be in possession of the ring by either group is sure to be at risk.

Check Required: Knowledge (history) DC 30.

Necraulonius is carved from a solid piece of bone from an unknown source. The ring is yellowed with age, and tiny skulls have been etched into its surface, each one with eyes of flawless jet.

Table 3–4: Abilities Granted by *Necraulonius*

Scion Level	Ability Gained	Caster Level
—	Necromantic spell storing (minor)	5th
1st	Command/rebuke undead	—
2nd	Spell focus (necromancy)	—
	Undead trait (darkvision 60 ft.)	—
3rd	Deathly visage	—
4th	Necromantic spell storing	9th
	Undead trait (resistance to mind-affecting effects)	—
5th	Smell of the grave	—
6th	Undead trait (undead physiology)	—
7th	Energy drain (1 level)	—
8th	Necromantic spell storing (major)	17th
	Undead trait (greater undead physiology)	—
9th	Energy drain (2 levels)	—
10th	Undead trait (immunity to massive damage)	—

Requirements

To wear *Necraulonius* as its spell scion, a character must fulfill the following criteria.

Alignment: Any non-good.

Skills: Knowledge (arcana) 8 ranks, Spellcraft 8 ranks.

Feats: Any two metamagic feats.

Spells: Able to cast arcane spells.

Restrictions

By the time he achieves 3rd level, *Necraulonius'* scion must actively promote undeath in the world around him. The ways in which a scion might accomplish this goal vary, but can include: animating the dead so that zombies, skeletons, and other undead creatures are created; protecting haunted sites; permeating areas of the world with negative energy; fervently worshipping gods of death; and seeking to turn oneself into an undead creature, such as a lich or vampire. If the scion of the ring chooses not to promote such an agenda, he gains no further powers from *Necraulonius* until such time as he does so.

Attributes

Necraulonius has the following attributes.

Method of Destruction: *Necraulonius* can only be destroyed by a cleric or paladin of pure heart. The ring must be taken to a holy site, such as a church, temple, or similarly hallowed place. Sacred words must be spoken over *Necraulonius* for twelve full hours, at which time the item must be sprinkled with holy water as a priest casts *resurrection* upon it. As the last words of the *resurrection* spell are uttered, the ring will crumble into dust.

Check Required: Knowledge (arcana) DC 30.

Value: To any character other than its spell scion, *Necraulonius* appears to be merely a *ring of spell storing, minor* (18,000 gp).

Special Abilities

Necraulonius provides the following special abilities to its wearer, depending upon the character's level in the swift scion prestige class (see Table 3–4: Abilities Granted by *Necraulonius*).

Initial Abilities: *Necraulonius* acts as a *minor ring of spell storing*, but it is only capable of storing three levels of spells from the necromancy school.

Command/Rebuke Undead (Su): Upon becoming *Necraulonius'* spell scion, a character gains the ability to command or rebuke, but never turn, undead creatures.

Spell Focus (Ex): When *Necraulonius'* spell scion reaches 2nd level, he gains Spell Focus (Necromancy) as a bonus feat.

Undead Trait (Ex): Starting at 2nd level, and continuing at every even level thereafter,

Necraulonius' spell scion begins to take on the abilities, traits, and immunities that are typical of undead creatures. At 2nd level, the scion gains darkvision out to a range of 60 ft. If the scion already has darkvision, this provides no additional benefit. At 4th level, the scion's resistance to mind-affecting effects, such as charms, compulsions, phantasms, patterns, and morale effects, is increased. This results in a +4 resistance bonus to saving throws against all such effects. Once he reaches 6th level, the scion's physiology is more reminiscent of a dead thing than a living one. Because of this transformation, he gains a +4 resistance bonus to saving throws against poison, sleep effects, paralysis, stunning, disease, and death effects. At 8th level, the scion's physiology is further altered, making him immune to critical hits, nonlethal damage, ability drain, and energy drain. Finally, at 10th level, negative energy can heal the scion, and he no longer risks death from massive damage. Instead, if he is ever reduced to 0 hit points or less, he is immediately destroyed.

Deathly Visage (Ex): At 3rd level, *Necraulonius'* spell scion becomes noticeably gaunt. His skin becomes pale and translucent, his eyes take on a sunken cast, and his skin is cool to the touch. Because of these changes, he can easily be mistaken for one of the undead. In fact, mindless undead regard the scion as one of their own kind, and will not attack him except in self-defense. When dealing with living beings, the scion gains a +2 circumstance bonus to Intimidate checks, but suffers a -2 penalty to Diplomacy checks.

Necromantic Spell Storing (Su): *Necraulonius'* initial power is to act as a *minor ring of spell storing*, but this ability only functions for spells from the Necromancy school. As the ring's scion rises in level, the spell storing capability of the ring increases as well. At 4th level, the ring's power expands, allowing it to act as a *ring of spell storing*. Though it can only hold necromantic spells, it can now store up to five levels of such spells. This ability further improves when the ring's scion achieves 8th level, equaling a *major ring of spell storing* that can hold up to ten levels of necromantic spells.

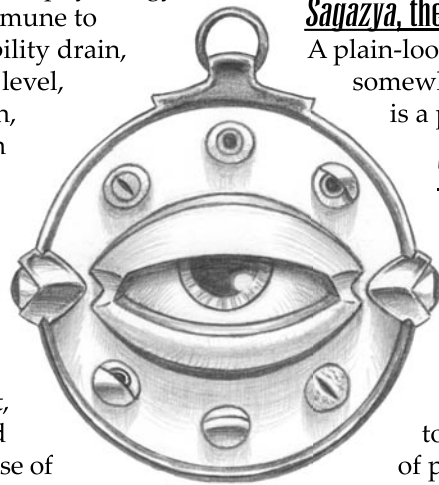
Smell of the Grave (Su): Upon attaining 5th level, *Necraulonius'* spell scion begins to exhibit a rotten and charnel odor. This odor can be detected by anyone in close proximity to the scion, but has no effect in and of itself. However, three times per day, the ring's scion may exhale a foul miasma that causes all living things (except for the scion) within

a 10-foot-radius to become sickened (Fortitude negates) for 2d6 rounds. A *neutralize poison* spell removes this effect from a sickened creature, and creatures immune to poison are unaffected.

Energy Drain (Su): At 7th level, the scion gains a slam attack that inflicts 1d4 points of damage, as well as one negative level, upon a target. The save DC for the energy drain attack is 10 + ½ the character's scion level + his Charisma modifier. *Necraulonius'* spell scion gains 5 temporary hit points (10 on a critical hit) for each negative level he bestows upon an opponent. These temporary hit points last for a maximum of 1 hour. At 9th level, the scion's energy drain attack bestows two negative levels upon a target.

Sagazya, the Amulet of Eyes

A plain-looking amulet, except for the somewhat unsettling "eyes" motif, *Sagazya* is a potent tool of divination.



Sagazya

The Everwatching Eyes

When Lod created Sylvania to replace the fallen Syra, goddess of wisdom, Syra's mortal followers were thrown into confusion. The highest of her priests wondered if their relationship with Syra extended to the new goddess; the lowest of priests questioned whether the current hierarchy was still in effect. After all, if, as the priests had always taught, the high priests had attained their positions through the special favor of Syra, might not someone else gain the special favor of Sylvania? Could the entire order be turned on its head? The high priests of the Temple of Syra prayed to the new goddess for an answer. Give us, they said, some sign that our order remains intact as ever.

Sylvania heard the prayers of Syra's faithful, and she was angered—not because they doubted her, but because they doubted their own ability to proceed without direct intervention by a goddess. So she sent them a gift. In the midst of his prayers, the high priest of the cult of Syra found laid across his supplicating hands a heavy amulet on a golden chain. "These are my eyes," Sylvania's voice rang out through the temple. "May they grant you the clarity to see what must be done."

The priests examined the amulet closely, and aside from the fact that it seemed to be composed of a multitude of living eyes, they could determine little about it other than that it made magical auras clear to the wearer. They failed to see what Sylvania's intent for the amulet was. So they prayed to her again, asking for guidance on how to use her gift.

Syrnia was again angered. “Use the gifts I have given you,” her voice boomed again. “See what I have shown you.”

So the priests gathered together from all the corners of the world to examine the amulet, and

Adventure Hook

The heroes are examining a treasure haul when they come across a scrap of paper with the word “Divination?” written on it. The paper appears to have been attached with a length of wire to some other item, but the wire appears to have broken off at some point in the past and the item in question is not to be found. When they sell their loot at a nearby town, though, they notice the shopkeeper passing a heavy amulet (with an eye motif) over every item they sell him—and that there’s a broken piece of wire threaded through the chain. The shopkeeper explains that the amulet glows when there’s anything magical in the area, and that he bought it from an adventurer who had been exploring the very same ruins the heroes just returned from. He has no idea if it does anything else—though he suspects it might; otherwise, why all the extra eyes? If they’re all that interested in the amulet, he’ll sell it to them.

to discuss what must be done with it. Still, they could not decide what message Syrnia was attempting to send them. Some argued that her message was to seek out and gather up items of magic power. Others wanted to break the amulet into a multitude of smaller amulets, with the largest going to the high priest, as a symbol of their importance in the order. The discussion became heated, and the argument threatened to create a schism in the order.

Now, during this discussion, the amulet was given to a young

holy warrior named Amuro, for safekeeping, lest one faction or the other attempt to steal it. Amuro wept at how the existence of the amulet had been so divisive, and, overcome with despair, he crept out of the temple at night, and gave the amulet to a wizard. “Please find a way to hide this from the order of Syra,” the warrior begged. “If they can’t agree on how to use it, at least they can unite in their quest to find it again.”

The wizard chuckled at the notion, but took the amulet anyway. Amuro returned to his post, and when the priests gathered the next morning, he confessed what he had done. The priests were

outraged, and declared the warrior an apostate. But as they dragged him out of the temple, a brilliant light shone down from the sky, bathing the holy warrior in brilliance.

“Here is my high priest,” came the voice of Syrnia. “For Amuro, among all of you, had the wisdom to trust his own judgment, the bravery to act upon it, and the courage to face punishment if he were wrong.”

In this way, Amuro the Wise became the first high priest of Syrnia. His first pronouncement was that all descriptions of the amulet be stricken from the records of the Syrnians, lest some future priest be tempted to seek it out again. “It is out of our hands now,” he said. “Let it remain so.”

Check Required: Knowledge (arcana) DC 30 or Knowledge (religion) DC 20.

Of course, no one in the temple realized that by this time, the wizard who had taken the amulet from Amuro had already begun unlocking its secrets—for his own intellectual curiosity was not tempered with a priest’s caution. And so, for being rash enough to try casting different types of spells with the amulet, the wizard became the first scion of *Sagazyza*, and the amulet has been passed down from one arcane spellcaster to the next ever since.

Check Required: Knowledge (arcana) DC 25.

Requirements

To qualify to wear *Sagazyza* as a spell scion, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 5 ranks, Spellcraft 5 ranks.

Feats: Alertness.

Spells: Able to cast arcane spells, particularly *detect secret doors*.

Attributes

Sagazyza has the following attributes:

Method of Destruction: *Sagazyza* may be destroyed only by destroying each of the eyes with a piercing weapon that draws its power from the Plane of Shadows.

Check Required: Knowledge (arcana) DC 30

Value: To someone other than a spell scion, *Sagazyza* appears to be worth as much as an *amulet of detect magic* (2,000 gp).

Special Abilities

Sagazyza provides the following special abilities to its wielder, depending on the character’s level in the spell scion prestige class (see Table 3–5: Abilities Granted by *Sagazyza*).

Initial Abilities: *Sagazyza* continuously detects magic auras within 30 feet, as the spell *detect magic*. When a magic aura is detected, one of *Sagazyza*’s eyes begins to glow, and appears to be looking

Table 3–5: Abilities Granted by *Sagazyza*

Scion Level	Ability Gained	Caster Level
—	<i>Detect magic</i>	1st
1st	Enlarged divination	—
2nd	<i>Eye for the unseen</i>	3rd
3rd	Watchful eye	3rd
4th	<i>Arcane sight</i>	5th
5th	Mirror gaze	—
6th	Wandering eye	7th
7th	Third eye	9th
8th	<i>True seeing</i>	11th
9th	Forewarning	13th
10th	Perfect clarity	15th

in the direction of the most powerful aura in the vicinity (not including itself).

Enlarged Divination (Su): At 1st level, the scion of *Sagazya* is able to cast divination spells as though they were enlarged (as the feat *Enlarge Spell*).

Eye for the Unseen (Sp): When the scion of *Sagazya* attains 2nd level, the amulet enables the scion to use *see invisibility* for a number of minutes per day equal to 10 times her caster level, divided however she likes (in minutes or rounds). *Sagazya* indicates such a creature or object by bathing it in a blue glow that only the scion can perceive.

Watchful Eye (Su): At 3rd level, *Sagazya* protects its scion by constantly watching for enemies. If the scion fails a Spot check to avoid being surprised in a combat situation, the scion may immediately reroll the failed Spot check. Regardless of the outcome, the scion must abide by the result of the second roll.

Arcane Sight (Sp): At 4th level, *Sagazya*'s detection of magic auras improves, functioning as *arcane sight* (rather than as *detect magic*).

Mirror Gaze (Su): At 5th level, whenever a creature with a gaze attack unsuccessfully uses the gaze on the scion (the scion make her save), the effect is reflected back at the source, forcing it to make its own save (at the same DC), or be affected by its own gaze attack. (In the case of *charm* effects, such as with the spirit naga, the effect is simply ignored.)

Wandering Eye (Su): At 6th level, the scion of *Sagazya* may will one of the eyes on the amulet to detach and float away, functioning as an *arcane eye* spell. The scion can use this ability for 1 minute per scion level per day, and after this time runs out, the scion must wait 24 hours for *Sagazya* to generate a replacement eye.

Third Eye (Su): When the scion reaches 7th level, she may detach one of the eyes on the amulet and attach it to the forehead of a willing target as a standard action. The scion may then see what the target sees (though not what he hears), as though he were looking through the target's eyes. The eye is effectively invisible, though the target himself can see it if he looks at his face in a mirror.

If the scion attempts to attach one of *Sagazya*'s eyes to an unwilling target, she must make a successful melee touch attack to do so. The target is not aware of the eye unless he looks in a mirror.

The eye remains in place until retrieved by *Sagazya*'s scion, or until the target is killed. If the target travels to another plane, the effect ends, and

the eye is lost (until the scion somehow reclaims the eye).

True Seeing (Sp): When the scion of *Sagazya* reaches 8th level, the scion gains *true seeing* for a total of minutes per day equal to twice her caster level, divided however she likes (in minutes or rounds).

Forewarning (Su): At 9th level, *Sagazya*'s protection of its scion extends to granting the scion a vision of the immediate future. If the scion fails a Reflex save, she may immediately reroll the failed save. The scion may choose which of the two results she wishes to apply to her save.

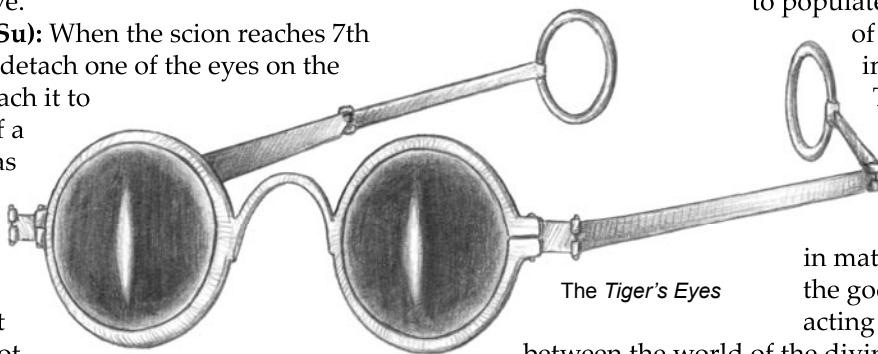
Perfect Clarity (Su): When the scion reaches 10th level, *Sagazya* grants her moments of complete prescience. Once per day, the scion may choose to gain a +10 insight bonus on any single attack roll, opposed ability or skill check, or saving throw, or she may apply the insight bonus to her AC against a single attack (even if she is otherwise flat-footed). Using this ability requires no time, but the decision to use it must be made before the scion makes a roll, or before an attack is rolled against her, or otherwise before she is aware of the chance (or consequence) of failure.

The Tiger's Eyes

A pair of matched lenses, the *Tiger's Eyes* grant the wearer the sight—and the spirit—of a jungle predator.

Purushavyghraa in the Tall Grass

When the world was new, and the gods still walked freely among men, Ilaia, the goddess of swiftness, and her brother Vig, the god of power, sought to populate the world



The *Tiger's Eyes*

of mortals with immortal beasts. These magical beasts could aid and guide the lesser beings in matters relating to the gods, essentially acting as messengers

between the world of the divine, and the world of the mundane. Ilaia and Vig let their imaginations run wild, creating all manner of strange creatures. Some still roam the world today, though many were slain in the Battle of the Eight Gods, and many more had to be destroyed by Ilaia and Vig because they were too dangerous, or too independent, or both, to fulfill the role the two gods had set for them.

Check Required: Knowledge (religion) DC 20.

Among the creatures too dangerous and too independent to live was the Tiger King,

Purushhavyghraa, to whom Ilaia had given speed and cunning, and to whom Vig had given power and ferocity. With these gifts he was able to escape

Adventure Hook

After a tremor shakes the city of Liberty, a fence in the Old Quarter spreads the word that he has a pair of magical lenses to sell. At about the same time, though, wizards from the Imperial University begin frequenting the Old Quarter, alone and in groups, as though searching for something. This seems to have nothing to do with the heroes until a thief turns up with a pair of plainly valuable tiger-eyed lenses, offering them to the heroes for the low price of only 100 gp.

The reason why soon becomes apparent: The fence has turned up murdered, and the thief is the prime suspect. And, to make matters even more interesting, the wizards are now actively asking questions about the dead fence, including who knew him, and who might have had a grudge against him. Curiously, after their efforts redouble, the wizards suddenly give up the search altogether—coincidentally, perhaps, the morning after the third night of the full moon.

the gods when they came to destroy him, and to hide from them in the mortal realm, disguised as a simple farmer. The mortals never suspected that it was Purushhavyghraa, the quiet hermit on his remote little farm, who from time to time slaughtered their cattle (and sometimes their friends and loved ones).

Purushhavyghraa dwelled among the mortals for many centuries, and fathered countless children who all shared in the gifts Ilaia and Vig had granted him, as well as his own ability to hide among mortals. Among these descendants of Purushhavyghraa's were

the first rakshasas, tiger-men who stalk mortals, and among their descendants were tigers, the killing machines that haunt the jungles and the tall grasses.

Check Required: Knowledge (religion) DC 20.

When the Battle of the Eight Gods began, Vurkis, who of all the deities knew where to find Purushhavyghraa, offered the Tiger King a true kingdom in the mortal world, if Purushhavyghraa and his children would serve Vurkis as spies in the war against the other gods. Purushhavyghraa consented, but when the tide of battle went against the god of evil, Vurkis fled the battlefield, leaving Purushhavyghraa to face the anger of the deities. Finally, Ilaia and Vig were able to complete the task they had begun a thousand years before, and Purushhavyghraa's blood flowed like a river.

But after the battle ended, and the carrion birds descended to the feast, the surviving children of Purushhavyghraa came to the field to carry off their ancestor's remains, in the fashion he had taught them. The rakshasas who ate of Purushhavyghraa's flesh became the otherworldly creatures they are today; the tigers that drank of his blood became dire tigers, of whom even the most lethal tigers are afraid. And after they had finished their feast, others came—mortals whose homes had been destroyed by the conflict between the gods. In their starvation, they gnawed the tiny bits of flesh from what remained of Purushhavyghraa's bones, and became the first of the weretigers.

Check Required: Knowledge (arcana) DC 20.

By the time the last of these scavengers had visited the battlefield, all that was left of the Tiger King was his bones, and in the sockets of his skull, his staring eyes. These were carried off by a crow, but they were the eyes of a beast created with divine power, so the crow's beak could not pierce them, nor could a fall from the highest cloud crack them open. Eventually the crow abandoned them, leaving the eyes to be found many centuries later by the mortal wizard Biphyrion. Sensing at least some of their power, he fashioned them into a pair of lenses. What became of Biphyrion, history does not record, but among the beast-men, the name Biphyrion is still popular among those who have the blood of tigers flowing in their veins.

As for the lenses, they are said to be found in a glass case in the Imperial University, with wards and glyphs to prevent lycanthropes from approaching.

Requirements

To qualify to wear the *Tiger's Eyes* as a spell scion, a character must fulfill all the following criteria.

Alignment: Neutral

Base Attack Bonus: +2.

Base Will Bonus: Will +4.

Skills: Knowledge (nature) 6 ranks, Survival 3 ranks.

Feats: Combat Expertise.

Spells: Able to cast arcane spells.

Special: *Onetime Weretiger:* The prospective scion of the *Tiger's Eyes* must have contracted lycanthropy from a weretiger. (The affliction need not have been cured for the wearer to meet this requirement.)

