

LEGENDS & LAIRS

20
system

SPELLS + AND + SPELLCRAFT



COMPENDIUM
OF MYSTIC LORE

Requires the use of the
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Third Edition, published by Wizards of the Coast®

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OF MYSTIC LORE

SPELLS & SPELLCRAFT

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SPELLS & SPELLCRAFT

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Undertaking the production of a book about magic is a daunting task indeed. Magic fuels the imagination like no other aspect of fantasy roleplaying, giving us images of powerful artifacts inspiring heroes and villains to great deeds and wizened mages battling for supremacy in legendary spell duels.

I have tried to treat all aspects of this powerful force with equal respect, and I hope players and DMs alike find something within these pages to spark their imaginations.

Wil Upchurch
Fantasy Flight, Inc.

WELCOME

Fantasy Flight Games is pleased to present *Spells & Spellcraft*, the fourth volume in our Legends & Lairs line of sourcebooks for the d20 System. *Spells & Spellcraft* offers a new perspective on many familiar themes, and is an essential tome for spellcasters, both arcane and divine.

Players and DMs alike will find a wealth of information in this book. Whether you are looking for rules for researching new spells and magic items, systems for designing unique magical locations, or just want to find new spells to enhance your character, this book will be an invaluable resource.

Chapter 1 contains over 100 new spells to add to your game. All of the spellcasting classes are well represented, presenting new options for any spellcasting character or NPC.

Chapter 2 details the craft of magic. This chapter presents rules and guidelines for creating arcane libraries, utilizing magical research, and creating memorable and unique spellbooks. A discussion is presented on the particular magic of bards and sorcerers, which includes several new sorcerous feats to enhance the power of magic that comes from the blood rather than the mind. The next section sheds light on how a wizard's skill choices might affect his spellcasting. The final section discusses the creation of divine rituals and their usefulness to men and women of faith.

Chapter 3 presents several new types of magic that can be used to enhance your

games. The mysteries of ward magic and chaos magic are explained, allowing your characters to tap into powerful new arcana. Place magic provides DMs with a new tool with which to delight and awe even the most seasoned players. Several new types of divine spellcaster are presented, including those who worship totem spirits and those that respect all gods.

Chapter 4 gives rules for using mundane objects to produce spectacular magical results. Expanded uses for alchemy and new alchemical items are followed by extensive rules for creating customized constructs and golems. A discussion follows concerning the use of special materials in the creation of magic items. Finally, a host of new familiar rules are presented to allow wizards to customize and enhance these powerful allies and friends.

Chapter 5 details dozens of new magic items along with new types of magic items that can be used to enhance any setting or campaign.

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CHAPTER ONE

SPELLS

SPELLS

This chapter contains more than 100 new spells suited for use in any setting. The text in this chapter is designated as **Open Game Content**.

ALTERNATE DOMAIN SPELLS

Many of the spells presented in this book have domain spell levels, such as Protection 5. With the DM's permission, a cleric with access to these domains may substitute or add these spells to his domain spell list. If he adds them to his list, then he may choose either the standard domain spell or the new spell when he prays for his daily allotment. If he substitutes the spell, then he has access to only that spell for the appropriate domain level. This choice should be final and irreversible.

BARD SPELLS

0-LEVEL BARD SPELLS

Quill. Creates a writing quill with limitless ink.
Shelve. Places a book back on its shelf in the proper place.

Summarize. Summarizes the contents of any book.

1ST-LEVEL BARD SPELLS

Crescendo of Indefatigability. +2 bonus to chosen die roll.

Eagle Eyes. Grants subject a +10 bonus to Spot checks.

Jester's Gift. Angers any creature with an Intelligence of greater than 2.

Keen Ear. Grants subject a +10 bonus to Listen checks.

Mantle of Shadows. Grants subject one-quarter concealment and +4 bonus on Hide checks.

Syron's Energy Armor. Causes 1d8 damage to all undead that touch the subject.

Tasha's Tickle Finger. Finger of magical force distracts opponents, imposing a -2 penalty to attack rolls and saving throws.

Unravel. All cloth on the target unravels, possibly entangling him and ruining clothing and armor.

2ND-LEVEL BARD SPELLS

Dirge of the Walking Dead. Allows creature to take actions, even when below 0 hit points.