Attributes

The *Tiger's Eyes* have the following attributes:

Method of Destruction: The *Tiger's Eyes* may be destroyed only by shattering the lenses with a club made from the bones of Purushhavyghraa

Check Required: Knowledge (arcana) DC 25

Value: To someone other than a spell scion, the *Tiger's Eyes* appear to be worth as much as *lenses of low-light vision* (2,000 gp).

Special Abilities

The *Tiger's Eyes* provides the following special abilities to its wielder, depending on the character's level in the spell scion prestige class (see Table 3-6: Abilities Granted by the *Tiger's Eyes*).

Initial Abilities: Anyone who wears the *Tiger's Eyes* gains low-light vision.

Scent (Ex): At 1st level, the scion of the *Tiger's Eyes* gains the scent ability (see Chapter 7: Glossary, in the *MM* for details).

Enrapture (Su): At 2nd level, the scion of the *Tiger's Eyes* may render a single creature helpless, provided the creature's Hit Dice do not exceed the scion's caster level + Charisma modifier. If the scion makes a successful gaze attack (DC 15 Reflex save to negate; blind characters, or characters that avert their eyes, are immune to this effect), the target is considered fascinated. (See the Condition Summary in Chapter 8: Glossary, in the *DMG*) The effect lasts until the scion shifts his gaze off of the target. (The scion may make a Concentration check to avoid doing so if some outside agency—such as an attack, or a spell, or violent motion—distracts him.) Activating this ability requires a standard action, and maintaining it requires a move action in each of the scion's subsequent rounds.

Control Shape: Also at 2nd level, the scion gains Control Shape as a class skill.

Hide & Move Silently: At 3rd level, the scion gains Hide and Move Silently as class skills.

Animal Sense (Su): At 4th level, the scion of the *Tiger's Eyes* gains the ability to precisely locate any animal within 100 feet. At 7th level, this range increases to 200 feet, and it increases again to 300 feet at 10th level.

Tiger Form (Su): When the scion of the *Tiger's Eyes* reaches 5th level, he gains the ability to *polymorph* into a tiger once per day, for 10 minutes per scion level, as a spell-like ability.

Natural Spell: At 6th level, the scion of the *Tiger's Eyes* gains the benefit of the feat Natural Spell while in tiger form.

Tall Grasses (Su): At 7th level, the scion is considered invisible when he is in tall grass (whether in tiger form or human form).

Spellpounce (Ex): At 8th level, the scion of the *Tiger's Eyes* may cast spells more effectively on flat-footed opponents. If the scion acts in the surprise round, he may take a move action as well as a standard action, provided his standard action is used to cast a spell that targets a flat-footed opponent. If this spell is a spell that deals damage, it is treated as though it were maximized.

Spellrake (Ex): At 9th level, the scion of the *Tiger's Eyes* may cast spells more effectively against helpless opponents. If the scion targets a helpless creature (see the Condition Summary in Chapter 8: Glossary, in the *DMG*) with a spell that deals damage, the spell is treated as quickened and empowered. (If a spell is both empowered and maximized, it gains the separate benefit of each feat: the maximum result plus one-half the normally-rolled result.) As with the Quicken Spell feat, the scion may only cast one quickened spell in a single round, even if he has both the feat and this ability.

Feral Spirit (Su): At 10th level, the scion of the *Tiger's Eyes* gains a +4 enhancement bonus to

Table 3–6: Abilities Granted by *Tiger's Eyes*

Scion Level	Ability Gained	Caster Level
—	Low-light vision	1st
1st	Scent	3rd
2nd	Enrapture, Control Shape	1st
3rd	Hide, Move Silently	—
4th	Animal sense	7th
5th	Tiger form	7th
6th	Natural Spell	—
7th	Tall grasses	7th
8th	Spellpounce	5th
9th	Spellrake	5th
10th	Feral spirit	11th

Strength, Dexterity, and Constitution, a +4 natural armor bonus to AC, and a +5 competence bonus on Reflex saves, but he loses the ability to cast spells or use spell-completion magic items. The scion may use this ability for a total of 1 minute per day per scion level—divided however he likes (in minutes or rounds)—but only when he is in tiger form (including the hybrid form of a weretiger).

Vlieyerda

The dragons of the world once offered their mortal servants powerful trinkets. While many of these gifts have been lost, at least one remains in the hands of men.

Gifts from the Dragons

Dragon-made artifacts have always been rare, but rarer still are those bestowed upon their mortal servants. Known to the dragons as the Scaled Jewels, these magical items were of the highest quality. They were endowed with the very powers of the true dragons that created them, and would bestow these abilities upon those mortal servants who remained steadfast in their loyalty to their draconic masters. Only a few still exist in the hands of men. Others have been lost or destroyed, and a rare few are still jealously guarded by the dragons.

Many items were made by dragon smiths in ancient times, but those that the dragons call the Scaled Jewels numbered only ten in total. Each was created to epitomize the power and magnificence of one of the true dragon breeds, thus granting a sliver of this power to the mortal honored with such a majestic gift. Some were wrought as rings, while others were crafted as amulets. Of all of these relics, only one was created to be worn upon a humanoid ear, and this was *Vlieyerda*.

Check Required: Knowledge (history) DC 35.

Vlieyerda was created by an ancient gold dragon named Tulmaxin. He gave it as a gift to Weylin, his most trusted human servitor. Weylin was a sorcerer of prodigious skill, and Tulmaxin sensed that the blood of dragonkind flowed through the mortal's veins. In service to his golden master, Weylin performed many great and legendary deeds, and the world was made a better place. With *Vlieyerda* worn upon his left ear, his prowess was increased ten-fold. Among all the servants of the dragons, Weylin was considered to be the greatest.

As he grew older, Weylin became lonely for the comforts of human companionship. He had spent many long years in the company of dragons. Even though he was a hero of great magnitude, he was still dwarfed by the power that permeated such ancient creatures. Weylin knew the minds and motives of dragons better than he understood his own people, and this troubled him. With Tulmaxin's leave, he went amongst his own people to find peace from his self-perceived failings.

Check Required: Knowledge (history) DC 30.

Weylin lived amongst the mortals of his homeland for many years. In time, he met and fell in love with Estelle, a woman of noble birth and proud bearing. Estelle returned Weylin's affection, but she found it impossible to return his love. She was a wicked and covetous creature, lovely to look upon, yet the heart that beat within her breast was as cold as a serpent's. To Estelle, Weylin was a means to an end, a hero with power and prestige that no other mortal man could match.

The two married, and Weylin felt that his life was complete with Estelle by his side. He returned to Tulmaxin's service, and the aged wyrm welcomed him back with open arms. After several years, Estelle's unhappiness with Weylin's servitude became more and more apparent. Though she wanted for nothing, living in vast opulence and wealth, she came to realize that her husband was merely a dragon's puppet. She whispered to Weylin at night, belittling him for his servitude, and sowed doubt where there had previously been only courage.

Check Required: Knowledge (history) DC 30.

Estelle's poisonous words took their toll on Weylin. His love for the woman blinded him to her lies and deceit, and he began to resent his role as Tulmaxin's servant. His heart hardened as he grew to covet the dragon's power. He was powerful enough, Estelle whispered to him. He

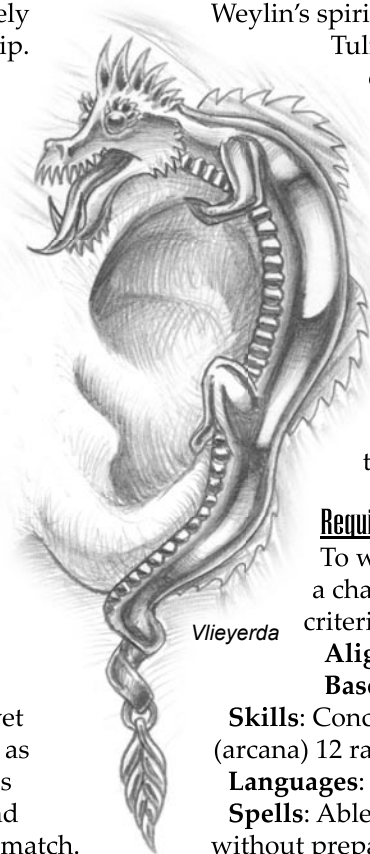
could destroy the ancient creature, becoming his own master in the process. With such power at his fingertips, failure was impossible. Tulmaxin was taken by surprise when Weylin finally betrayed him. Decades of trust and friendship provided a flawless mask for Weylin's treachery.

With his former master destroyed, Weylin and Estelle performed a ritual upon the dragon's corpse. The magic of the ritual was purported to transfer the essence of a man into another body. The ritual was successful, but only in part.

Weylin's spirit was indeed transferred into Tulmaxin's body, but the dragon's corpse remained inert and lifeless. Sensing the failure of her endeavor, Estelle took *Vlieyerda* from the corpse of her husband and fled into the countryside, never to be seen again.

Check Required: Knowledge (history) DC 30.

Vlieyerda is an ear cuff cast from solid gold. It is wrought in the shape of a writhing dragon, and its eyes consist of two tiny pearls.



Requirements

To wear *Vlieyerda* as its spell scion, a character must fulfill the following criteria.

Alignment: Lawful good.

Base Save Bonuses: Will +6.

Skills: Concentration 12 ranks, Knowledge (arcana) 12 ranks.

Languages: Speak Draconic.

Spells: Able to cast 4th level arcane spells without preparation.

Restrictions

The scion of *Vlieyerda* must retain his lawful good alignment at all times, and must attempt to promote the agenda of good at all costs. If the character strays too far from the path of law and benevolence, he will lose access to all the powers granted by the cuff.

Attributes

Vlieyerda has the following attributes.

Method of Destruction: *Vlieyerda* can only be destroyed by an evil dragon of adult age or older. The dragon must devour the cuff, thereby destroying it utterly.

Check Required: Knowledge (arcana) DC 25.

Value: To any character other than its spell scion, *Vlieyerda* appears to be an *earring of blessing* (1,125 gp).

Special Abilities

Vlieyerda provides the following special abilities to its wielder, depending upon the character's level in the spell scion prestige class (see Table 3-7: Abilities Granted by *Vlieyerda*).

Initial Abilities: *Vlieyerda* allows anyone who wears it to cast *bless* three times per day.

Detect Gems (Sp): At 1st level, the cuff allows its scion to detect gems three times per day, much as gold dragons can. This is a divination effect similar to a *detect magic* spell, except that it finds only gems. The scion can scan a 60-degree arc each round. By concentrating for 1 round, he knows if there are any gems within the arc; 2 rounds of concentration reveal the exact number of gems; and 3 rounds reveals their exact location, type, and value.

Dragon's Hide (Ex): As the scion of *Vlieyerda* gains levels, his skin attains some of the durability of a gold dragon's hide. At 1st level this change is minor, granting DR 1/magic. This increases to DR 2/magic at 3rd level, and while there are no physical signs of this change, the scion is accompanied by the smell of saffron and incense wherever he goes. At 6th level, the damage reduction increases to DR 5/magic, and the scion's eyes take on a distinctly golden hue. Eventually, when the scion reaches 9th level, his damage reduction rises to DR 10/magic, and his skin tone becomes golden.

Water Breathing (Sp): At 2nd level, the cuff's scion gains the spell-like ability to cast *water breathing* upon himself at will.

Draconic Bearing (Ex): *Vlieyerda's* scion can more easily interact with good-aligned dragons and perceive their moods as his level increases. At 2nd level, this is reflected in a +2 bonus to all Diplomacy and Sense Motive checks when interacting with gold dragons. At 5th level, this bonus increases to +4. When the scion achieves 8th level, his understanding and rapport with gold dragons further increases this bonus to +6. When dealing with other metallic dragons besides gold dragons, the listed bonus is halved.

Luck Bonus (Su): Once per day, starting at 3rd level, the small pearls set within *Vlieyerda* can be used by the cuff's scion to give himself a +1 luck bonus on all saving throws and similar rolls. This bonus only applies to the scion himself, and it lasts 1d3 hours, plus 3 hours per level of the scion.

Geas/Quest (Sp): When he reaches 4th level, the cuff's scion gains the ability to cast *geas/quest* once per day.

Fire Resistance (Ex): When the scion of *Vlieyerda* attains 5th level, he finds that he is less susceptible

Table 3-7: Abilities Granted by *Vlieyerda*

Scion Level	Ability Gained	Caster Level
—	<i>Bless</i>	1st
1st	Detect gems	4th
	Dragon's hide (DR 1/magic)	—
2nd	<i>Water breathing</i>	6th
	Draconic bearing +2	—
3rd	Dragon's hide (DR 2/magic)	—
	Luck bonus	—
4th	<i>Geas/quest</i>	12th
5th	Fire resistance (10 points)	3rd
	Draconic bearing +4	—
6th	Dragon's hide (DR 5/magic)	—
	Spell resistance	—
7th	Fire resistance (20 points)	7th
8th	<i>Sunburst</i>	16th
	Draconic bearing +6	—
9th	Dragon's hide (DR 10/magic)	—
	Fire resistance (30 points)	11th
10th	<i>Foresight</i>	18th
	Immunity to fire	—
	Vulnerability to cold	—

to the effects of fire. This ability initially grants the scion fire resistance 10, but the effectiveness of this ability increases by ten points at every odd level thereafter.

Spell Resistance (Ex): Once he reaches 6th level, the scion of *Vlieyerda* gains some of the gold dragon's resistance to magic. This is reflected in a spell resistance (SR) equal to the scion's class level plus 11.

Sunburst (Sp): The scion of the cuff can unleash a *sunburst*, as per the spell, once per day starting at 8th level. Treat the scion's class level as his caster level.

Foresight (Sp): At 10th level, *Vlieyerda's* scion gains the ability to cast *foresight* once per day.

Immunity to Fire (Ex): At 10th level, the scion of the cuff becomes so attuned to heat and flame that, like a gold dragon, he is immune to damage caused by fire. This immunity extends to any items that he carries or wears.

Vulnerability to Cold (Ex): The immunity to fire that the cuff's scion gains at 10th level is accompanied by a vulnerability to cold. Whenever the scion is damaged by cold, he takes half again as much (+50%) damage as normal, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Chapter Four: Faithrings

Rings, gems, and jewels forged, cut, and crafted for the glory of the gods, faithrings are filled with divine power. Clerics, druids, and sometimes paladins benefit most from wielding them, and find it easiest to do so. But with the suitable reverence and proper indoctrination in the ways of divine magic, any class can use faithrings.

The Diablatorio

As cold as a devil's heart, this gift from the lords of the Nine Hells extracts a heavy toll from those who seek to master its infernal powers.

Even Hell Has Its Heroes

The malignant kingdom of Shar'dul has many minions, each a zealous servant of that nation's despotic king. The most terrible of these creatures was Pharin, a servant of the Nine Hells. Pharin was King Khalir's chief spiritual advisor for many years, and in this time he rose high within the ranks of the Black Church. None dared refute his claims to the church's highest position, that of the Black Pontiff. At the time, he was perhaps the youngest man in the church's history to aspire to the position.

While deep in his evening prayers, Pharin was contacted by one of the dukes of Hell, a loathsome being named Terromendes. "Serve me," Terromendes demanded of Pharin. "I will grant unto you a terrible gift, and even your king will stand in awe of your power when all is as I wish it." Pharin, ever hungry for power, agreed to this diabolic bargain. In return, he was gifted with a serpentine ring of blackened adamantite that seemed to writhe and twist of its own accord whenever he wore it.

Check Required: Knowledge (history) DC 30.

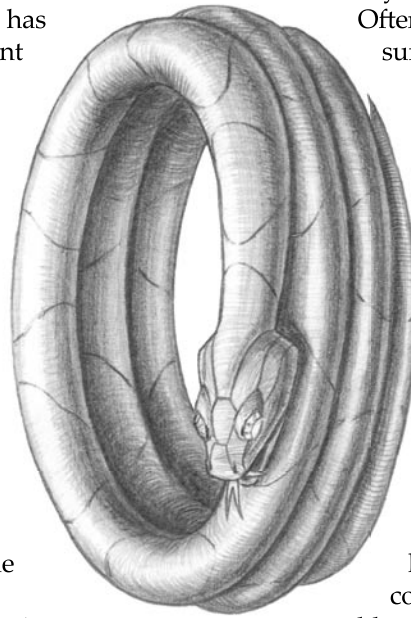
Pharin served two masters now: Khalir, the usurper of Shar'dul's throne, and Terromendes, a duke of the Nether Hells. Pharin knew that exposure of his divided loyalty would mean his inevitable death, and he was careful to keep his pact with Terromendes hidden. In time, Khalir sent his nation to war against the neighboring kingdom of Ealon. He demanded that Pharin accompany Shar'dul's fleet, and, using the power granted to him by the Black Church, secure a quick and brutal victory over Ealon's defenders.

Despite Pharin's fervent prayers and terrible magic on the eve of the invasion, the armies of Shar'dul were repelled by the Ealonese forces. Failure had never been an option for any of Khalir's servants, and Pharin was no exception. Fearing that his return home would result in his own excruciating execution, he abandoned his countrymen and vowed that he would serve Terromendes alone. Khalir, enraged at Pharin's treason, was not so easily dissuaded from seeking revenge against his former servant.

Check Required: Knowledge (history) DC 25.

In the years that followed, many assassins and bounty hunters were sent to retrieve Pharin.

Often times, Pharin used his ring to summon infernal beings in his own defense. Men sent to capture him would find themselves facing terrible creatures of boundless evil. Pharin's conjured devils violently dispatched those hunters who did not flee in terror. The price on Pharin's head steadily increased, as did his infamy. Though powerful, he would never find rest so long as Khalir insisted on hunting him. The bounty on Pharin's head soon grew to such ridiculous proportions that entire companies of mercenaries endeavored to track him down. One such company, composed of nearly three dozen



The *Diablatorio*

blooded veterans, finally cornered the priest in a simple cottage far from the borders of Shar'dul. The mercenary captain called for Pharin's surrender, but his demands were answered with Pharin's spiteful laughter. "Hell will take you!" Pharin yelled to the assembly before disappearing into the cottage. Almost immediately, the haunting sounds of a summoning ritual could be heard within the small house.

The mercenaries steeled themselves for whatever horror Pharin would send against them. The chanting ceased, but instead of an attack from within, there came shouts and blood-curdling screams. When the noise had ceased, the mercenaries approached and broke down the cottage door. Instead of Pharin, the soldiers found what little remained of him. Scraps of clothing, bits of bone and flesh, and fresh blood were spread over the cottage's interior. Though Pharin's personal items and accoutrements remained

behind, his ring was never found. The mercenary captain rightly supposed that Pharin had called on his dark masters once too often.

Check Required: Knowledge (history) DC 25.

Made as a mockery to the holy rings worn by members of many benevolent churches and temples, the *Diablatorio* is made from a band of adamantine that has been carved to resemble a coiled serpent. The snake has gleaming emerald eyes, and bears two sharp ivory fangs. The ring is always chill to the touch, and the finger upon which it is worn often becomes numb with cold.

Requirements

To wear the *Diablatorio* as its faith scion, a character must fulfill the following criteria.

Gender: Male.

Alignment: Lawful Evil.

Skills: Knowledge (religion) 10 ranks, Knowledge (the planes) 10 ranks, Speak Language (Infernal).

Spells: Able to cast divine spells.

Domain[s]: Evil.

Patron: Any lawful evil deity or devil.

Restrictions

The scion of the *Diablatorio* must never lose the favor of his evil patron. If this occurs, he loses all powers granted by the ring until he either

reconciles with his former master or manages to find a new devil to serve.

Attributes

The *Diablatorio* has the following attributes.

Method of Destruction: The *Diablatorio* can only be destroyed by a lawful good celestial that willingly sacrifices itself so that the ring might be shattered. The celestial in question must have the ring in its possession when it takes its own life.

Check Required: Knowledge (arcana) DC 25.

Value: To any character other than its faith scion, the *Diablatorio* appears to be a *ring of Wisdom* +2 (4,000 gp).

Special Abilities

The *Diablatorio* provides the following special abilities to its wielder, depending upon the character's level in the faith scion prestige class (see Table 4–1: Abilities Granted by the *Diablatorio*).

Initial Abilities: Anyone who wears the *Diablatorio* gains a +2 enhancement bonus to Wisdom.

Aura of Evil (Ex): The power of the *Diablatorio*'s scion's aura of evil (see the *detect evil* spell) is equal to his class level plus his cleric level, if any.

Protection From Good (Sp): At 1st level, the *Diablatorio* gives its scion the ability to cast *protection from good* at will. When this ability is used, the air around the scion becomes noticeably stale and cold.

Diabolic Pact (Su): Through the ring, the scion gains access to dark rituals which allow him to make pacts with devils and other servants of the Nine Hells. At 2nd level, the first of these pacts is made, gifting the scion with the diabolic ability to see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

Further pacts are made at every even level thereafter. When the scion reaches 4th level, he is able to communicate telepathically with other creatures within 100 feet. The pact presented to the scion at 6th level results in him gaining a devil's resistance to acid 10 and resistance to cold 10.

When the scion achieves 8th level, he is able to generate an aura of fear much like that manifested by his diabolic masters. This allows the scion to radiate a 5-foot radius fear aura as a free action. Affected creatures must succeed on a Will save or be affected as though by a *fear* spell. The DC of this save is equal to 10 + ½ the character's scion level + his Charisma modifier. A creature that successfully saves cannot be affected by the scion's fear aura for 24 hours, and all devils are immune to it.

Finally, at 10th level, the scion makes his final pact with the lords of the Nine Hells. In return for his soul, he gains complete immunity to fire and poisons.

Table 4–1: Abilities Granted by *Diablatorio*

Scion Level	Ability Gained	Caster Level
—	+2 Wisdom	6th
1st	Aura of evil	—
	<i>Protection from good</i>	1st
2nd	Diabolic pact (see in darkness)	—
	<i>Summon devil</i>	3rd
3rd	Corrupt ceremony	7th
	Smite good 1/day	—
4th	Diabolic pact (telepathy)	—
5th	Sword of hell	7th
	Summon devil	9th
6th	Diabolic pact (resistance to acid 10 and cold 10)	3rd
	Smite good 2/day	—
7th	Sacrament of sin	—
8th	Diabolic pact	—
	Summon devil	15th
9th	Smite good 3/day	—
10th	Diabolic pact (immunity to fire and poison)	—
	Hell to pay	—

Summon Devil (Sp): The *Diablatorio* allows its scion to summon a devil to aid him in times of need. Starting at 2nd level, the scion can summon an imp to serve him. At 5th level, the scion's summoning rituals improve, allowing him to call a bearded devil to aid him. Once he achieves 8th level, an erinyes will come to his call. Regardless of the type of devil summoned, the scion may only use this ability once per day.

Corrupt Ceremony (Su): At 3rd level, the *Diablatorio* opens up new doors to power for its scion. The twisted magic of the ring allows its scion to perform an hour-long ritual, wherein he must debase himself in the name of his evil patron. The ring's scion gains a +2 bonus to his effective caster level for 24 hours once the ceremony is completed. The ceremony can only be attempted once per week.

Smite Good (Su): Once per day, beginning at 3rd level, the ring's scion can attempt to smite good with one normal melee attack. He adds his Charisma modifier (if positive) to his attack roll, and deals 1 extra point of damage per class level. At 6th, and again at 9th level, the *Diablatorio*'s scion gains one additional use of the smite good ability per day.

Sword of Hell (Su): When he achieves 5th level, the *Diablatorio*'s scion can perform a ritual that will imbue any weapon that he carries with an unholy aura. This ritual takes thirty minutes to complete. Once finished, the scion's chosen weapon is considered to be unholy for the next 24 hours.

Sacrament of Sin (Su): Upon reaching 7th level, the scion can grant himself limited immunity to physical harm. By bathing himself in the blood of an innocent being and reciting blasphemous verses, the scion can imbue himself with damage reduction equal to DR 5/good. This damage reduction lasts for 12 hours.

Hell to Pay: After the *Diablatorio*'s scion attains 10th level and makes his final pact with the legions of Hell, he can never be certain when his ultimate debt will finally come due. From this point forward, whenever he uses the ring's *summon devil* ability, there is a chance that a pit fiend will appear to take the scion back to Hell. The chance of this occurring is slight, but it hangs like a sword above the scion's head.

Each time the scion uses the ring's *summon devil* ability, the DM must determine if his time has come by secretly rolling 1d20. If the first result is a 20, the DM must confirm it by rolling 1d20 again. On a second result of 20, a pit fiend appears and demands that the scion return with him to

the Nine Hells. The scion can attempt to negotiate his contract with the fiend, but this requires a successful Diplomacy check, DC 35.

If the scion refuses to accompany the devil, the pit fiend will attempt to take him back by force. Whether or not he succeeds in avoiding this fate, outright refusal to return to Hell with the pit fiend will cause him to lose the powers that have been thus far granted by the ring, and he can be sure that his former masters will not easily forgive his insolence.

Eichenfols, the Oaken Clasp

Carved from the four-limbed Tree of Balance, this oaken cloak-clasp bestows upon its wearer a greater affinity for nature and the wild.

The Arch-Druid's Hobby

As the arch-druid Haman reached the end of his years, he spent less and less time seeing to the business of the Oak Stewards, and more and more time wandering through the Oaken Grove. The other members of his order began to fear that Haman had taken leave of his senses, but when they approached him, Haman always seemed perfectly lucid, and was happy to spend time chatting amiably with them, though he appeared to have lost interest in the affairs of the order. And during every conversation, Haman would always, sooner or later, begin whittling at little pieces of dead wood.

Many of the order's senior druids remarked among themselves about Haman's new obsession, but when they asked him about it, Haman only smiled. After several months of such behavior, the high druids of the Oak Stewards voted among themselves to replace Haman as arch-druid, and allow the old man to continue his path to insanity in the peace of retirement. Typically, when Haman heard of their decision, he smiled, yawned, and went back to his whittling.

Though Haman still dwelled in a small shelter deep in the Oaken Grove, and the druids saw him from time to time, they came to think of him as a befuddled old man, hardly worth their notice. When they spoke to him, they treated him as one might treat a child, acting as though he could not understand even the simplest concept. Haman, for his part, seemed amused by their attitude toward him, and sometimes, with an impish gleam in his eye, played to their opinion of him, alternately pretending to be deaf, or blind, or senile. Yet still, he continued his whittling.



Eichenfols

Eventually, Haman became more known for the intricacy of his wood carvings, and less for his eccentricity. Years of dedicated whittling had paid off, it seemed, and the druids marveled at the workmanship. In fact, they were so fascinated by his carvings that they failed to notice when Haman slipped quietly into the Clearing of the Tree of Balance, and returned with a small piece of the sacred wood.

Now the method behind Haman's apparent madness became clear. The former arch-druid, it seemed, had done all that he could in life to safeguard the wild places of the world, and had decided to create a more lasting legacy than years of devoted service would ever garner him. So, with a snippet of wood from the most sacred tree of the Oak Stewards, Haman secretly carved a beautifully intricate cloak clasp. When it was finished, Haman knew that he could never wear the clasp, for it would be instantly recognized and he would be punished for his crime. Rather than leave a legacy of sin, the old arch-druid instead chose to drink a cup of hemlock.

Check Required: Knowledge (religion) DC 25.

When the druids came to prepare Haman for burial, they laid his precious carvings in with him. But the cloak clasp was not among his carvings, because Haman had already sent it far away to a former pupil. This pupil was the first to learn the secrets of the clasp, and it was he who gave it the name *Eichenfols*.

Check Required: Knowledge (religion) DC 20.

Requirements

To qualify to wear *Eichenfols* as a faith scion, a character must fulfill all the following criteria.

Alignment: Neutral

Skills: Knowledge (nature) 5 ranks, Survival 5 ranks.

Feats: Track.

Spells: Able to cast divine spells, must include *pass without trace*.

Attributes

Eichenfols has the following attributes:

Method of Destruction: *Eichenfols* may be destroyed only by burying it at the exact center of the Salt Desert (where no plant life grows), and placing over it a stone plug made from a petrified oak.

Check Required: Knowledge (arcana) DC 25.

Value: To someone other than a faith scion, *Eichenfols* appears to be worth as much as a *clasp of endure elements* (1,000 gp).

Special Abilities

Eichenfols provides the following special abilities to its wielder, depending on the character's level

in the faith scion prestige class (see Table 4–2: Abilities Granted by *Eichenfols*).

Initial Abilities: Anyone who uses *Eichenfols*, whether a faith scion or not, benefits from a continuous *endure elements* spell.

Nature's Best (Su): At 1st level, whenever the scion of *Eichenfols* casts *summon nature's ally*, the creature summoned always has full hit points for its Hit Dice.

Barkskin (Sp): When the scion of *Eichenfols* attains 2nd level, he may cast *barkskin* upon himself a number of times per day equal to his Wisdom bonus (minimum 1). Treat the character's scion level as his caster level for this ability.

Speak With Plants (Sp): At 3rd level, the scion of *Eichenfols* gains the ability to *speak with plants* at will.

Nature's Ward (Su): At 4th level, the scion of *Eichenfols* gains the ability to ward away hostile animals and animate plants. This ability functions like a cleric turning undead, except that the scion can choose to turn or rebuke his targets, and targets that would be destroyed are commanded, instead.

Nature's Wisdom (Sp): At 5th level, the scion of *Eichenfols* may, once per day, cast an improved version of *commune with nature*. The spell functions as normal, but the scion may learn a number of facts equal to 3 + his Wisdom bonus (see the spell description for more details). The scion may also prepare and cast *commune with nature* as normal.

Nature Walk (Sp): When the scion of *Eichenfols* reaches 6th level, he gains the ability to *tree stride*,

Adventure Hook

While visiting a small town, the heroes pass a druidic shrine just outside the city's front gate, where a lone druid is selling charms and potions. Though his wares are little more than trinkets, the druid tells the party that he has one item that he's been saving in case he met another druid: a cloak-clasp that grants the wearer immunity to extremes of temperature. When he shows it to the heroes, he remarks on its workmanship and says that it was crafted by a pupil of Haman, the arch-druid. He even jokes that the craftsman who made it clearly tried to copy the famous clasp *Eichenfols*, but had obviously never seen the genuine article.

Table 4–2: Abilities Granted by *Eichenfols*

Scion Level	Ability Gained	Caster Level
—	<i>Endure elements</i>	1st
1st	Nature's best	1st
2nd	<i>Barkskin</i>	3rd
3rd	<i>Speak with plants</i>	5th
4th	Nature's ward	—
5th	<i>Nature's wisdom</i>	9th
6th	<i>Nature walk</i>	9th
7th	Nature's wrath	13th
8th	Wooden form	—
9th	Nature's vigilance	17th
10th	Nature's rage	17th

as the spell, for a number of hours per day equal to his scion level. Unlike the spell, this ability allows the scion to break the journey up however he likes; the effect does not end when the scion exits a tree.

Nature's Wrath (Su): At 7th level, the scion of *Eichenfols* may call upon the plant life in the area to fight for him. The scion may animate up to four Large or smaller plants, or an equivalent number of larger plants. A Huge plant counts as two Large or smaller plants, a Gargantuan plant as four, and a Colossal plant as eight. The scion can change the designated target or targets as a move action, as if directing an active spell. Each animated plant immediately attacks whomever or whatever the scion designates as though it were an animated object of the appropriate size category. (Use the statistics for animated objects, except that plants smaller than Large usually don't have hardness.) This ability has no effect on plant creatures (such as treants or shambling mounds), nor does it affect nonliving vegetable material.

The scion may use this ability once per day. It lasts for 1 round per scion level.

Wooden Form (Su): At 8th level, the scion of *Eichenfols* gains the ability to transform into any Small, Medium, or Large plant creature once per day, and back again. The effect lasts for 1 hour per scion level, or until he changes back. Changing form is a standard action and doesn't provoke an attack of opportunity. The form chosen must be that of a plant creature the scion is familiar with.

The scion loses his ability to speak while in plant form (lacking proper vocal chords), but he can communicate normally with other plants of the same general grouping, provided they have a language.

At 10th level, the scion becomes able to assume the form of Huge plant creatures as well.

Nature's Vigilance (Ex): At 9th level, the scion's attunement to nature is so keen that he receives instantaneous warnings of impending danger when in a natural setting (such as in a forest, desert, or natural cavern, but not in a building or a worked underground area, such as a dungeon). The scion is never considered surprised or flat-footed in such settings, and always has a general idea of the best course of action to take to protect himself (duck, jump, close his eyes, and so forth). This grants the scion a +2 insight bonus to AC and Reflex saves in such situations, though he loses this bonus in situations when he would lose his Dexterity bonus to AC.

Nature's Rage (Su): When the scion of *Eichenfols* reaches 10th level, he becomes able to rouse the forces of nature against his enemies. The scion may designate a spot anywhere within 500 feet. Plants within a 40-foot radius of this spot suddenly

experience a surge in growth, simultaneously becoming animate. These animate plants then attack the scion's opponents who are within the affected area (ignoring the scion's allies). These attacks take two forms.

First, the opponents are treated as though *entangle* had been cast on the area. They must make a DC 20 Reflex save each round or become entangled. Entangled creatures can break free and move half their normal speed by using a full-round action to make a DC 20 Strength check or a DC 20 Escape Artist check. Creatures not entangled can move at only half speed through the area.

Second, much larger tendrils wrap about the bodies of the scion's opponents, constricting them. Each round, on the scion's action, make an opposed grapple check for each opponent caught in the area; those who fail take 2d8+10 points of damage. Use the scion's base attack bonus for the grapple check, but assume that the large tendrils have a Strength of 25.

This ability continues for as long as the scion concentrates upon it.

St. Martha's Ring

The ring that bears St. Martha's name is the last remaining manifestation of her selfless and charitable power.

Both Her Greatest Gift, and Her Greatest Curse

St. Martha was born in Elena, a small village within the boundaries of the High Kingdom. Her mother was a midwife and herbalist, and Martha learned all that her mother knew about the healing arts as she grew into a vibrant young woman. A conscientious child, Martha endeavored to help everyone that she met, friend and stranger alike. As she grew older, miracles seemed to surround her. She could somehow cure with but a touch, soothing injuries and easing pain, yet the wounds that she healed on one person would appear painfully upon her own flesh moments later. In easing the hurts of others, Martha was forced to bear them herself.

Priests were consulted, and they all agreed that Martha had been given a special gift by the gods. Martha and her mother shared a tearful farewell, wherein her mother gave her a simple brass ring that would eventually bear her name. She was taken away to a convent so that her abilities could be studied and perfected under the watchful eyes of the church's clerics. Through training, discipline, and spiritual insight, Martha was able to perfect her gifts, improving her abilities to heal not only others, but herself as well.

Check Required: Knowledge (history) DC 25.

When the clerics deemed that her powers required no more study, Martha was sent out

amongst the populace to perform good works. She devoted herself to improving the lives of the less fortunate, curing the sick and poisoned, and healing the wounded. Martha never asked for anything in return, claiming that the work itself was compensation enough. She bore countless wounds, and her body became a roadmap of crisscrossing scars.

Pain was Martha's constant companion. She secretly anticipated the day that she would finally see rest from her labors, but to her private horror she discovered that she had stopped aging. The gift of immortality, unwanted and unexpected, was a new curse she was forced to bear. Martha bore it grudgingly; her resentment of her powers growing as the friends and family around her, her mother included, grew old and died, while she remained unchanged.

Check Required: Knowledge (history) DC 20.

All the people that Martha ever loved died, leaving her in a world filled with awe-struck strangers. She became a bitter old woman trapped within a young, albeit scarred, body. This resentment was increasingly obvious to her superiors within the church, and culminated when Martha refused to continue her ministrations to the sick and infirm. Unable to comprehend what she was experiencing, the pompous clerics of the High Council instead branded her as an ingrate who had lost her faith. Some proposed that she had been corrupted by the evils of the world.

She was taken into church custody and stripped of all her earthly possessions. Martha was hounded day and night, goaded and shamed by her inquisitors. Still, their tortures and interrogations had little impact upon her. She had experienced more pain in the long years of her life than they could possibly fathom. In the end, her tormentors reported to the High Council that she was a lost cause, hopelessly corrupted by the world and undeserving of their god's precious healing gifts.

Martha was executed without delay, her body purified by fire. No other method proved to be effective. Even as she burned alive, it is said that she wept tears of joy. Death, it seems, was her only release from the pain of her existence. Her ring, a simple loop of tarnished brass, was disposed of by the church. Some say it was given to a beggar, who traded it to a vintner for a bottle of cheap wine. Others say it was scattered with her ashes in the

village of Elena, where she is still remembered as a martyred saint.

Check Required: Knowledge (history) DC 20.

St. Martha's Ring is a simple loop of brass engraved with the girl's name.

Requirements

To wear *St. Martha's Ring* as its faith scion, a character must fulfill the following criteria.

Alignment: Any good.

Base Save Bonuses: Fort +4.

Skills: Heal 9 ranks.

Spells: Able to cast divine spells.

Domain: Healing.



St. Martha's Ring

Restrictions

The faith scion of *St. Martha's Ring* must show mercy to all wounded, poisoned, or diseased individuals that she encounters, tending their hurts as if they were her cherished friends.

She must dedicate a significant portion of her spare time to such charitable activities, and must heal anyone who asks for her aid.

To refuse healing to anyone who asks, even an enemy, will cause *St. Martha's Ring's* scion to lose all powers granted by the ring.

Attributes

St. Martha's Ring has the following attributes.

Method of Destruction: Like St. Martha herself, the ring that bears her name can only be destroyed by flames. If thrown into a raging fire, the ring will eventually blacken and char into a useless puddle of molten brass.

Check Required: Knowledge (arcana) DC 25.

Value: To any character other than its faith scion, *St. Martha's Ring* appears to be a magic ring that automatically stabilizes its wearer when she drops below 0 hit points (5,000 gp).

Special Abilities

St. Martha's Ring provides the following special abilities to its wielder, depending upon the character's level in the faith scion prestige class (see Table 4-3: Abilities Granted by *St. Martha's Ring*).

Initial Abilities: Whenever the wearer of *St. Martha's Ring* is reduced to between -1 and -9 hit points, she is automatically considered to be stable. Further damage can still reduce her hit point total to -10 or lower.

Siphon Wounds (Su): When a character gains her first level as *St. Martha's Ring's* scion, she gains the ability to siphon wounds from other characters

and creatures. By laying her hands upon a willing subject and taking a full-round action, the scion can transfer damage from the subject to herself. The subject's wounds magically heal, subsequently appearing on the scion's body. At 1st level, the amount of damage that the scion can siphon is limited to 25% of her total hit points per day. At every third level after first (4th, 7th, and 10th), this amount increases by an additional 25% per day. This damage is normal in every respect, and can be healed normally. The scion cannot reduce her own hit point total below 0 in this manner.

Healing Bonus (Ex): *St. Martha's Ring* aids its wearer when she attempts to use her healing skills upon others. Beginning at 1st level, the character may add a competence bonus equal to her scion level to all Heal checks that she makes.

Calming Touch (Su): *St. Martha's Ring's* scion can soothe enemies with but a touch. At 2nd level, she can automatically improve an NPC's attitude by one level by taking a standard action to put her hand upon him and speak calming words. This action does not provoke an attack of opportunity, and can only be attempted once per individual.

Regeneration (Su): When the scion of *St. Martha's Ring* reaches 2nd level, the ring begins to act as a *ring of regeneration*, allowing its scion to continually heal 1 point of damage per level every hour, rather than every day. This ability cannot be aided by the Heal skill. Nonlethal damage heals at a rate of 1 point of damage per level every 5

minutes. If the ring's scion loses a limb, an organ, or any other body part while wearing *St. Martha's Ring*, the ring *regenerates* it as the spell. In any case, only damage taken while wearing the ring is regenerated, and this includes any damage taken by the scion after using the Siphon Wounds ability.

Disease Resistance (Ex): At 3rd level, *St. Martha's Ring's* scion becomes hardy and more easily resists the effects of disease. This is reflected in a +4 resistance bonus to all Fortitude saving throws made to resist diseases and their effects.

Siphon Sickness (Su): When she reaches 3rd level, the scion of *St. Martha's Ring* gains the ability to siphon diseases from an infected character onto herself. By laying her hands upon a willing subject and taking a full-round action, the scion can transfer a single disease from the subject to herself. She gains an initial Fortitude saving throw to resist the disease, but if this fails she will become subsequently infected. This ability can be used once per day.

Poison Resistance (Ex): At 5th level, the effects of poisons are lessened against the scion of *St. Martha's Ring*. The scion gains a +4 resistance bonus to all Fortitude saving throws made to resist poisons, and attribute damage taken by the scion due to the effects of poison heals at twice the normal rate.

Siphon Poison (Su): Upon attaining 5th level, the scion of *St. Martha's Ring* can cleanse a single subject of one poison by magically moving the venom into her own bloodstream. By laying her hands upon a willing subject and taking a full-round action, the scion can transfer the poison from the subject to herself. She gains an initial Fortitude saving throw to resist the effects of the poison, but if this fails she will suffer the poison's effects normally. This ability can be used once per day.

Gift of Life (Su): The scion of *St. Martha's Ring* gains the ability to breathe life into the lifeless at 6th level. By suffering 1 point of ability drain to her Constitution score, the scion is capable of bringing the recently deceased back to life as if she had cast *raise dead* upon them. The Constitution drain suffered by the scion cannot be regained, even through use of a *restoration* spell. The only limit to the number of times that this ability can be used is the scion's current Constitution score.

Greater Regeneration (Su): The ring's regeneration ability improves dramatically when *St. Martha's Ring's* scion gains enough experience points to reach 8th level. At this point, the ring's scion can continually heal 2 points of damage per level every hour, and it only takes 1d10 rounds for the scion to regenerate any lost limbs, organs, or body parts.

Undying (Ex): At 9th level, the scion of *St. Martha's Ring* no longer ages naturally. As long as she wears *St. Martha's Ring*, she will continue

Table 4–3: Abilities Granted by *St. Martha's Ring*

Scion Level	Ability Gained	Caster Level
—	Stabilization	—
1st	Siphon wounds (25% total hit points/day)	—
	Healing bonus	—
2nd	Calming touch	—
	Regeneration	15th
3rd	Disease resistance	12th
	Siphon sickness	—
4th	Siphon wounds (50% total hit points/day)	—
5th	Poison resistance	12th
	Siphon poison	—
6th	Gift of life	9th
7th	Siphon wounds (75% total hit points/day)	—
8th	Greater regeneration	20th
9th	Undying	—
10th	Siphon wounds (100% total hit points/day)	—

to remain the physical age that she was when she attained 9th level. Magical aging effects function normally when used upon the scion. Because of this, the scion will never expire from old age, though she may still be killed by violent means.

Salwar, the Ring of Redemption

A gift from Syrnia from the end of the Age of Legends, the silver ring known as *Salwar* grants its wearer the power to convert others to good, at the cost of his own arrogance.

The Fox Learns a Lesson

One evening, as the Age of Legends drew to a close, Reynard the fox trotted through a field on his way to a human settlement. He rather enjoyed the appearance of mortals in the world, for they were easy to trick and adept at making bright, shiny objects that the fox adored.

On this particular day, Reynard happened to spy something gleaming in the light of the setting sun. Intrigued, he crept close enough to see it clearly. "Some foolish human left a silver ring on that stone," the cocky rogue thought. "Surely one of my wives will like it." Confident in his speed and cleverness, he crept closer until at last he could seize it in his jaws.

"I have you!" Sem, the god of strength and thunder, pulled so hard on the gossamer cord tied to the silver ring that Reynard flew through the air and into Sem's hand. "Too long have you played tricks on me! Now I shall have my revenge!" Sem carried Reynard over to a nearby oak, and there he pinned the fox by his paws and left him.

Check Required: Knowledge (religion) DC 15.

Reynard hung for days there, refusing to release his grip on the silver ring. Rabbits brought their babies by to laugh at the poor, struggling creature. Likewise, chickens brought their chicks, and all the animals on whom the fox had preyed or whom he had tricked came to laugh at and humiliate him. In the times when he was along, Reynard prayed. During the day he begged Apon to be merciful with the heat of the sun, and Sem to release him. During the night he begged the goddess he served, Syrnia, for intercession.

On the eighth day, the field mice came to look upon the bedraggled form of their oppressor. Reynard found this more than he could bear. Ravens were honorable competitors and respected opponents. Snakes were wise and dangerous. Rabbits were quick and skilled, chickens had size and claws, dogs had teeth and numbers. But the

field mice had nothing. To be pitied, laughed at, or spit upon by them was to lose his last shred of pride. At the sight of the tiny, silent mice, he burst into great sobs and dropped the ring among the tree roots.

Check Required: Knowledge (religion) DC 20.

The field mice said nothing, but swarmed up the oak tree and began gnawing at Sem's bindings. At first, Reynard believed they had come to eat him, and when he realized their true intent he was stunned and amazed. Freed, he collapsed at the base of the tree, his muscles stiff from eight days of confinement. Fearless, the mice gathered around and waited for him to recover. "Why don't you flee?" he asked them. "Why did you save me?"

The eldest mouse said, "We want you to remember. Tomorrow you will be strong, quick, and clever again, but today you are weak, slow, and afraid.

Salwar



We want you to remember this moment when we tiny mice were brave, resourceful, and kind, and came to your aid."

Check Required:

Knowledge (religion) DC 15.

Reynard suddenly remembered his prayers to Syrnia, and remembered that mice, too, like to dance in the light of the goddess' moon. As the mice scampered back to their lives, he acknowledged the lesson his goddess sent the mice to teach him.

Sem, of course, was furious. That is why lightning strikes oaks more than other trees, and why foxes do not hunt mice on the eighth day of the month.

Check Required: Knowledge (religion) DC 15.

Some stories say that Reynard dug around the roots of the oak after he recovered, found the ring, and took it home. Those stories say that when he gave the ring to his favorite wife, the others were so angry that they left him, which is why foxes only have one mate today. Others say that the mice took the ring and that the king of all the mice

Adventure Hook

Einfach, a young man wearing a silver ring, approaches the characters with a request. He claims to be a paladin, and fears that he's become the target of assassins. He wants the heroes to find out if it's true, and why they are after him. Heroes quickly discover a group of thugs following Einfach, but when they confront those thugs they discover them to be monks devoted to Syrnia. Given a chance, the monks explain that Einfach has recently become arrogant and demanding, behaving in immoral if not illegal ways and generally besmirching the reputations of paladins everywhere. They don't know who he is, but they believe his silver ring may be an item of important to their church. Is the ring *Salwar*? What has caused Einfach to behave this way? Is he even a paladin, or is this some new plot of Vurkis, the god of evil?

brings it out every month so that his subjects may dance around it in the moonlight. Those stories say that is why some nights you can see a ring around the moon. Still others say that a human farmer found the ring after a storm toppled the oak, and that he wore the ring when consecrated as a paladin of Syrnia.

Check Required: Knowledge (religion) DC 15.

Requirements

To qualify to wield *Salwar* as a faith scion, a character must fulfill all the following criteria.

Alignment: Lawful neutral or lawful good.

Base Save Bonuses: Will +4.

Skills: Concentration 7 ranks, Diplomacy 7 ranks, Knowledge (religion) 7 ranks, Spellcraft 7 ranks.

Feats: Negotiator.

Spells: Able to cast 2nd-level divine spells.

Special: *Channeling:* To become a faith scion of *Salwar*, lawful neutral candidates must channel positive energy to turn undead and spontaneously cast healing spells.

Restrictions

A faith scion of *Salwar* eschews all fame and renown. He can never allow himself to become the subject of tavern tales or bards' songs. If he becomes commonly known in an area, he must move on to a place where he is less well known. *Salwar* stops providing its abilities until he leaves the area where he has become famous.

If the faith scion of *Salwar* casts a spell with an evil descriptor, he loses access to all abilities provided by the ring until he atones for each spell he cast (see the *atonement* spell description in Chapter 11: Spells of the *Player's Handbook*).

Table 4–4: Abilities Granted by *Salwar*

Scion Level	Ability Gained	Caster Level
—	Enhancement bonuses (+2 Wisdom, +2 Charisma)	—
1st	Redemption	—
2nd	Obedience	—
3rd	Chastening spells +1d6	—
4th	Enhancement bonuses (+4 Wisdom, +4 Charisma)	—
5th	<i>Magic circle against evil</i>	5th
6th	Chastening spells +2d6	—
7th	<i>Atonement</i>	9th
8th	Enhancement bonuses (+6 Wisdom, +6 Charisma)	—
9th	Chastening spells +3d6	—
10th	<i>Holy word</i>	13th

Attributes

Salwar has the following attributes:

Method of Destruction: If *Salwar* is struck by lightning six times from a clear sky while in view of the full moon, it is reduced to a small puddle of silver.

Check Required: Knowledge (religion) DC 25.

Value: To someone other than a faith scion, *Salwar* appears to be worth as much as a *ring of +2 Wisdom and +2 Charisma* (12,000 gp).

Special Abilities

Salwar provides the following special abilities to its wielder, depending on the character's level in the faith scion prestige class (see Table 4–4: Abilities Granted by *Salwar*).

Initial Abilities: When first acquired, *Salwar* grants the wearer a +2 enhancement bonus to Wisdom and a +2 enhancement bonus to Charisma. These bonuses increase at 4th level and again at 8th level.

Redemption (Ex): Beginning at 1st level, a faith scion of *Salwar* may attempt to convert some evil creatures to good. This is a mind-affecting, language-dependent ability. It only functions on creatures with Int scores of 3 or higher. It has no effect on evil outsiders or on constructs. It can only be used on a single creature at a time. The faith scion spends at least one hour talking with the subject, describing the benefits of a life of good, getting the subject to discuss past evil deeds, and showing it the harmful nature of its actions. At the end of the hour, the faith scion makes a Diplomacy check and the subject makes a Will saving throw. The subject adds his class level to the saving throw along with any bonuses against enchantments, and the DC is set by the faith scion's Diplomacy check. If the subject fails his Will saving throw eight times in a row, the evil component of his alignment becomes neutral. If the faith scion continues the process, another eight failed saving throws shifts the neutral component to good.

Obedience (Ex): The faith scion of *Salwar* gains a +4 morale bonus on Will saving throws against compulsion spells and effects.

Chastening Spells (Su): Beginning at 3rd level, *Salwar's* faith scion does additional damage when casting spells that do damage. Whenever a faith scion casts a spell that does damage, he does an additional 1d6 points of sacred energy damage, but only to undead and to evil outsiders. The amount of additional damage increases at 6th level and again at 9th level. These dice are affected by the Maximize Spell feat.

Magic Circle against Evil (Sp): Starting at 5th level, the faith scion of *Salwar* may cast *magic circle against evil* as a spell-like ability, using his class

level as his caster level. He may cast it a number of times per day equal to his Charisma bonus.

Atonement (Sp): Starting at 7th level, the faith scion of *Salwar* may cast *atonement* as a spell-like ability, using his class level as his caster level. He may cast it a number of times per day equal to his Charisma bonus.

Holy Word (Sp): At 10th level, the faith scion of *Salwar* gains the ability to cast *holy word* as a spell-like ability, using his class level as his caster level. He may cast it a number of times per day equal to his Charisma bonus.

Smarag, the Emerald Beneath the Sea

Given to Lod, the father of the gods, by the Deep Lady, queen of the water elementals, this heavy emerald gives its bearer power over the element of water

The Deep Lady's Devotion

When the Battle of the Eight Gods had finally ended, and the surviving deities had begun to take stock of what was left of the world they had made and fought for, Lod, the father of the gods, decided to hold a feast. At this feast, those lords of the world still loyal to the gods would present themselves and swear their fealty to him. Countless mighty beings came before Lod at the feast and swore their lasting devotion to the father of the gods. Many brought impressive gifts as a symbol of their lasting allegiance.

When the Elemental Lords stood before Lod and the other gods, they each reached deep inside their own bodies, pulling forth one perfect gem each: a ruby from the Flame Duke and his wife, a bright, shining diamond from the three Earthen Kings, a sapphire from the Wind Princess and her brothers, and an emerald from the Deep Lady and her consorts. As one, they laid these items at the feet of the father of the gods. And then they explained....

Each of these stones represented the heart of one of the four elements from which Lod had first made the world. Literally, they were the hearts of the first elementals, passed down from generation to generation, like crowns from one regent to the next. By giving these gems to the father of the gods, they acknowledged him as their ruler. So long as Lod held the hearts of the Elemental Lords, he held dominion over fire, air, earth, and water.

Check Required: Knowledge (religion) DC 30.

Lod bore the gems for eons, and thus mastery over the elements—until his renegade son, Vurkis, in an attempt to rebuild his lost power, stole the

four elemental gems away from his father. For a time, then, the god of evil ruled the elementals, corrupting countless numbers of them with his unholy ways. But after a time, and with the aid of Sem, Apon, Ilaia, and Osai—the gods of strength, the sun, swiftness, and healing—the elementals were able to rescue the four gems from Vurkis's clutches, freeing their people from his cruel power.

Check Required: Knowledge (religion) DC 25.

But Vurkis proved a clever and formidable foe, and though they got the rings from him they were unable to return them to Lod. The gems were lost to all, even the elementals, for countless

millennia. Tales surfaced, again and again, of priceless gems with power over fire, water, earth, and air, appearing mysteriously in the hands of powerful kings, warriors, wizards, and priests. The gems would serve their owners for a time, then vanish again, reappearing hundreds of years later. Sometimes they would pass from hand to hand, but never for more than a few generations. Always, every time, some elemental creature appeared to reclaim the gem—usually just a short time before an enigmatic stranger, dressed all

in yellow and black (and claiming to be a priest) arrived to inquire about the gem's whereabouts. And though everyone knew of it, everyone felt somehow constrained from remarking that yellow and black were the favorite colors of the god of evil—until well after the mysterious figure had departed.

Check Required: Knowledge (history) DC 20.

Requirements

To qualify to wield *Smarag* as a faith scion, a character must fulfill all the following criteria.

Alignment: Neutral.

Base Will Bonus: Will +5.

Skills: Swim 6 ranks.

Feats: Spell Focus (Abjuration).

Spells: Able to cast divine spells, particularly *water walk*.

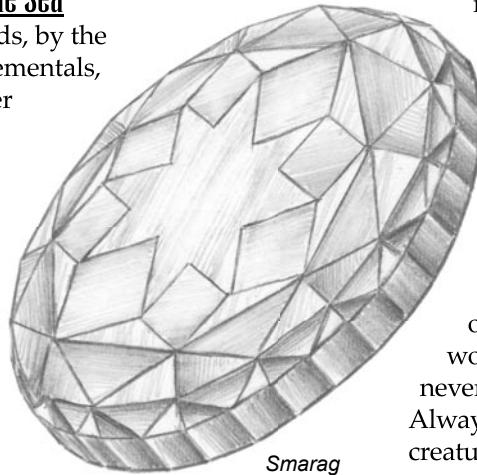
Domain: Water

Special: *Test of the Waves:* The potential scion of *Smarag* must live for a month on the open seas, completely out of sight of land, and without making use of fire in any way.

Attributes

Smarag has the following attributes:

Method of Destruction: *Smarag* may only be destroyed by removing it from contact with water



Smarag

for a full year, at which point it becomes nothing more than worthless, brittle, discolored crystal.

Check Required: Knowledge (arcana) DC 25.

Value: To someone other than a faith scion, *Smarag* appears to be worth as much as an *emerald of control water* (10,500 gp).

Special Abilities

Smarag provides the following special abilities to its wielder, depending on the character's level in the faith scion prestige class (see Table 4-5: Abilities Granted by *Smarag*).

Initial Abilities: When first acquired, *Smarag* may be commanded to cast *control water* once per day, as a 7th-level caster.

Water Mastery (Su): At 1st level, *Smarag's* scion gains a +1 bonus on attack and damage rolls if both the bearer and his foe are touching water. If an opponent is touching the ground, the bearer takes a -4 penalty on attack and damage rolls.

Water Breathing (Sp): At 2nd level, the scion of *Smarag* gains the ability to breathe water, as per the *water breathing* spell, once per day. Treat the character's scion level as his caster level for this ability.

Water Familiarity (Ex): At 3rd level, *Smarag's* scion is so comfortable in water that she gains a +8 competence bonus on any Swim check to perform some special action or avoid a hazard. She can also choose to take 10 on a Swim check, even if distracted or endangered, and she can use the run action while swimming, provided she swims in a straight line.

Drench (Su): When the scion of *Smarag* attains 4th level, her touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin provided these are of Large size or smaller. The scion can also dispel magical fire it touches as *dispel magic* (caster level equals scion level).

Table 4-5: Abilities Granted by *Smarag*

Scion Level	Ability Gained	Caster Level
—	<i>Control water</i>	7th
1st	Water mastery	—
2nd	<i>Water breathing</i>	5th
3rd	Water familiarity	—
4th	Drench	5th
5th	Water way	9th
6th	Deluge	9th
7th	Drown	9th
8th	—	—
9th	Water body	—
10th	Column of water	13th

Water Way (Su): At 5th level, *Smarag's* scion may create a tunnel through water. The passage is 5 feet wide by 8 feet high, and extends 20 feet for each level the scion has in the faith scion prestige class. The tunnel remains open for as long as the scion concentrates on it. (The scion may need to make a Concentrate check, if the situation warrants.) Maintaining concentration requires a move action each round. If the scion ceases concentrating on maintaining the tunnel for any reason, it immediately collapses upon itself, submerging anyone who is in the tunnel at the time.

The tunnel is tubular, but the walls, floor, and ceiling are still merely water; no magical force stops anyone moving through it. Obviously, though, the scion can form the tunnel along the bottom of a body of water, allowing those passing through the tunnel to walk, as normal, on more or less solid ground.

When the scion reaches 8th level, she need no longer concentrate to keep the tunnel open. She may open a tunnel as a standard action, and close it as a free action. Maintaining the tunnel is a free action.

Deluge (Su): When *Smarag's* scion reaches 6th level, she may call forth a raging torrent of water for a brief moment, washing across a 30-foot cone extending from the scion. This rush of water extinguishes torches, campfires, exposed lanterns, and other open flames of nonmagical origin, provided these are of Huge size or smaller. The torrent can also dispel magical fire it touches as a *dispel magic* (caster level equals scion level).

Drown (Su): At 7th level, the scion of *Smarag* can fill the lungs of living creatures with water, drowning them. To use this ability, the scion must succeed at a melee touch attack against the target; if she succeeds, the target must attempt a Fortitude save (DC 22) or immediately perishes by drowning. If the save succeeds, the target instead suffers 3d6 points of damage (potentially dying anyway). Creatures that can breathe water, or that do not breathe at all, are immune to this effect.

Water Body (Su): At 9th level, *Smarag's* scion may temporarily transform her body into living water. In this form, the scion gains damage reduction 5/-, and is immune to blindness, critical hits, ability score damage, deafness, disease, drowning, poison, stunning, and all spells or attacks that affect her physiology or respiration. She gains a swim speed of 90 feet.

The scion can assume this form for a total of 1 hour per day, divided however she likes (in minutes or rounds). While in this form, the scion can transform her watery body into a whirlpool once every 10 minutes, provided she is underwater at the time, and she can remain in that form for up to 1 round for every two scion levels she has. She

can move through water, or along the bottom, at her swim speed.

This whirlpool form is 5 feet wide at its base, and 10 feet tall. The scion's movement in this form does not provoke attacks of opportunity, even if she enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the scion moves into or through the creature's space.

Creatures one or more size categories smaller than the scion might take damage when caught in the vortex and may be swept up by it. An affected creature must succeed on a Reflex save (DC 15) when it comes into contact with the vortex or take 1d4 damage. It must also succeed on a second Reflex save (DC 15) or be picked up bodily and held suspended in the powerful currents, automatically taking 1d4 damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The DC for saves against the vortex's effects is Strength-based.

Creatures trapped in the vortex cannot move except to go where the scion carries them, or to escape the whirlpool. Creatures caught in the whirlpool can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the whirlpool take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The scion can have only one creature trapped inside the vortex at a time.

The scion can eject any carried creature whenever she wishes, depositing them wherever the vortex happens to be.

While in vortex form, the scion does not threaten the area around her.

Column of Water (Su):
When the scion of *Smarag* reaches 10th level, she can temporarily open a conduit to the Elemental Plane of Water, conjuring a massive column of water 40 feet high, with a radius of 10 feet, up to 200 feet away. The column persists for as long as the scion concentrates on it.

Living creatures caught in the column must make a Reflex save (DC 25) to catch a breath before the water hits them. Those who succeed may hold their breath for a number of rounds equal to twice their Constitution score; those who fail may hold their breath for a number of rounds equal to their Constitution score. When this time runs out for a creature, it begins to drown. (See "Water Dangers" in Chapter 8: Glossary, in the

DMG.) Creatures that can breathe water, or do not need to breathe at all, are immune to this effect.

A creature not yet drowning may attempt to swim out of the column, with a DC 16 Swim check. As with ordinary bodies of water, though, heavily-encumbered creatures tend to sink to the bottom, where the pressure from the elemental water is so great that they suffer 1d6 points of damage every minute. Those who succeed at a Fortitude save (DC 15, +1 for each previous check) take no damage for that minute. A character on the bottom may walk out of the water at one-quarter speed.

Finally, the water is terribly cold, dealing 1d6 points of nonlethal damage from hypothermia per minute of exposure.

The Ten Truths Ring

Among the world's priests, the *Ten Truths Ring* is both famous and infamous for the knowledge and power it imparts to its wearers.

The Ring of Law

It is believed that when the gods invented the concepts of law and chaos, good and evil, five magical rings sprang into existence, four of them exemplifying the concepts of the opposing alignments, and the fifth exemplifying the balance between them. The ring that defined Law was variously known as the Ring of Law, the Ring of Truth, or, more recently, the *Ten Truths Ring*—for it increases the

wearer's understanding of the ten lawful principles that form the building blocks of reality.

Check Required: Knowledge (religion) DC 25.

At some point during the Time of Heroes, Umit, the goddess of order, bestowed the *Ten Truths Ring* upon the mortal hero Prince Andu, to aid him in his quest to capture the Ark of Souls and reclaim the throne of his murdered father from his treacherous uncle. But Zustir, the god of chaos, who had engineered the coup for reasons of his own, opposed Andu at every step, and in one particularly furious confrontation, Prince Andu lost his right hand to a chaos beast—and along with it, the Ring of Law.

Check Required: Knowledge (religion) DC 25.

Ordinarily, a chaos creature who had captured so great a prize as the Ring of Truth would hurry back to its master's side to deliver the loot, but the beast choked on the ring's aura, and died a shriveled husk on the beach near where it battled Prince Andu. As



The *Ten Truths Ring*

the carrion birds picked at its remains, a magpie spied the glittering ring and carried it off to its nest, where, eventually, another hero, Omar of the Sand Tribes, found it and claimed it as his own.

On returning to the southlands, Omar put away his sword and became a much-respected holy man. Influenced by the power of the ring, he organized the Desert Rebellion, driving the Sorcerer-Kings of the Southern Towers out of their cities and into the lifeless wastes of the Salt Desert. And when the Hundred Heroes gathered to battle the great red wyrm, Uladon the Despoiler, Omar gave the *Ten Truths Ring* to his grandson, Morin, to wield against the greatest chaos beast the world had ever known. Though Morin, alas, did not survive the battle, the ring did.

Check Required: Knowledge (history) DC 25.

After the battle, the Ring of Law was carried off as part of a blue dragon's spoils, ironically returning to the same desert where Omar had been born almost a century before. When this dragon was slain by a group of adventurers, whom time has since forgotten, the ring returned to the northlands. The priest in the group, recognizing the ring's nature, converted to the side of Law, and recorded all that he knew of the Ring of Truth and its travels in his library.

Check Required: Knowledge (history) DC 20.

Time and again over the coming centuries, the ring changed hands (or claws), sometimes recognized, but most times not. Those who recognized it seized upon its power—or its value—to make their own fortunes or pursue their own agendas, but even though the ring has lain in countless temples throughout the ages, Umit has never expressed any interest in reclaiming it. Perhaps, as a true goddess of order, she has a plan for the ring, and is gradually moving it into position to make good on that plan.

Table 4–6: Abilities Granted by the *Ten Truths Ring*

Scion Level	Ability Gained	Caster Level
—	<i>Magic circle against chaos</i>	5th
1st	Truth of faith	5th
2nd	Truth of beauty	7th
3rd	Truth of pain	9th
4th	Truth of pleasure	11th
5th	Truth of arcana	11th
6th	Truth of life	—
7th	<i>Truth of death</i>	13th
8th	Truth of power	13th
9th	Truth of legend	15th
10th	<i>Truth of divinity</i>	17th

Requirements

To qualify to wear the *Ten Truths Ring* as a faith scion, a character must fulfill all the following criteria.

Alignment: Any lawful.

Base Save Bonuses: Fort +4, Will +4.

Skills: Knowledge (religion) 8 ranks.

Feats: Heighten Spell.

Spells: Able to cast divine spells.

Domain: Law.

Restrictions

If the faith scion of the *Ten Truths Ring* changes to any non-lawful alignment, she loses all special abilities granted by the faith scion prestige class, as listed below. To regain these abilities, the scion must become lawful again.

Attributes

The *Ten Truths Ring* has the following attributes:

Method of Destruction: The *Ten Truths Ring* may be destroyed only if a scion of the ring places it in the hand of Zustir, the god of chaos.

Check Required: Knowledge (arcana) DC 25.

Value: To someone other than a faith scion, the *Ten Truths Ring* appears to be worth as much as a *ring of magic circle against chaos* (9,000 gp).

Special Abilities

The *Ten Truths Ring* provides the following special abilities to its wielder, depending on the character's level in the faith scion prestige class (see Table 4–5: Abilities Granted by *The Ten Truths Ring*).

Initial Abilities: Anyone who uses the *Ten Truths Ring*, whether a faith scion or not, may cast *magic circle against chaos* once per day.

Truth of Faith (Su): At 1st level, the scion of the *Ten Truths Ring* learns the truth of faith. She gains a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks. Further, any chaotic opponent within 30 feet takes a –1 penalty on attack rolls, weapon damage rolls, saves, and skill checks.

Truth of Beauty (Su): When the scion reaches 2nd level, she gains the ability to dazzle others with the force of her personality. Three times per day, the scion can force an individual within 60 feet to make a Will save (DC 18); if the save fails, the subject takes a –10 penalty to Wisdom checks and Will saves involving the scion. If the save succeeds, the scion cannot use this ability again on the subject until 24 hours have passed. Affected creatures take this penalty for as long as they remain within 60 feet of the scion, and for 2d6 rounds afterward.

Truth of Pain (Su): At 3rd level, the scion of the *Ten Truths Ring* may inflict great suffering on a target within 100 feet, three times per day, as a standard action. Additionally, if the target fails a DC 20 Will

save, the target takes a –4 penalty on attack rolls, skill checks, and ability checks for one hour.

Truth of Pleasure (Su): At 4th level, the scion may impart a tremendous sense of well-being to another creature, causing the creature to lose all interest in fighting or strenuous effort. The target must make a Will save (DC 20) to take more than a single move action during his turn, or to make a Strength- or Dexterity-based skill check. He may also make a DC 20 Will save if attacked; success means that he throws off this effect entirely. The scion can target any creature within 60 feet with this ability, and the effect lasts for 1 round per scion level. The scion may use this ability three times per day.

In addition to the euphoria effect, though, the subject immediately gains 10 hit points per scion level, and immediately recovers from any of the following effects that might be afflicting him: ability damage, blinded, dazed, dazzled, deafened, diseased, exhausted, fatigued, insanity, nauseated, sickened, stunned, or poisoned.

Truth of Arcana (Su): When the scion of the *Ten Truths Ring* reaches 5th level, the line between arcane and divine magic becomes a bit blurrier for her. When she prepares her spells, she may instead select an arcane spell (from the Sorcerer/Wizard spell list) two levels lower. The scion may prepare no more than one arcane spell of each level in this manner. (That is, one 1st-level arcane spell, one 2nd-level arcane spell, and so on.)

Truth of Life (Su): At 6th level, the scion gains the ability to turn chaotic creatures, just like clerics turn undead creatures, though she is treated as two levels lower for purposes of determining the most powerful chaotic creatures she can affect. Using this ability requires one of the scion's uses of the clerical turning ability; if the scion does not for some reason have the ability to turn undead, she cannot use this ability.

Truth of Death (Sp): At 7th level, the *Ten Truths Ring* may cast *resurrection* on the scion once per week. The resurrection occurs automatically, whether the ring is in the scion's possession or not, at the time that the scion normally prepares her daily spells.

Truth of Power (Su): At 8th level, the scion of the *Ten Truths Ring* may, once per day as a standard action, direct a blast of pure lawful power in a 40-foot cone. Chaotic creatures caught in the blast are affected as follows:

HD	Effect
Equal to scion level +5	Dazed
Up to scion level +4	Slowed, dazed
Up to scion level	Paralyzed, <i>slowed</i> , dazed
Up to scion level –5	Killed, paralyzed, <i>slowed</i> , dazed

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

Dazed: The creature is dazed for 1d4 rounds.

Slowed: The creature is *slowed*, as by the *slow* spell, for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.

Killed: Living creatures die. Undead creatures are destroyed.

Furthermore, if the scion is on her home plane when she casts this spell, it banishes chaotic extraplanar creatures within the area back to their home planes.

Creatures so banished cannot return for at least 24 hours. The banishment effect allows a Will save (DC 25) to negate.

Creatures whose HD exceed 5 + the scion's level are unaffected.

Truth of Legend (Su): At 9th level, the scion of the *Ten Truths Ring* may transfer any negative conditions from the following list from herself to a willing ally: ability damage, blinded, dazzled, deafened, disabled, diseased, exhausted, fatigued, insanity, nauseated, paralyzed, shaken, sickened, staggered, stunned, or poisoned. She may not transfer negative levels, permanently drained levels, or permanently drained ability score points. The ally must accept all of these conditions affecting the scion, or none at all.

Conversely, the scion can relieve any ally, willing or not, of these conditions, by taking them upon herself.

If the condition involves hit point totals, the scion and the willing ally simply swap current hit points. Using this ability requires no time, but it takes a full round for the transfer of conditions to be completed.

The scion may use this ability once per day.

Truth of Divinity (Sp): When the scion of the *Ten Truths Ring* reaches 10th level, the secrets of the gods themselves lay open to the scion. The scion may cast *miracle* once per week. If the scion uses this ability to accomplish a frivolous or otherwise chaotic goal, she loses a level. (The GM should warn the player when a *miracle* the scion is considering might have this side effect.)

Adventure Hook

The heroes are about to undertake a mission to reclaim a temple dedicated to Umit, the goddess of order, from a cult of Zustir worshippers, when a lawful member of the group dreams of a ring worked with the image of a flower with ten petals. This character feels that the ring is somehow important to their quest, and every day that they go without looking for it, he sleeps less and less. Eventually, the hero becomes so sick that he cannot continue on, and none of the party's healing magic has any effect. When they go looking for a more powerful healer to attend to the character, though, they come across a shrine dedicated to Umit, where the current scion of the *Ten Truths Ring* resides. When he learns of the characters' quest, and the sick hero's dream, he uses the ring's power to transfer the hero's illness to himself, and gives the ring to the hero. "Use it however you can," he tells the hero, "and if you feel you must return it to me, then so be it. But I feel that, for whatever reason, Umit wanted you to have this ring more than she wanted me to have it."

Chapter Five: Swiftrings

Swiftrings are made for the hands of those who make their living through deftness and quickness. Most are wielded by rogues, monks, or bards, but a few of these legendary gems and jewels favor those warriors and wizards and priests who employ more subtle methods than most of their ilk.

Bodhita, the Open-Hand Medallion

Bodhita rewards those who devote themselves to personal perfection, and who seek to pit themselves and their skills against greater and greater challenges.

The Truth of Vurkis

Here is the gospel delivered from the great Vurkis, god of evil: Life is cruel, harsh, and painful. The fox does not show mercy to the fowl, nor does the lion to the sheep. The strongest trees are uprooted by storms, and the fragrant grasses are drowned in floods. This is not the work of Vurkis, but simply the way of the world. Fairness and equality are myths. The rich and powerful do as they like, and others do only as they can.

Order in this world is imposed by those living in it with the will to do so. Therefore, the first demonstration of devotion is willful obedience to the church. This obedience cannot be compelled or mandated, it must be voluntary.

Check Required: Knowledge (religion) DC 15.

There are times when neighbors aid each other and when nations come to the aid of allies, just as there are times when wolves hunt in packs rather than alone. But the rest of the time, each stands apart. Therefore, the second demonstration of devotion is self-sufficiency. Do not look to the church for charity, nor for intercession. Demonstrate strength and independence and there are gifts the church can provide.

Check Required: Knowledge (religion) DC 15.

Much is made of those who give their lives in service. They are called “heroes” and “martyrs” when they are gone. Yet they are gone, and no longer able to serve, and evil abides. Those who remain must either perpetuate the cycle of compassion and death or surrender to the forces otherwise opposed by those same heroes and martyrs. Therefore, the third demonstration of devotion is devotion to self. Vurkis is a deity, with power beyond mortal

comprehension, yet he asks that his worshippers put themselves ahead of him; in fact ahead of all others, including their neighbors. Demonstrate a devotion to self at the expense of others and the worship of Vurkis brings power against the envy and hatred that inevitably follows.

Check Required: Knowledge (religion): DC 15.

Vurkis’ monasteries are for those few worshippers who complete the three demonstrations. The masters are no more cruel or harsh than the natural world they observe around them. The emphasis on personal perfection fits the principles of Vurkis like a glove. The monasteries produce not only monks, but assassins and shadowdancers as well.

Check Required: Knowledge (local): DC 10.



Bodhita

Requirements

To qualify to wield *Bodhita* as a swift scion, a character must fulfill all the following criteria.

Alignment: Any Lawful.

Base Save Bonuses: Fort +4, Ref +4, Will +4.

Skills: Balance 7 ranks, Climb 7 ranks, Jump 7 ranks, Knowledge (religion) 7 ranks, Tumble 7 ranks.

Feats: Acrobatic, Agile, Athletic, Improved Unarmed Strike, Stunning Fist.

Restrictions

Should the wearer of *Bodhita* become neutral or chaotic, he loses all special abilities granted by the swift scion prestige class, as listed below. To regain these abilities, the scion must again become lawful and must atone for his transgressions (see the *atonement* spell in Chapter 11: Spells of the *Player’s Handbook*).

Attributes

Bodhita has the following attributes:

Method of Destruction: In order to destroy *Bodhita*, a great wyrm red dragon must consume it voluntarily. This destroys the medallion utterly.

Check Required: Knowledge (arcana) DC 25.

Value: To someone other than a swift scion, *Bodhita* appears to be worth as much as a medallion that provides a +2 resistance bonus to all saving throws (6,000 gp).

Special Abilities

Bodhita provides the following special abilities to its wielder, depending on the character's level in the swift scion prestige class (see Table 5–1: Abilities Granted by *Bodhita*).

Initial Abilities: *Bodhita* grants any wearer a +2 resistance bonus on all saving throws. It bestows a negative level upon any wearer of chaotic alignment. The negative level remains as long as the chaotic creature wears *Bodhita* and disappears when the medallion is no longer worn. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while *Bodhita* is worn.

Monastic Training: At 1st level, swift scion of *Bodhita* adds his levels of swift scion to any levels of monk to determine his flurry of blows attack bonus, armor class bonus, slow fall, and *ki* strike from Table 3-10: The Monk in the *PHB*. If the swift scion has no levels of monk, this ability also allows him to multiclass freely between monk and swift scion and to treat monk as a favored class. Until he has at least one level of monk, he gains no other benefits from this ability.

Cobra Body (Ex): The swift scion of *Bodhita* gains a +2 competence bonus on Balance checks and a +2 competence bonus on Escape Artist checks starting at 2nd level. A successful Balance check means he can move at full speed while balancing. He is not considered flat-footed while balancing, but he must still make another Balance check if he takes damage while balancing. His competence bonus on Escape Artist checks increases to +4 when attempting to escape a grapple or pin.

Excellent Providence (Su): Beginning at 3rd level, the swift scion of *Bodhita* uses his best base save bonus when calculating his total modifier for all saving throws. For example, a 3rd-level faith scion of *Bodhita* with ten levels of monk training

Table 5–1: Abilities Granted by *Bodhita*

Scion Level	Ability Gained	Caster Level
—	+2 resistance bonus on all saving throws	—
1st	Monastic training	—
2nd	Cobra body	—
3rd	Excellent providence	—
4th	Nauseating punch	—
5th	Spirit of iron	—
6th	Tiger body	—
7th	Blinding punch	—
8th	Monkey body	—
9th	Flying spirit	—
10th	Paralyzing strike	—

has a +10 base save bonus for Fortitude, Reflex, and Will saving throws.

Nauseating Punch (Ex): Beginning at 4th level, when *Bodhita*'s swift scion makes a successful stunning attack, his opponent is nauseated for 1 round following the round in which he is stunned. (See the Condition Summary in Chapter Eight: Glossary of the *DMG* for the consequences of being nauseated). Creatures that are immune to stunning attacks are also immune to this ability, as are any creatures that are more than one size category larger than the swift scion.

Spirit of Iron (Su): Starting at 5th level, *Bodhita*'s swift scion may use any of his *ki* strike abilities when wielding melee weapons. Activating this ability requires a full round action and the loss of one stunning attempt, and lasts a number of rounds equal to the swift scion's Wisdom bonus. This ability only works if the swift scion is wielding the weapon. If the swift scion drops the weapon or hands it to another character, the ability ends immediately.

Tiger Body (Ex): The swift scion of *Bodhita* gains a +2 competence bonus on Climb checks and a +2 competence bonus on Swim checks at 6th level. A successful Climb check means he can move at half speed while climbing. He retains his Dexterity bonus to AC (if any) while climbing, but he must still make another Climb check if he takes damage while climbing. He may always choose to take 10 when making a Climb check. A successful Swim check means he can move at full speed (as a full round action) or half speed (as a move action). He may always choose to take 10 when making a Swim check.

Blinding Punch (Ex): Against a humanoid opponent, a swift scion of *Bodhita* can use one of his stunning attempts to make an unarmed attack that has a chance of blinding his target beginning at 7th level. If his attack is successful, his target must attempt a Fortitude saving throw (DC 10 + 1/2 swift scion's character level + swift scion's Wisdom bonus). If the target fails this saving throw he is blinded, rather than stunned, for 1 round per character level the swift scion possesses. (See the Condition Summary in Chapter Eight: Glossary of the *DMG* for the consequences of being blinded). Creatures that are immune to stunning attacks are also immune to this ability, as are any creatures that are more than one size category larger than the swift scion.

Monkey Body (Ex): The swift scion of *Bodhita* gains a +2 competence bonus on Jump checks and a +2 competence bonus on Tumble checks at 8th level. Do not double the DC for his Jump check if he makes a standing jump, and do not grant the +4 bonus if he has the Run feat. If he succeeds at a Jump check to reduce the damage from jumping down from a height, he takes falling damage as if

had dropped 20 fewer feet than he actually did. A successful Tumble check means he can move at full speed past or through enemy-occupied spaces without the –10 penalty. He may make Tumble checks even if carrying a light or medium load. If he succeeds at a Tumble check to reduce the damage from falling down from a height, he takes falling damage as if had dropped 20 fewer feet than he actually did.

Flying Spirit (Su): Beginning at 9th level, *Bodhita's* swift scion may imbue missile weapons with his *ki* strike abilities. Activating this ability requires a full round action and the loss of one stunning attempt, and lasts a number of rounds equal to the swift scion's Wisdom bonus. Bows, crossbows, and slings so imbued bestow the ability on their ammunition. This ability only works if the swift scion is wielding the weapon. If the swift scion drops the weapon or hands it to another character, the ability ends immediately.

Paralyzing Strike (Ex): At 10th level and against a humanoid opponent, a swift scion of *Bodhita* can use one of his stunning attempts to make an unarmed attack that deals no damage but has a chance of paralyzing the target, rather than stunning it. If the swift scion's attack is successful, the target must attempt a Fortitude saving throw (DC 10 + 1/2 swift scion's character level + swift scion's Wisdom bonus). If the target fails this saving throw, he is paralyzed for 1d4+1 rounds. (See the Condition Summary in Chapter Eight: Glossary of the *DMG* for the consequences of being paralyzed.) Creatures that are immune to stunning attacks are also immune to this ability, as are any creatures that are more than one size category larger than the swift scion.

Gaofar, the Ring of the Winds

Among elves and half-elves, the legend of the bard Gaofar is a source of great pride. The ring that bears his name is regarded as equally prestigious, for, as the stories go, it is imbued with the bard's spirit.

The Song of Gaofar

In the Age of the Old Kings, a half-elf bard named Gaofar arrived among the elven glades, and though he was reluctant to discuss his background, the elves accepted him as one of their own. This was due mainly to his skill with the recorder, for Gaofar's songs could elicit nearly any emotion, and he was not stingy with his talents. The bard would perform at the drop of a hat, and asked nothing in return.

Gaofar's skills and personality so impressed Sylmarina, the queen of the elves at that time, that she gave him a gift of an intricately-worked silver ring, made to resemble blowing winds. "So that you may never find yourself short of breath," she told him. Ever humble, Gaofar at first refused to accept the gift, but when Sylmarina made it clear that she would not take no for an answer, he promised the queen a new song, in her honor, every year on the anniversary of her gift of the ring.

Check Required: Knowledge (local) DC 25.

The half-elf bard played for the queen every year for decades, but half-elves being less long-lived than true elves, he grew old, and, almost as though the queen had prophesied it, Gaofar's breath began to fail him. He played as much as he could, and rested when he could play no longer, but he swore that he would find a way to play for the queen one last time.

It was not to be. As the day of the anniversary approached, Gaofar took ill and could barely move upon his bed.

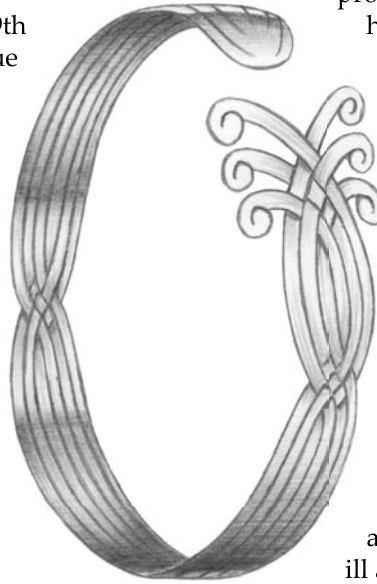
Sylmarina sent word, again and again, that Gaofar could consider his promised fulfilled, but Gaofar would not hear it. Turning the queen's ring upon his finger, he swore that he could find a way to play for her once again.

The night before the anniversary of the queen's gift, Gaofar quietly passed away, leaving the ring lying next to his recorder beside his bed. The queen herself came to see to his funeral arrangements, but when she picked up the ring she had given him she felt his spirit stirring within, and felt compelled to take up the old bard's recorder. To Sylmarina's surprise, she began to play a beautiful, haunting melody—one she had never heard before, on an instrument she had never learned!

Check Required: Knowledge (local) DC 25.

When the song ended, Sylmarina knew that Gaofar had somehow willed his essence into the ring she had given him. She named the ring after the bard, and kept it with her for many years, donning it and taking up the bard's recorder whenever she found herself missing his charm and wit. In time, she granted the ring to a young half-elf bard who showed suitable promise and told him its story, so that he should show it the reverence it deserved. As the centuries have gone by, the ring *Gaofar* has become a true legend among bards, prized for not just its powers, but for the skill and love that went into it.

Check Required: Knowledge (local) DC 25.



Gaofar

Requirements

To qualify to wear *Gaofar* as a swift scion, a character must fulfill all the following criteria.

Race: Elf or half-elf.

Skills: Move Silently 5 ranks, Perform (wind instruments) 5 ranks.

Feats: Persuasive.

Spells: Able to cast arcane spells from the bard spell list.

Special: *Bardic Music*: The prospective scion of *Gaofar* must have the bardic music special ability.

Restrictions

Should the scion of *Gaofar* cease performing music for more than one month, he loses all special abilities granted by the swift scion prestige class, as listed below. To regain these abilities, the scion must perform before a crowd of at least 20 elves or half-elves.

Attributes

Gaofar has the following attributes:

Method of Destruction: *Gaofar* may be destroyed only by slicing the ring in two with a legendary blade of elven origin, such as *Swift* or *Sure* (the legendary Glen-Blades; see *Artifacts of the Ages: Swords and Staves*).

Check Required: Knowledge (arcana) DC 25.

Value: To someone other than a swift scion, *Gaofar* appears to be worth as much as a *ring of expeditious retreat* (3,600 gp).

Special Abilities

Gaofar provides the following special abilities to its wielder, depending on the character's level in the swift scion prestige class (see Table 5–2: Abilities Granted by *Gaofar*).

Initial Abilities: Anyone who wears *Gaofar*, whether its scion or not, may increase her base land

speed by 30 feet at will, up to double her base speed.

Compelling Presence (Ex): At 1st level, the scion of *Gaofar* gains a +4 enhancement bonus to her Charisma.

Music on the Wind (Su):

At 2nd level, the scion of *Gaofar* is able to conceal a message among the notes of any song that she plays on a wind instrument, and to send that message to a spot up to 1 mile distant per her scion level. Others along the path from the scion to the destination might catch snippets of the music as it passes by, but the message does not become clear until it reaches the destination. The destination must be familiar to the scion or it may be a specific individual, provided the individual is in range, even if he is not in a location familiar to the scion. The message can only travel where wind can travel—it cannot pass through walls, for example—and it travels at a maximum rate of 1 mile per hour. The message can be no more than 25 words long. The scion may use this ability a number of times per day equal to her Charisma bonus.

Silver Tongue (Ex): When the scion of *Gaofar* reaches 3rd level, she gains a +20 bonus on Diplomacy checks made against elves or half-elves, and a +10 bonus on Bluff checks made against creatures of any race, provided the Bluff check involves convincing the creature of the truth of her words.

Wind Wall (Sp): At 4th level, the scion of *Gaofar* may cast *wind wall* a number of times per day equal to her scion level divided by 2. The *wind wall* persists for a number of rounds equal to the scion's class level, but the scion can extend this duration, if she so desires, by playing a wind instrument. With a successful DC 20 Perform (wind instrument) check made each round after the spell's normal duration ends, the scion may extend the duration for another round. If the scion fails this check, the *wind wall* immediately ends.

Delay Spell (Ex): At 5th level, the scion of *Gaofar* may delay the effect of any spell with a verbal component (including spells cast by other, even opponents) by making a Perform (wind instruments) check, with a DC equal to 15 + the spell's level. If the caster is unwilling to allow the spell's effect to be delayed, the scion must make a Perform (wind instruments) check opposed by the caster's Spellcraft check. If the scion fails at either type of check, the spell's effect take place as normal.

If the scion herself is casting the spell she wishes to delay, she can use this ability as a free action. If

Adventure Hook

The heroes are camping in the wilds when they hear a plaintive voice calling to them, seemingly from nowhere. "My friends, the trolls have captured me and mean to eat me. I am in their cave, on the hillside. Please come to my aid." The heroes can see a hill in the distance, and when they investigate, they do indeed find trolls dwelling in a cave—and the shredded and broken remains of a bard's equipment. Among the trolls' treasure is a silver ring, stained with fresh blood.

Table 5–2: Abilities Granted by *Gaofar*

Scion Level	Ability Gained	Caster Level
—	<i>Expeditious retreat</i>	1st
1st	Compelling presence	3rd
2nd	Music on the wind	3rd
3rd	Silver tongue	5th
4th	<i>Wind wall</i>	5th
5th	Delay spell	5th
6th	<i>Air bridge</i>	7th
7th	<i>Control winds</i>	9th
8th	Capture spell	9th
9th	Silence spells	11th
10th	<i>Wind tunnel</i>	13th

someone else is casting the spell, the scion must ready an action to delay the caster's spell effect.

The scion can delay the effect of the spell for as long as she continues to play her wind instrument. She may only take move actions while she does so. If the target of the spell leaves the spell's range or is killed, the spell dissipates harmlessly. Otherwise, the spell's effects apply as the caster intended, though if the target has moved (but is still within range), the spell's effects center on the target's new position (which may affect spells such as *darkness*, for example).

Air Bridge (Sp): At 6th level, the scion of *Gaofar* may grant other creatures the ability to walk on air, as the *air walk* spell. The maximum number of creatures the scion may affect is equal to her scion level. They may use this ability so long as the scion plays a wind instrument; she may need to make a Concentration check in some cases, depending on the circumstances. The scion may use this ability once per day.

Control Winds (Sp): When the scion of *Gaofar* reaches 7th level, she may cast *control winds* once per day.

Capture Spell (Ex): At 8th level, the scion of *Gaofar* may make a Perform (wind instruments) check to capture a spell with a verbal component in *Gaofar*. Successfully doing so nullifies the spell's effects and stores the spell until the scion releases it again by making another Perform (wind instruments) check as a full-round action. The DC for this check is 15 + the spell's level. If the spell does not target the scion or her gear, but does target another character, another character's gear, an item, or a square, the DC increases by +5; if the spell has no target at all, the DC increases by +10.

The scion of *Gaofar* may capture a number of spell levels equal to the scion's levels at any one time. (For example, a 9th-level swift scion of *Gaofar* could capture and store three 3rd-level spells, or two 4th-level spells and one 1st-level spell, or one 9th-level spell, and so on.) When the scion releases a spell, she has the option of letting it dissipate harmlessly, or casting the spell herself (even if it is not a spell on her spell list). In the latter case, she makes all the choices for the spell, and the spell's caster level is equal to her scion level.

Silence Spells (Ex): When the scion of *Gaofar* attains 9th level, she may completely nullify spellcasters' ability to cast spells with verbal

components. By making a DC 25 Perform (wind instruments) check, the scion creates a 30-foot radius zone around herself in which spells with verbal components may not be cast, unless the caster succeeds at a level check, with the DC equal to the scion's Perform (wind instruments) result. This effect lasts for as long as the scion continues to play her wind instrument. The scion can use this ability once per day.

Wind Tunnel (Su): At 10th level, the scion of *Gaofar* may transform creatures into air and store them in *Gaofar* until they are needed. The scion may store a number of creatures equal to half her scion level, and no single creature's Hit Dice can exceed the scion's character level. Only willing creatures may be stored in this fashion. Once stored, they can remain in the ring for a number of hours equal to the scion's Charisma bonus (minimum 1). Storing or releasing a creature requires a full-round action for each creature. The creature can be no farther than 20 feet from the scion when initially stored, and when released, appears at any spot within 20 feet of the scion, as designated by the scion. Released creatures may act immediately, on the scion's turn.

Karag-Joz, the Jester's Bracelet

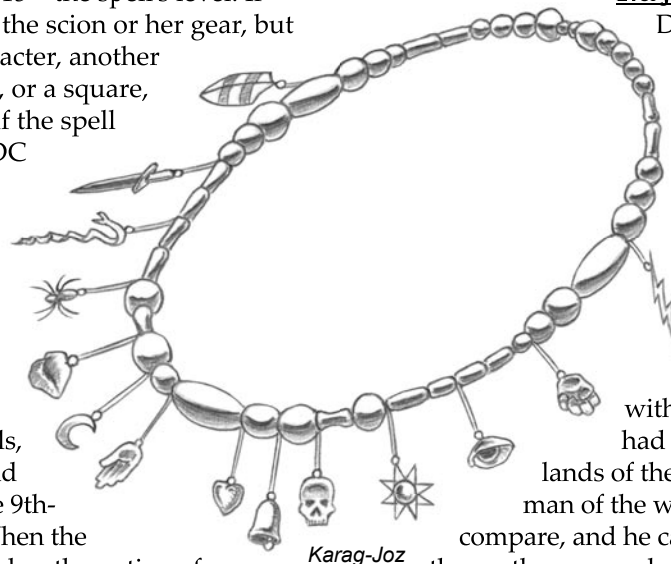
It is said by scholars that the legendary bracelet of jesters, otherwise known as *Karag-Joz*, was created by the gods in an attempt to bring mirth and mischief to an unsmiling world.

Everyone's a Comedian

Despite the rumors to the contrary, Venatian was one of the best entertainers in Liberty. He made monarchs titter with glee with his irresistible wit, brought the fairest of ladies to tears with his melancholy ballads, and impressed the unwashed masses

with acrobatic stunts that had only been seen in the lands of the Far East. He was a man of the world, a minstrel without compare, and he came to Liberty to show the northern scum how emotions could—or, rather, *should*—be manipulated.

Yet on his opening night he was upstaged by a local performer. A youth of no more than half his age, a whelp who refused to acknowledge that he, Venatian, was to be treated with the proper respect that his station deserved, exhorted the intoxicated crowd to clear the stage of his obvious superior. He



Karag-Joz

was booed off the stage by a drunken mob, carried bodily over the crowd like a mannequin, and dumped unceremoniously in a rubbish heap. He swore that revenge, the sweet nectar of the unjustly wronged, would be his!

Check Required: Knowledge (history) DC 20.

Venatian's foe was known in Liberty's bars and taverns as Ryzard of All Smiles. His name was no accident, for it was said that he could make even the newly dead smile and weep tears of happiness. Ryzard had come from the south several years before Venatian considered Liberty as a potential venue, and in a short time he was one of the most anticipated performers in the city. The secret to his immeasurable success was unknown to all but a few, and they would not give up the information so easily.

At every turn Venatian attempted to upstage his youthful counterpart, but his endeavors were met with only marginal success. Much of the populace loved and respected Ryzard, and Venatian was merely an unwelcome guest. Without work, his money dwindled. His ego, once as large and hungry as a dragon's desire, suffered painfully. His pitiful attempts at supplanting Ryzard of All Smiles as Liberty's favorite performer were met with gales of mocking laughter and bushels of rotting produce. It was more than any ordinary man could bear.

Of course, Venatian was no ordinary man. Using all of his guile, and not the least of his remaining gold, he learned from a harbor strumpet that Ryzard's power lay in an enchanted silver bracelet strung heavy with trinkets. The thing dangled openly from the upstart's wrist like a strand of tinkling fairy beads, and Venatian vowed that he would see Ryzard's fortunes vanish with the offending jewelry if it were the last thing he did. When luck finally came calling, he was willing to acquiesce to any deed, no matter how demeaning, so that he might see his foe vanquished.

Check Required: Knowledge (history) DC 25.

In time it was announced that there was to be a Tournament of Talents held at none other than Tymdrin's House of Fortune in the city's Old Quarter. All manner of bards, minstrels, actors, dancers, and mummies made their way to Liberty to take part in this highly-anticipated event. There were few doubts as to who would win the exchange, but the gambling was intense and the stakes were high.

Few bettors saw the bitter Venatian as capable competition for Ryzard of All Smiles, and a scant handful of these canny criminals knew that such a long shot could lead them to a huge payoff. These criminals contacted Venatian and made him an offer he wouldn't, in all his dreams, refuse. They would relieve Ryzard of All Smiles of his

enchanted bracelet on the night of the tournament if Venatian could guarantee that he would, against all odds, win the competition. Venatian, convinced of his own superiority and driven nearly insane by his passions, agreed to their terms.

Check Required: Knowledge (history) DC 30.

The night of the tournament came, and the most gifted of the land's performers sang, danced, quipped, and played for the unruly crowds that packed into Tymdrin's House of Fortune. The judges, chosen from amongst the Old Quarter's most esteemed purveyors of entertainment, sat sternly and observed the show before them. The event lasted nearly a week, and many tales are told of the festivities that shook the walls and lifted the roof of Tymdrin's hall. It was unsurprising to the masses that the two contestants who remained after such stiff competition were none other than Venatian and his hated enemy, Ryzard of All Smiles.

Many of those who were there recall the contest that followed with little effort, although some of the exhibition's highlights were lost in the laughter, tears, and awe brought by such exceptionally gifted performances. Ryzard did as well as he was able to, but his mood was as noticeably depressed as the bareness of his wrist. The bracelet had been stolen, and Venatian was ecstatic in his superiority. Ryzard withered beneath the polite applause that he was given by the lukewarm audience, while Venatian, once again the best performer in all the lands, swooned with his own self-importance.

Check Required: Knowledge (history) DC 20.

Ryzard did not last long after his bracelet was stolen from him. He, like Venatian, had grown too attached to fame, and his life was empty and meaningless without it. He turned to drink, and when his money ran out, he turned to singing in the streets of Liberty for a few scant coppers with which to buy his rotgut. The cold nights and harrowing memories grew too much for the poor lad, and he was eventually found in an alley, stabbed and bloody.

Venatian's fortune is no less tragic, though he doubtless deserved it. His esteem in the eyes of the city was short-lived, though he maintained a modest degree of comfort for some years. When it was reported that Ryzard had been found murdered, rumors began to circulate that Venatian was to blame. He vehemently denied such allegations, even as they were compounded by a rumor that he had bought the favor of those who sat in judgment of Tymdrin's Tournament of Talents. Evidence eventually surfaced that implicated him beyond a measure of a doubt, and he was arrested. The populace cried from the streets for his blood, and Venatian's last dance was performed at the end of a swaying hemp rope.

As for the bracelet, there is no record. It was lost, taken by the thieves of Liberty and sequestered away in some unknown place.

Check Required: Knowledge (history) DC 15.

The *Jester's Bracelet* is formed by many links of silver, and it hangs with more than a dozen unique charms. The largest of the charms function as bells, and these constantly chime with an alluring melody as the wearer of *Karag-Joz* moves about. Though it is traditionally a bracelet, *Karag-Joz* can also be worn as an anklet.

Requirements

To wear *Karag-Joz* as its swift scion, a character must fulfill the following criteria.

Alignment: Any chaotic.

Base Save Bonuses: Will +4.

Skills: Perform 8 ranks.

Special: Must have access to the bardic music class ability.

Restrictions

The scion of *Karag-Joz* must always retain the chaotic aspect of his alignment. If his alignment should change, any and all abilities gained through the use of *Karag-Joz's* charms will be lost until such time as his chaotic tendencies are restored.

Attributes

Karag-Joz has the following attributes.

Method of Destruction: *Karag-Joz* can only be destroyed if all of its charms are removed. If a charm is removed from the bracelet, the scion of *Karag-Joz* cannot use the power granted by that charm until it is recovered and reattached to the bracelet.

Check Required: Knowledge (arcana) DC 30.

Value: To any character other than its swift scion, *Karag-Joz* appears to be a bracelet that grants a +5 competence bonus to Perform checks (2,500 gp).

Special Abilities

Karag-Joz provides the following special abilities to its wielder, depending on the character's level in the swift scion prestige class (see Table 5–3: Abilities Granted by *Karag-Joz*).

Initial Abilities: When worn, the pleasant ringing of *Karag-Joz's* bell-like charms grants anyone who wears it a +5 competence bonus to Perform checks.

Bard's Wisdom (Ex): When using the bardic music class ability, the wearer of *Karag-Joz* adds his swift scion levels to his bard levels when determining the music's results. These additional levels only affect the effects of the bardic music that is attempted, not the minimum bard level needed to activate it. For example, a 5th level bard who is also a 3rd level swift scion of *Karag-Joz* can use

Table 5–3: Abilities Granted by *Karag-Joz*

Scion Level	Ability Gained	Caster Level
—	+5 competence bonus to Perform checks	5th
	Distinctive noise	—
1st	Bard's wisdom	—
	Lesser charm	7th
2nd	Greater charm	—
	Lesser charm	7th
	Jester's Wit	—
3rd	Lesser charm	7th
	Only fools rush in +1	—
4th	Greater charm	—
	Lesser charm	7th
5th	Lesser charm	7th
6th	Greater charm	—
	Lesser charm	7th
	Only fools rush in +2	—
7th	Lesser charm	7th
8th	Greater charm	—
	Lesser charm	7th
9th	Lesser charm	7th
	Only fools rush in +3	—
10th	Greater charm	—
	Lesser charm	7th

countersong, *fascinate*, inspire courage, and inspire confidence as if he were an 8th level bard. He does not, however, gain access to other uses of bardic music, such as *suggestion* or *inspire greatness*, until he achieves the appropriate level in his bard class.

Distinctive Noise (Ex): Due to the incessant jingling of the bracelet's charms, anyone who wears *Karag-Joz* suffers a –5 penalty to all Move Silently checks.

Lesser Charms (Sp): The lesser charms of *Karag-Joz* allow its scion to activate minor magical effects. At each new level, the bracelet's scion chooses a single lesser charm. From that point forward, he may use that charm a number of times daily as indicated in the charm's entry. Unlike *Karag-Joz's* greater charms, the results of these lesser charms do not involve random effects. Lesser charms are smaller than their greater counterparts, each being about the size of a pea. As they are all part of *Karag-Joz*, they lose their magic if they are somehow removed from the bracelet.

Charm of Alacrity (Sp): The *charm of alacrity* is in the shape of a star, struck from a piece of silver. *Karag-Joz's* scion can use the charm to cast *haste* once per day.

Charm of Defeat (Sp): Carved from ivory into the shape of a small skull, the *charm of defeat* allows the scion of Karag-Joz to cast *bane* three times per day.

Charm of Fools (Sp): By utilizing the *charm of fools*, the bracelet's scion can cast *touch of idiocy* upon his foes two times per day. Made of bronze, this charm has been crafted to resemble a jester's cap.

Charm of Madness (Sp): By using the *charm of madness*, Karag-Joz's scion can cast *confusion* once per day. The charm itself is a small disk carved from stone and etched with spiraling patterns that seem to move of their own accord.

Charm of Mirth (Sp): The charm of mirth resembles a pair of puckered lips. The charm allows the bracelet's wearer to cast *hideous laughter* three times per day.

Charm of Rainbows (Sp): This charm is fashioned from steel in the familiar shape of a rainbow. Chips of different gems, such as rubies, emeralds, amber, and sapphires, have been carefully inlaid on one side to give the rainbow's bands their color. When used, the charm of rainbows can cast *color spray* three times per day.

Charm of Sorrow (Sp): The *charm of sorrow* resembles a small disembodied head, its face contorted in an expression of abject grief. When used by Karag-Joz's scion, the *charm of sorrow* allows the casting of *crushing despair* once per day.

Charm of the Bear (Sp): By using the *charm of the bear*, Karag-Joz's swift scion can cast *bear's endurance* twice per day. The copper charm resembles a trotting bear.

Charm of the Bull (Sp): Made to look like a minotaur's head, the charm of the bull allows the bracelet's scion to cast *bull's strength* twice per day.

Charm of the Cat (Sp): Shaped like a perfect cat's paw, the charm of the cat allows the scion of Karag-Joz to cast *cat's grace* twice per day.

Greater Charms (Varies): At every even level, the swift scion of Karag-Joz awakens one of the bracelet's greater charms. The charm that is awakened is chosen by the scion at the time of the level increase. Greater charms can be activated once per day, and their effects last a number of minutes equal to the scion's class level (unless otherwise noted). The greater charms of Karag-Joz are roughly grape-sized, and all are rendered useless if they are somehow removed from the bracelet.

Whenever a greater charm is activated, the bracelet's scion must roll on Table 5-4: Wondrous Effects of Karag-Joz. The effects of this roll are applied immediately, and they have a duration of 1d6 hours unless otherwise specified. Removing the bracelet will not cancel a wondrous effect before it expires.

Charm of the Acrobat (Su): The charm of the acrobat is cast from platinum, and resembles the

contorted body of a physical performer tied into a whimsical knot. If invoked, the charm grants Karag-Joz's scion a competence bonus equal to his swift scion level to all Balance, Escape Artist, Jump, and Tumble checks.

Charm of Avoidance (Su): The *charm of avoidance* consists of a miniature bunch of golden bananas. If invoked, the charm provides the scion of Karag-Joz with a dodge bonus to his armor class equal to his level in the swift scion prestige class. This dodge bonus takes the form of pratfalls, slips, and other fortunate accidents that somehow prevent the scion from being hit by his aggressors.

Charm of Fortune (Su): The *charm of fortune* is a small gem-shaped bell that is constructed from a piece of fine crystal. When activated, the *charm of fortune* provides the scion of Karag-Joz with a financial windfall equal to ten times his scion level in gold pieces. The wealth need not be in the form of gold coins; coins of other denominations and materials, as well as gems, can be substituted, so long as their gold piece value equals that which is granted to the scion. The wealth appears in the form of a lucky coincidence: a donation from an anonymous admirer, a pouch of coins found on the sticky floor of a tavern, or a forgotten debt that is finally repaid. Unlike Karag-Joz's other charms, the charm of fortune can only be used once per week.

Charm of Life (Sp): The *charm of life* resembles a tiny infant cast in silver. When used, the charm can cure 5 points of damage for every level that the character possesses in the swift scion prestige class.

Charm of the Performer (Su): The *charm of the performer* resembles a pair of tiny bronze masks, one smiling and the other weeping. When activated by Karag-Joz's scion, the *Charm of the Performer* increases his Charisma by an amount equal to his level in the swift scion prestige class.

Only Fools Rush In (Ex): Fools are known to leap before they look, taking rash actions that often get them into trouble. Beginning at 3rd level, the scion of Karag-Joz gains a +1 bonus to all initiative checks that he makes. This bonus increases to +2 at 6th level, and to +3 at 9th level.

Jester's Wit (Ex): A swift scion of Karag-Joz of 2nd level or higher with 10 or more ranks in Perform (comedy) can break a tense or evil mood through the use of jokes, witty insults, and sarcasm. This ability can be used to boost the morale of his allies, distract opponents, and improve the attitudes of non-player characters. Using jester's wit counts as one daily use of the bardic music class ability.

If used to boost the morale of his allies, jester's wit merely enhances the scion's use of the inspire courage ability. To be affected, an ally must be able to hear and understand the scion, and the effect

lasts for 5 rounds. This grants the scion's allies a +1 morale bonus to resist charm and fear effects, as well as a +1 morale bonus to attack and damage rolls. These bonuses stack with the bonuses provided by the bard's inspire courage ability.

When used to distract opponents, Karag-Joz's scion must make a joke at his opponent's expense. To be eligible, an opponent must be able to hear and understand the scion. Creatures with an Intelligence score of 2 or lower are not affected. The opponent

is allowed a Will saving throw (DC 10 + ½ scion's level + scion's Cha modifier), and success indicates that the scion's scathing wit has no effect. If the saving throw fails, the opponent is overcome by a fit of laughter that lasts a number of rounds equal to the scion's level. The subject can take no actions while laughing, but is not considered to be helpless. Opponents who succeed at this saving throw cannot be affected by further uses of the jester's wit ability, and may lash out in anger at the scion.

Table 5–4: The Wondrous Effects of *Karag-Joz*

d%	Wondrous Effect
01–05	No effect.
06–09	The shoes, boots, or other footwear worn by the scion are affected by a <i>create water</i> spell. This produces two gallons of pure water within the scion's shoes, as well as 1d10 small fish, which immediately spill out of the affected footwear and onto the ground. Until his shoes are dried, the scion suffers a –2 penalty to all Move Silently checks due to sloshing. A scion with no shoes is unaffected.
10–15	All clothing that the scion is currently wearing is suddenly dyed with vertical red and yellow stripes. This effect is permanent.
16–21	The scion's voice becomes high-pitched and comic. This provides a +2 circumstance bonus to some Perform checks, such as those involving comedy, singing, or impersonation. It also grants a –2 penalty to Bluff and Diplomacy skill checks, as well as a –4 penalty to Intimidate skill checks.
22–26	The scion is affected by a spell of <i>invisibility</i> with no save. This spell only affects the scion's upper body, leaving his ankles and feet visible. This provides the scion with partial concealment, and any attacks made against him have a 40% miss chance (instead of the normal 50% miss chance for being completely invisible).
27–30	The scion is suddenly overcome by an insatiable hunger. He must eat a meal's worth of food, and is fatigued until he does so.
31–35	Anyone within ten feet of the scion is affected by a <i>grease</i> spell.
36–41	The scion grows a fanciful beard and/or moustache, which is waxed, curled, and quite stylish. The facial hair remains until shaved or trimmed, and is grown regardless of the scion's gender. If the scion already possesses facial hair, it is replaced by the more fanciful style.
42–45	A strong breeze accompanies the scion wherever he goes. The winds kick up small amounts of dust, and can blow arrows and other missile weapons off course. This provides the scion with a +2 deflection bonus to his armor class versus missile weapons.
46–50	The scion's sweat becomes sticky and sweet like honey, attracting small vermin such as ants, gnats, and sugar bees. In locations where such insects are abundant, the scion suffers a –2 penalty to all saves and checks due to distraction.
51–55	The scion of <i>Karag-Joz</i> begins to reek of strong perfume. This grants creatures that track by scent a +10 bonus to Survival checks when they are tracking the scion.
56–60	The scion's hair and fingernails grow 1d10 inches. This result lasts until the scion cuts his fingernails or hair.
61–65	The scion's bladed weapons, if any, become lodged in their sheaths or scabbards. A DC 20 Strength check allows the scion to draw his weapons.
66–70	Any containers worn by the scion, such as backpacks, pouches, sacks, and the like, open immediately, and any containers that were already opened are likewise fastened shut.
71–74	Anyone within ten feet of <i>Karag-Joz's</i> scion is able to hear his surface thoughts as if they were under the effects of a <i>detect thoughts</i> spell.
75–80	A small copper coin appears within each of the scion's ears, causing a –2 penalty to all Listen checks until they are removed. The coins are normal copper pieces with standard value.
81–86	Small globes of brilliant light dance around the scion, similar to the effects of a <i>dancing lights</i> spell.
87–92	Soothing music emanates from <i>Karag-Joz</i> . The scion, as well as anyone within a five foot radius, is affected by a <i>lullaby</i> spell (no save).
93–95	Any gold carried by the scion is turned into lead, while any lead carried by the scion is turned into gold. The effects of this result are permanent.
96–100	The scion becomes fuzzy and indistinct as if he were under the effects of a <i>blur</i> spell.

Jester's wit can also be used to improve the attitudes of non-player characters. The target NPC is allowed a Will saving throw (DC 10 + ½ scion's level + scion's Cha modifier). Failure indicates that the NPC's attitude improves by one category. Whether or not a non-player character resists the jester's wit, he cannot be affected by it a second time.

Ottanar, the Cutpurse Ring

Ottanar, the greedy cutpurse ring, seems to have a mind of its own, and it switches hands as often as one of Liberty's strumpets does.

Driven By Greed

Dorace never admitted how he had come across the ring. It was a one-of-a-kind score, that ring, and he took much delight in showing it off to his mates in the Dancing Kegs Tavern. As to how he'd gotten the thing, no one was sure. It was likely that he'd stolen it from someone. Lacking that, a flash of cold steel in one of Liberty's back alleyways, followed by a splash of warm crimson and a gurgled scream, seemed much more probable. Dorace had never been a competent thief, but he'd a gift for knife work that rivaled the denizens of any of the city's abattoirs. Whoever had owned the ring previously was probably rotting face-down in a filthy gutter near the docks. It was Dorace's pride and joy, and he wore it like a badge of honor.

"Twas a gift," he admitted one evening over a glass of spirits. "Oh, aye, a gift. A special honor, and mine alone." He nodded for emphasis, his thick black hair spilling over his sunken, guilty eyes. None would disagree with him on this matter, for no one wished to stick their neck out over a plain steel ring of dubious monetary value. Leaning closer, holding his left hand close to his breast, Dorace confided, "It speaks. Whispered to me that I was its chosen master, it did."

Crazy. That's what they thought of him and his blasted ring. They were tired of the stories, too; sick of hearing tall tales about the thing, but not sick enough to kill Dorace and be done with it. He still had some use to the Guild, especially lately. His skills grew, and with them his value to the higher-ups. Perhaps the ring had something to do with it? The question had been raised, but no one knew the answer. In those early days, no one really cared to find out, lest they be trapped in a one-sided conversation with Dorace and his steel ring.

Check Required: Knowledge (history) DC 20.



Ottanar

It wasn't long before Dorace weaseled his way deeper into the ranks of the Guild. A thug he'd been before, but a thief he'd since become. No one liked the fellow, but his skill at cutting purses was without question. He'd never grow wealthy slicing purse strings or emptying pockets, but he exhibited an uncanny skill when it came to separating the common folk from their wealth without them being the wiser. In time he came to be relied upon by the Guild as a whole. Some said that Sepris himself had his eyes on Dorace, for the man's talent was now beyond question. He was chosen for special errands, the sort that required a delicate touch and the patience of a priest.

Dorace had cultivated both qualities, reveling in his new-found popularity. His rise in power did not go unnoticed. Others, once favored for their own thieving talents, had been displaced by Dorace in his witless rise to power. Their lips curled as they spoke of him, spitting insults and epithets into their wine. "How's a slug like Dorace rise up from the gutter like that?" they asked one another, wagging their heads. "It ain't natural. He ain't nothin' but a spiker. Always was, always will be."

These talks didn't always end in insult and empty insinuation. It only took a little while before Dorace's rivals were pondering his simple steel ring and the role it may have played in his ascent through the Guild hierarchy. That ring, it seemed, was the catalyst that had led them to their current plight. Before he'd found it – or before it had found *him*, if his stories were to be believed – Dorace had been a nobody. Now, he was the most respected cutpurse in all of Liberty, and at their expense. In the shadows of the Dancing Kegs Tavern, they decided that, fair means or foul, Dorace was going to have to lose that ring.

Check Required: Knowledge (history) DC 30.

Dorace wasn't easy to get close to anymore, but his rivals kept on his heels day and night. It seemed that he knew something was amiss, for he often looked over his shoulder as if expecting to be taken from behind. Edgy and not a bit unnerved, the conspirators continued shadowing Dorace. Each secretly decided to keep that ring once their deed was done. It was a small price to pay for all the trouble that Dorace had caused. Each had reasoned, incorrectly, that their other companions would not desire such a simple, inelegant piece of ornamentation.

When the time came, they struck. Dorace, taken in the dark, lashed out blindly, wounding one of

his attackers and killing a second. The remaining two cut him down like winter wheat, and then simultaneously reached for his steel ring. Neither rogue wished to relinquish his personal claim upon the item, and the fighting began anew between men who, moments before, were staunch allies. As they fought to their mutual deaths, the remaining conspirator stole away with the ring clutched tightly in his bloody palm. None remain who can put a name to the man.

Check Required: Knowledge (history) DC 25.

In the end, the ring has never stayed for long around any one finger. Dorace was merely a single host in a long succession of them, a means to an end for a mystical artifact that is as fickle as the Lady of the Fates herself. Consisting of a plain steel band without mark or seam, *Ottanar* is only attractive insofar as it is unusual.

Requirements

To wear *Ottanar* as its swift scion, a character must fulfill the following criteria.

Alignment: Any non-lawful.

Skills: Escape Artist 4 ranks, Sleight of Hand 6 ranks.

Special: The scion of *Ottanar* must have stolen it from its previous scion.

Restrictions

To remain the scion of *Ottanar*, a character must indulge in personal theft at least once per week. The value of the goods stolen each week must equal at least 100 gold pieces, and the scion cannot willingly return the items to their former owner (though he can be forced to return them by a third party). If the scion is unwilling or unable to meet this restriction, the ring will cease to function for him until such time as he returns to his larcenous ways. Lacking this eventuality, *Ottanar* will attempt to attract another likely scion that might succeed at stealing it from its current master. The potential scion, unaware of the ring's "calling," will perceive

the ring only as a desirable prize, and such is the way that *Ottanar* often changes hands.

Attributes

Ottanar has the following attributes.

Method of Destruction: If placed into its own dimensional pocket, *Ottanar* will cease to exist.

Check Required: Knowledge (arcana) DC 35.

Value: To any character other than its swift scion, *Ottanar* appears to be a *ring of knocking* (5,400 gp).

Special Abilities

Ottanar provides the following special abilities to its wielder, depending upon the character's level in the swift scion prestige class (see Table 5–5: Abilities Granted by *Ottanar*).

Initial Abilities: *Ottanar* allows anyone who wears it to cast *knock* once per day when the proper command word is spoken.

Dimensional Pocket (Su): *Ottanar*'s swift scion can open or close a small dimensional space anywhere upon his person at will. The pocket can be made to appear up a sleeve, in the cuff of a boot, or in an actual pocket inside a cloak, vest, or jacket. This pocket can initially hold a single object of fine size, such a coin, a key, or a potion. When the ring's scion reaches 3rd level, the size of the dimensional pocket increases so that it can accommodate one item of diminutive size. It enlarges again at 5th level, allowing a tiny object to be stored there. The utility and variable location of the dimensional pocket allows the ring's scion to slip small items into it unseen. When used in conjunction with Sleight of Hand, the pocket grants a +2 bonus to the scion's check when palming items.

Fingerblade (Ex): When he reaches 2nd level as *Ottanar*'s scion, a character can use a mental command to activate a small concealed blade within the ring. This blade is tiny, and allows the scion a +2 equipment bonus to Sleight of Hand checks made when cutting purses. It can also be used to cut bonds, which is reflected in a +2 equipment bonus to Escape Artist checks made when tied or bound. In a pinch, the blade can also be used as a weapon, dealing 1d2 damage on a successful melee attack. When the blade is used in such a way, the scion is considered to be unarmed in regards to attacks of opportunity.

Shrink Item (Sp): At 2nd level, *Ottanar* allows its scion to cast *shrink item* three times per day. This ability is most often used in conjunction with the ring's dimensional pocket, allowing the scion to hide objects that would normally be considered too large. If the ability's effect expires before the shrunken item is removed from the pocket, it will revert to its normal size as soon as it is removed.

Table 5–5: Abilities Granted by *Ottanar*

Scion Level	Ability Gained	Caster Level
—	<i>Knock</i>	3rd
1st	Dimensional pocket (fine)	—
2nd	Fingerblade	—
	<i>Shrink item</i>	5th
3rd	Create distraction	—
	Dimensional pocket (diminutive)	—
4th	Improved fingerblade	3rd
	"Who? Me?"	—
5th	Dimension pocket (tiny)	—

Create Distraction (Su): At 3rd level, the scion can use *Ottanar* to distract a potential mark. The target of the spell is permitted a Will save to resist this ability's effect. On a failed save, the subject of this ability automatically fails any Spot checks, such as those made to detect the scion's attempt at thievery, whether or not the attempt is successful. The save DC of this ability is equal to 10 + ½ the character's scion level + his Charisma modifier.

Improved Fingerblade (Ex): At 4th level, the ring's fingerblade becomes even more effective when used to cut purses or escape bonds.

The equipment bonus of the blade increases to +4 in both instances. Furthermore, the blade gains a magical enhancement bonus of +1 when used as a melee weapon in combat, though its base damage is still only 1d2.

"Who? Me?" (Su): At 4th level, the scion of *Ottanar* grows adept at avoiding blame for his actions. If the ring's scion is caught red-handed whilst pilfering items, *Ottanar* can give the scion's lamest excuses a veneer of legitimacy, allowing him to refute any charges brought against him by the authorities. This is reflected in a +4 competence bonus to Bluff checks.

Pyahuso, the Faceless Periap

The *Faceless Periap* was formed ages ago to aid the spies of a long-forgotten realm bent on the subjugation of men.

Created by the Faceless to Enslave Mankind

It was many centuries ago that the Dedewe, known to humanity as the Faceless, came to covet the lands of men. Long were they of limb, tall were they of form, and slight were they of frame, with white skins and large, black eyes. Their flesh was malleable like the clay of the earth, and they could assume any likeness that they wished. For a time, the Dedewe walked amongst mankind as if they were their brothers and friends, observing all that they could. In time, they became greedy for what they saw.

The Dedewe perceived humanity as weak. The most covetous amongst these enigmatic creatures placed themselves above their kin and demanded that mankind be little more than slaves to their people. Through a series of subtle plans and machinations, the Dedewe insinuated themselves deeper into the kingdoms of men. Though they were few, they strove to assume positions of power by supplanting those men that occupied them. Slow was the task, yet the Dedewe were as patient and cunning as spiders.

Check Required: Knowledge (history) DC 35.

It was not long before the Dedewe realized that they could not hope to win their secret war without the aid of opportunistic humans. The most promising of these were stolen from their families as infants and raised by the Dedewe in their shadowy, formless cities. These orphaned humans learned the art of deception, stealth, and intrigue as children. They acted as the Dedewe's double agents in the kingdoms of men, aiding the Faceless ones and furthering their plots of world conquest.

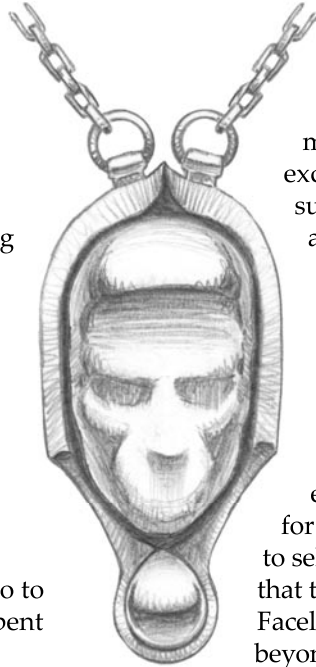
Of these human spies, which the Dedewe called the Shemandu, the greatest and most gifted was known as Eberi. Eberi was a dark-skinned human woman who craved power as much as her Faceless masters did. She excelled in their service, and with her successes came increased responsibility and reward. One of these rewards was *Pyahuso*, forever after known to the world as the Faceless Periap. *Pyahuso* provided Eberi with powers that nearly rivaled her Faceless masters, and with it she became the undisputed leader of the Shemandu.

Eberi served her masters well, but was eventually overcome by her own desire for personal power and gain. She took to selling her services to the very humans that the Dedewe sought to overthrow. The Faceless sensed that Eberi was growing beyond their control and they ordered her to return home. When she refused to come to her masters, members of the Shemandu were sent to recover her. With the aid of *Pyahuso*, she managed to evade capture, and ventured out into the world in an attempt to retain her freedom.

Check Required: Knowledge (history) DC 30.

Eberi lived in fear of the Dedewe and their minions. She came close to being caught on several occasions, but each time she managed to avoid her hunters. Her flight, in the end, was a vain effort—the Shemandu captured her and took her back to the Dedewe for judgment. The Faceless ones still considered Eberi to be a valuable asset, and they loathed to kill her outright for her rebellion. Instead, they gave the woman one more chance to prove her loyalty.

The Dedewe had spent several decades placing spies and imitators within the ranks of the kingdom of Riago. Their plans had nearly come to fruition, and Dedewe impostors had replaced several of Riago's nobles. Eberi's task was to infiltrate Riago's royal family and aid in the assassination and subsequent replacement of the nation's ruling monarch. There was little doubt that



Pyahuso

she would face execution if she refused, so Eberi agreed to her masters' demands.

Through guile and deception, as well as the magic provided by *Pyahuso*, Eberi assisted a Faceless imposter in killing the rightful monarch of Riago. With the Dedewe fraud securely on the throne, Eberi continued to lend her assistance in maintaining his secrecy. Her previous rebellious behavior was still fresh in the minds of the Dedewe, and in their opinion she knew far too much. In return for her loyal service, they revealed Eberi's role as a spy to the people of Riago. She was captured, and *Pyahuso* was taken from her before her execution. Thereafter, the periapt passed from the knowledge of men, even as the Dedewe continued to press their will upon the peoples that they secretly ruled.

Check Required: Knowledge (history) DC 30.

Pyahuso is a milky white gem that is strung upon a thin platinum chain. The gem has been carved to resemble a smooth and featureless human head.

Requirements

To wear *Pyahuso* as its swift scion, a character must fulfill the following criteria.

Race: Any humanoid.

Alignment: Any non-good.

Skills: Bluff 7 ranks, Disguise 7 ranks, and Move Silently 5 ranks.

Restrictions

Pyahuso's scion is not permitted to kill characters that she knows to be doppelgangers, and must do everything in her power to keep such creatures

from harm. If the scion ignores this restriction, *Pyahuso* denies its scion access to its abilities indefinitely. These powers can be restored, but only if the scion attempts to make some sort of restitution for her transgressions.

Attributes

Pyahuso has the following attributes.

Method of Destruction: To destroy *Pyahuso*, the periapt's head-shaped gem must be reworked by a skilled craftsman into the natural likeness of the artifact's current or (if she is dead) former scion (Craft [gemcutting] DC 30).

Check Required: Knowledge (arcana) DC 35.

Value: To any character other than its swift scion, *Pyahuso* appears to work in a manner similar to a *ring of mind shielding* (8,000 gp).

Special Abilities

Pyahuso provides the following special abilities to its wielder, depending on the character's level in the swift scion prestige class (see Table 5–6: Abilities Granted by *Pyahuso*).

Initial Abilities: Anyone who wears the *Faceless Periapt* is immune to the spells *detect lies* and *discern alignment*, and any attempts to magically discern her alignment automatically fail.

Facial Alteration (Su): At 1st level, *Pyahuso's* scion gains the ability to alter her facial structure in order to imitate the likeness of anyone whose face she has studied. Such a facial transformation includes hair color, eye color, skin tone, facial hair, and other distinguishing marks, and grants a +4 circumstance bonus to Disguise checks. It takes the scion a move action to alter her face. The scion can use this ability a number of times per day equal to 3 plus her Constitution modifier. A scion that is killed or knocked unconscious while using facial alteration reverts to her normal facial type.

Natural Deceiver (Ex): *Pyahuso* eventually increases its scion's propensity for lies and deceit to supernatural levels. At 2nd level, this results in a +4 competence bonus to all Bluff checks. The lies told by the scion are so believable that even she believes that they are true, and she gains an identical bonus to any Will saves made to resist spells such as *zone of truth*. Every third level, the combined bonus provided by this class ability increases by +2.

Body Alteration (Su): The scion of *Pyahuso* gains the ability to alter her entire body in order to more closely imitate others when she attains 3rd level. She can make herself 1 foot taller or shorter, and can become up to half her normal body weight heavier or lighter. Altering her body in such a way provides an additional +4 circumstance bonus to Disguise checks, and this stacks with the bonus granted by the facial alteration class ability. It takes

Table 5–6: Abilities Granted by *Pyahuso*

Scion Level	Ability Gained	Caster Level
—	Immune to <i>detect thoughts</i> , <i>discern lies</i> , and any attempt to magically discern alignment	3rd
1st	Facial alteration	—
2nd	Natural deceiver +4	—
3rd	Body alteration	—
	Frightening countenance	—
4th	Size alteration	—
5th	Change gender	—
	Natural deceiver +6	—
6th	Partial transformation	—
7th	Shapechanger subtype	—
8th	Change shape	—
	Natural deceiver +8	—
9th	—	—
10th	Polymorph	16th

the scion a move action to alter her body. The scion can use this ability a number of times per day equal to 3 plus her Constitution modifier. A scion that is killed or knocked unconscious while using body alteration reverts to her normal body shape.

Frightening Countenance (Su): Once *Pyahuso's* scion attains 3rd level, she can quickly alter her facial structure in order to intimidate, disorient, or frighten her foes. As a free action, three times per day, she may contort her face into a frightening visage. This functions as a *scare* spell, and a Will saving throw (DC 10 + ½ scion's level + scion's Cha modifier) on the part of the target can negate the effects.

Size Alteration (Su): Once its scion reaches 4th level, *Pyahuso* allows her to alter her size by one level down. For example, a Medium-sized scion can reduce himself to Small-size. The transformation is not instant, and requires at least one minute to complete. While she is altering her size, *Pyahuso's* scion cannot perform any strenuous activities. If interrupted, she can resume her normal size, but will take 1 point of temporary Constitution damage as a result. The scion can use this ability a number of times per day equal to 2 plus her Constitution modifier. A scion that is killed or knocked unconscious while using size alteration will revert to her normal size.

Change Gender (Su): At 5th level, *Pyahuso's* scion can switch her gender. Regardless of which gender she is naturally, the scion is now considered to be biologically male or female (depending on her current gender). The scion is only fertile in her natural form, so a female scion who has changed her gender to male cannot father children, though she can still conceive them when in female form. A change in gender cannot be dispelled, but the scion will revert to her natural gender if killed or knocked unconscious.

Partial Transformation (Su): Beginning at 6th level, *Pyahuso's* scion gains precise control over the shape of her body. This allows her to make subtle alterations to her physiology, such as growing claws (+4 competence bonus to Climb checks), extending webbing between her fingers and toes (+4 competence bonus to Swim checks), enlarging her ears (+4 competence bonus to Listen checks), or making her hands or wrists thinner in order to escape bonds (+4 competence bonus to Escape artist checks). Only one partial transformation can be attempted at a time, and it takes a move action to complete such an alteration.

Shapechanger Subtype (Ex): Once *Pyahuso's* scion reaches 7th level, she gains the shapechanger subtype so long as she possesses the periapt.

Change Shape (Su): *Pyahuso's* scion gains the ability to assume the shape of any Small or Medium humanoid at 8th level. Such a transformation can

be attempted a number of times per day equal to 2 plus the scion's Constitution modifier. The scion can remain in his new form until he chooses to assume a new one. A change in form cannot be dispelled, but the scion will revert to her natural form if killed or knocked unconscious. A *true seeing* spell or ability reveals the scion's natural form. When using the change shape ability, *Pyahuso's* scion gains a +10 circumstance bonus to Disguise checks. This bonus does not stack with the bonuses provided by the facial alteration or body alteration class abilities.

Polymorph (Su): At 10th level, *Pyahuso's* scion gains the ability to transform into another form of living creature 2 times per day. This functions as the *polymorph* spell, with some exceptions. The assumed form cannot have more hit dice than the scion's class level, to a maximum of 10 HD at 10th level. The transformation is a supernatural ability and lasts as long as the scion wishes to remain in her new form. A change in form cannot be dispelled, but the scion will revert to his natural form if killed or knocked unconscious. A *true seeing* spell or ability will reveal the scion's natural form.

Zafir, the Sapphire of the Summer Sky

Once given to Lod, the father of the gods, as a symbol of fealty, *Zafir* virtually overflows with the power of the winds and the sky.

Breath of the Wind Princess

When the Battle of the Eight Gods had finally ended, and the surviving deities had begun to take stock of what was left of the world they had made and fought for, Lod, the father of the gods, decided to hold a feast. At this feast, those lords of the world still loyal to the gods would present themselves and swear their fealty to him. Countless mighty beings came before Lod at the feast and swore their lasting devotion to the father of the gods. Many brought impressive gifts as a symbol of their lasting allegiance.

When the Elemental Lords stood before Lod and the other gods, they each reached deep inside their own bodies, pulling forth one perfect gem each: a ruby from the Flame Duke and his wife, a bright, shining diamond from the three Earthen Kings, an emerald from the Deep Lady and her consorts, and a sapphire from the Wind Princess and her brothers. As one, they laid these items at the feet of the father of the gods. And then they explained....

Each of these stones represented the heart of one of the four elements from which Lod had first made the world. Literally, they were the hearts of the first elementals, passed down from generation to generation, like crowns from one regent to the next. By giving these gems to the father of the gods, they acknowledged him as their ruler. So long as

Lod held the hearts of the Elemental Lords, he held dominion over fire, earth, water, and air.

Check Required: Knowledge (religion) DC 30.

Lod bore the gems for eons, and thus mastery over the elements—until his renegade son, Vurkis, in an attempt to rebuild his lost power, stole the four elemental gems away from his father. For a time, the god of evil ruled the elementals, corrupting countless numbers of them with his unholy ways. But after a time, and with the aid of Sem, Apon, Ilaia, and Osai—the gods of strength, the sun, swiftness, and healing—the elementals were able to rescue the four gems from Vurkis's clutches, freeing their people from his cruel power.

Check Required: Knowledge (religion) DC 25.

But Vurkis proved a clever and formidable foe, and though they got the rings from him they were unable to return them to Lod. The gems were lost to all, even the elementals, for countless millennia. Tales surfaced, again and again, of priceless gems with power over fire, water, earth, and air, appearing mysteriously in the hands of powerful kings, warriors, wizards, and priests. The gems would serve their owners for a time, then vanish again, reappearing hundreds of years later. Sometimes they would pass from hand to hand, but never for more than a few generations. Always, every time, some elemental creature appeared to reclaim the gem—usually just a short time before an enigmatic stranger, dressed all in yellow and black (and claiming to be a priest) arrived to inquire about the gem's whereabouts. And though everyone knew of it, everyone felt somehow constrained from remarking that yellow and black were the favorite colors of the god of evil—until well after the mysterious figure had departed.

Check Required: Knowledge (history) DC 20.

Requirements

To qualify to wield *Zafir* as a swift scion, a character must fulfill all the following criteria.

Alignment: Neutral

Base Reflex Bonus: Ref +5.

Skills: Balance 8 ranks.

Feats: Mobility.

Special: *Test of Winds:* The prospective scion of *Zafir* must live for a month at least 200 feet above the ground, and his dwelling for this entire time must be open to the air, and no more than 10 feet in diameter. For example, he could dwell atop a 200-foot stone tower, so long as the top had no roof. Further, the dwelling can have walls of any material, provided they have windows that cover more area than the material they are constructed of, and those windows remain open at all times, in all weather.

Attributes

Zafir has the following attributes:

Value: To someone other than a swift scion, *Zafir* appears to be worth as much as a *sapphire of feather fall*: 8,500 gp.

Method of Destruction: *Zafir* may be destroyed only by removing it from all contact with air for an entire year (by submerging it, for example, or by burying it), at which point it becomes nothing more than worthless, brittle, discolored crystal.

Check Required: Knowledge (arcana) DC 25.

Special Abilities

Zafir provides the following special abilities to its wielder, depending on the character's level in the spell scion prestige class (see Table 5-7: Abilities Granted by *Zafir*).

Initial Abilities: Anyone who carries *Zafir*, whether its scion or not, benefits from a continuous *feather fall* effect, which triggers whenever the character falls (rather than voluntarily jumps). The character can also command the *feather fall* effect to activate when he jumps, if he so desires.

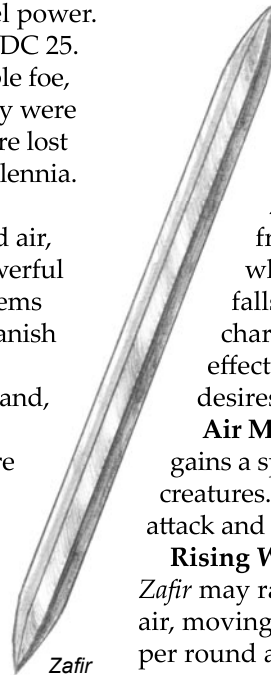
Air Mastery (Su): At 1st level, the scion of *Zafir* gains a spatial awareness when battling airborne creatures. Such creatures take a -1 penalty on attack and damage rolls against the scion.

Rising Wind (Su): At 2nd level, the scion of *Zafir* may raise or lower himself on a cushion of air, moving up or down by as much as 20 feet per round as a move action. The scion may also maintain a certain height off the ground with this ability, but attacking with a melee or ranged weapon confers a cumulative -1 penalty on attack rolls (to a maximum of -5). A full round spent stabilizing allows the scion to return again to a -1 penalty.

Gust of Wind (Sp): When the scion of *Zafir* attains 2nd level, he is able to produce a *gust of wind*, as the spell, three times per day, as a standard action. His caster level is the same as his class level.

Windform (Su): At 4th level, the scion of *Zafir* may become misty and insubstantial for a total of 1 minute per day per scion level. All of the scion's equipment becomes insubstantial as well. In this form, the scion gains damage reduction 10/magic, and becomes immune to poison and critical hits. However, the scion cannot attack in this form or use supernatural abilities. The scion can fly at a speed of 10 feet (with perfect maneuverability), and can pass through small holes or narrow openings, including mere cracks.

Flight (Su): When the scion of *Zafir* reaches 5th level, he may fly at a speed of 60 feet, with



good maneuverability, for 2 minutes per day per scion level. His speed is reduced to 40 feet if he is wearing medium or heavy armor, or carrying a medium or heavy load. While flying, the scion can attack and use abilities as normal, and may charge, but may not “run.”

Windspeed (Su): At 6th level, the scion’s speed when traveling in the air increases by 30 feet, to a maximum of twice the normal movement rate for the scion’s mode of flying. While flying, the scion also gains a +2 bonus on attack rolls and a +2 dodge bonus to AC and Reflex saves. (Any condition that makes the scion lose his Dexterity bonus to AC, if any, also makes the scion lose dodge bonuses.)

In addition, three times per day, the scion may make one extra attack per round with any weapon he is holding, at his full base attack bonus (plus any modifiers appropriate to the situation). The scion must be making a full attack action to use this ability.

Perfect Flight (Ex): At 7th level, the scion’s maneuverability while flying increases to perfect.

Fresh Air (Su): When the scion of *Zafir* attains 8th level, he produces his own supply of air; he effectively no longer needs to breathe. This renders him immune to various gases and airborne poisons, and allows him to travel in water without the risk of drowning.

Suffocate (Su): At 9th level, the scion of *Zafir* may cause the air around him in a 40-foot radius to become too thin to breathe. Living creatures in this area with 3 or fewer Hit Dice are immediately slain (no save). Those with 4 to 6 HD are allowed a DC 22 Fortitude save to avoid being slain; success means that the creature takes 1d4 points of Constitution damage instead. Creatures with 7 to 10 HD take 1d4 points of Constitution damage; a successful Fortitude save (DC 22) halves the damage. Creatures with more than 10 HD take 1 point of Constitution damage, and a successful Fortitude save negates the damage completely.

This zone of thin air persists for as long as the scion of *Zafir* concentrates on it. (This requires a move action.) Creatures in the area who do not exit the zone must make a new save every round, at the start of their actions. Creatures immune to poison, or those who need not breathe, are immune to this effect. Holding one’s breath does not negate this effect in any way.

The scion may utilize this ability once per day.

Whirlwind (Su): When the scion of *Zafir* reaches 10th level, he can summon forth a whirlwind, once per day, moving it around for up to 10 rounds before it dissipates. The whirlwind is 5 feet wide at the base, 30 feet wide at the top, and 50 feet tall. A creature might be caught in the whirlwind if it touches or enters the square the whirlwind

Table 5–7: Abilities Granted by *Zafir*

Scion Level	Ability Gained	Caster Level
—	<i>Feather fall</i>	1st
1st	Air mastery	—
2nd	Rising wind	3rd
3rd	<i>Gust of wind</i>	3rd
4th	Windform	5th
5th	Flight	5th
6th	Windspeed	5th
7th	Perfect flight	7th
8th	Fresh air	—
9th	Suffocate	9th
10th	Whirlwind	—

occupies, or if the scion moves the whirlwind into or through the creature’s space.

Large or smaller creatures might take 2d8 damage when caught in the whirlwind, and may be lifted into the air. An affected creature must succeed on a Reflex save (DC 22) when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The save DC is Strength based.

Creatures trapped in the whirlwind cannot move except to go where the scion moves the whirlwind, or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The whirlwind can have as many as creatures trapped inside at one time as will fit inside the whirlwind’s volume. The scion can eject any carried creatures whenever he wishes, depositing them wherever the whirlwind happens to be.

If the whirlwind’s base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the whirlwind and has a diameter of 25 feet. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

Zehir, the Poison Ring

Long has it been said that the king of assassins wore a ring that was as hollow as his heart was black.

A Murderer's Heirloom

Known as the king of assassins, Endros Proceus proudly claimed that he had killed more men than the gods themselves. He was a master of poisons, and his skills in the domain of toxins and venom were unsurpassed. The toxins concocted by Endros ran the gamut from simple paralytics that would leave a victim helpless for a few moments, to deadly poisons that could end a man's life before he took a single step. The assassin king's calling card was a hollow ring, wherein he always stored a poison of his own devising.

Endros constantly endeavored to increase his own immunities to poison. He introduced small amounts of common toxins into his body, gradually building up his resistance to them. The self-proclaimed king of assassins kept a nest of adders as pets, and he was known to thrust his bare arm into the midst of the writhing snakes for the entertainment of party guests.

Endros was also a master of disguise. So great was his skill at impersonation and illusion that some speculated that he was not a single man at all, but a group of like-minded killers who served the same homicidal agenda. These rumors were never proven, and Endros merely laughed when curious guests broached the subject.

Check Required: Knowledge (history) DC 20.

Above his other eccentricities, Endros Proceus vehemently claimed that he killed for sport, even as his coffers filled to overflowing with blood money. The challenge of a contract was worth more to him than any number of gold coins. He frequently refused contracts that he judged too elementary for his finely honed skills, even when the offered reward was gratuitous in the extreme. "Take your money and leave my sight," he told one potential client. "Your offered contract is so insultingly easy that I'm tempted to kill you myself and be done with it."

Endros was eventually contracted to poison a country's ruling monarch and much of the royal family. The combined assassinations were stunningly successful, and the event sparked a

costly war that raged for years, claiming thousands of lives. During the strife that ensued, Endros hired himself out to both sides of the conflict, playing one against the other for his own financial gain and malevolent amusement.

Check Required: Knowledge (history) DC 25.

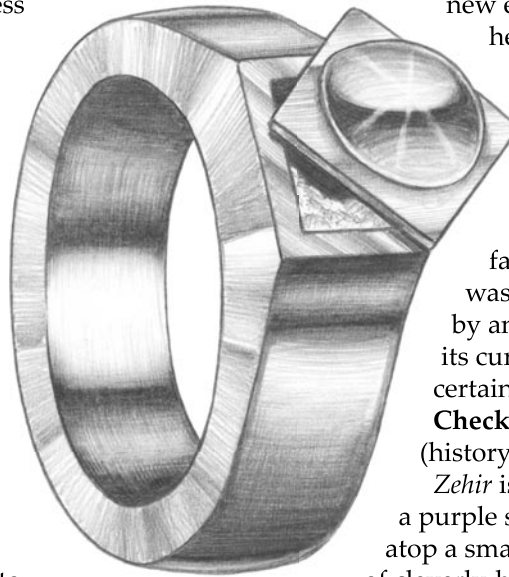
When the war ended, Endros retired to a palatial estate with his ill-gotten gains. He married into a prestigious family and sired several children. Even as a family man, he continued to wear his hollow ring as a memento of the life he had lived.

Though he doubtless grew bored in his new existence, it is yet unclear if he ever left his self-imposed retirement in search of a bit of lethal entertainment.

When he finally died at the ripe old age of ninety-three, he was remembered as a loving husband, devoted father, and witty host. His ring was sold at auction, purchased by an anonymous bidder, and of its current whereabouts, none are certain.

Check Required: Knowledge (history) DC 20.

Zehir is a large gold ring capped by a purple star sapphire. The stone is set atop a small panel that swings on a pair of cleverly-hidden hinges. When properly manipulated, the ring will open to reveal a small compartment that looks to be larger than it should be, given the ring's dimensions. Finding the hidden compartment within the ring requires a DC 25 Search check.



Zehir

Requirements

To wear *Zehir* as its swift scion, a character must fulfill the following criteria.

Alignment: Any non-good.

Skills: Craft (alchemy) 9 ranks, Sleight of Hand 9 ranks.

Feats: Weapon Focus (dagger, dart, or hand crossbow).

Restrictions

Anyone wishing to remain the scion of *Zehir* must regularly expose himself to the toxins that the ring produces. Once per month, as well as every time the ring's scion gains a new level in the swift scion prestige class, he must ingest, or appropriately apply, the most potent poison that the ring can produce. He gains a saving throw as normal for the poison, and any bonuses that the ring would grant apply to this roll as normal. Failure to follow through with this procedure will cause the ring's

Table 5–8: Abilities Granted by *Zehir*

Scion Level	Ability Gained	Caster Level
—	Save against poison +1	3rd
1st	<i>Detect poison</i>	3rd
	Poison use	—
2nd	Save against poison +2	6th
3rd	Create poison 1/day	—
	New poison type (injury)	—
4th	Save against poison +3	9th
	Increased toxicity (1d6)	—
5th	Create poison 2/day	—
	New poison type (Ingested)	—
6th	Save against poison +4	12th
	Increased toxicity (1d8)	—
7th	Create poison 3/day	—
	New poison type (inhaled)	—
8th	Save against poison +5	15th
	Increased toxicity (1d10)	—
9th	Create poison 4/day	—
	New poison type (Contact)	—
10th	Poison immunity	—

powers to be lost to the scion. Indeed, a scion of *Zehir* denied its powers suffers a negative penalty equal to his normal bonus to all Fortitude saves against poisons.

Attributes

Zehir has the following attributes.

Method of Destruction: *Zehir* can be destroyed by soaking it in a vial of antidote for a fortnight. Each day, the antidote must be replaced with a fresh supply. On the end of the fourteenth day, *Zehir* will become useless, its toxic magic destroyed.

Check Required: Knowledge (arcana) DC 25.

Value: To any character other than its swift scion, *Zehir* appears to be merely a *ring of poison resistance* +1 (1,000 gp).

Special Abilities

Zehir provides the following special abilities to its wearer, depending upon the character's level in the swift scion prestige class (see Table 5–8: Abilities Granted by *Zehir*).

Initial Abilities: *Zehir* provides anyone who wears it with a +1 resistance bonus against poisons.

Detect Poison (Sp): Upon gaining 1st level as *Zehir's* swift scion, a character gains the ability to cast *detect poison* at will.

Poison Use (Ex): When applying poison to a blade, *Zehir's* swift scion never risks accidentally poisoning himself.

Save Against Poison (Su): *Zehir's* ability to protect its scion against poison increases with level. At second level, the resistance bonus against poison provided by the ring increases to +2. This bonus increases by an additional +1 every even level thereafter, peaking at +5 when the ring's swift scion reaches 8th level.

Create Poison (Su): When its swift scion reaches 3rd level, *Zehir* gains the ability to create a single dose of poison within the ring's hidden compartment once per day. This poison has a save DC equal to 10 plus the scion's class level. Hence, a 3rd level scion's poison will have a save DC of 13. At 3rd level, the poison created by *Zehir* can only be introduced into a victim through a wound or other injury. Poison created by the ring inflicts 1d4 primary and secondary damage to either Strength, Dexterity, or Constitution. The scion chooses which one of these attributes the poison will affect when it is created. At 5th level, and every two levels thereafter, *Zehir's* swift scion can use the ring to create an additional dose of poison per day.

The venoms created by *Zehir* have a relatively short shelf life. As such, they retain their potency for only 12 hours.

New Poison Type (Su): When the ring's swift scion achieves 5th level, he can use the ring to manufacture ingested poisons. At 7th level, the ring's repertoire evolves further, allowing its scion to create inhaled toxins. Finally, at 9th level, *Zehir* can create contact poisons.

Increased Toxicity (Su): Poisons created by *Zehir* become increasingly virulent as its swift scion advances in level. At 4th level, the amount of damage inflicted by the ring's manufactured poisons increases to 1d6 points of primary and secondary attribute damage. At 6th level, poisons become even more toxic, inflicting 1d8 points of primary and secondary attribute damage. When the ring's scion reaches 8th level, the poisons he creates will inflict 1d10 points of primary and secondary attribute damage.

Poison Immunity (Su): When *Zehir's* swift scion reaches 10th level, he develops a complete immunity to all poisons.

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