Dramatic Visage. Subject takes on a supernatural appearance, creating several affects depending on the situation.

Felonious Friend I. Conjures a being of

pure force that can use skills to aid the caster.

Gandar's Chatterbox. Creates a chattering mouth that distracts those near it.

Immobilize. Renders constructs unable to move.

Imprint. Caster may memorize text and images and transfer them to blank pages.

Inspire. Grants allies a +2 morale bonus to Reflex saves and a +1 morale bonus to attack and damage rolls.

Instability. Target loses all strength in his legs.

Slipping the Ranks. Allows creature to make short teleportations as part of normal movement.

Voice of Authority. Grants the caster a +10 bonus to all Charisma-based checks for 1 minute/level.

Weightless Cube. Creates a gravity-free area of space, allowing for vertical movement and disrupting careless creatures.

3RD-LEVEL BARÐ SPELLS

Debilitating Decrescendo. Imposes a -2 penalty to attack rolls, AC, and saving throws.

False History. Object misleads all attempts to identify it via divination spells and skill checks.

False Love's Kiss. Creates a waxy substance that works as a powerful charm spell on any target that the user kisses.

Fearsome Fortissimo. Panics all hostile creatures within the area.

Gossip. Causes a humanoid to ceaselessly gossip about important or secret information.

Paraphasic Pianissimo. Causes all within the area to jumble their words, preventing communication and disrupting spells.

Shadow Sight. Allows the caster to see into the shadow world, allowing him to ignore invisibility and concealment.

Syron's Dancing Shield. Grants subject a +10 deflection bonus to AC versus a limited number of attacks.

Trigger Trap. Sets off mechanical traps in the area of effect.

4TH-LEVEL BARÐ SPELLS

Felonious Friend II. Increases the skills available to the creature conjured.

Lethargy. Targeted affected by *slow* until getting a full night's rest.

Maddening Babble. Causes 1 point of temporary Wisdom damage per round to creatures in the area of effect.

Multi Image. Creates multiple images of the caster, all of which can act independently.

Privacy. Blocks divination and perception

attempts in a 10 ft. area around the caster.

Titan's Strength. Subject gains the ability to perform amazing feats of strength.

5TH-LEVEL BARÐ SPELLS

Sumptuous Feast. Creates a fine meal for up to six people per level.

6TH-LEVEL BARÐ SPELLS

Felonious Friend III. Conjured creature may now attack as well as use skills to aid the caster.

Puppet Master. Caster can control the actions of any construct.

CLERIC SPELLS

0-LEVEL CLERIC SPELLS

Shelve. Places a book back on its shelf in the proper place.

Summarize. Summarizes the contents of any book.

1ST-LEVEL CLERIC SPELLS

Aegis of the Gods. Grants a +4 bonus to one saving throw type.

Claws of the Demon. Target's hands grow fearsome claws.

Strength of Mind. Grants a +10 bonus on all Concentration checks.

2ND-LEVEL CLERIC SPELLS

Aura of Darkness. Creates an area of profane power around the caster, aiding evil creatures and hindering good creatures within.

Aura of Light. Creates an area of holy power around the caster, aiding good creatures and hindering evil creatures within.

Dig. Creates a hole in the earth, or deals 2d6 + 1/level points of damage to earth creatures.

Divine Heart. Subject becomes immune to all fear effects.

Fleet Feet. Adds 10 ft. to the land movement speed of target creatures.

Shockwave. Deals 3d6 subdual damage to all within area and knocks targets to the ground.

Surface. Affected creature is unable to submerge itself in liquid.

3RD-LEVEL CLERIC SPELLS

Black Cloud of Horror. Creates a cloud of black smoke that conceals and frightens creatures within.

Bloodblade. Creates a scimitar made from the caster's blood that deals 1d6 + 1/2 levels and causes targets to bleed.

Dirge of the Walking Dead. Allows creature to take actions, even when below 0 hit points.

Doom Fog. Creates a bank of fog that provides concealment and imposes a -2 penalty to the attack rolls, skill checks, and saving throws of those within.

Marathon Prowess. Creatures gain the benefit of the Run feat and multiply their overland movement rate by 2 1/2.

Rescue. Brings an ailing comrade to the side of the cleric.

4TH-LEVEL CLERIC SPELLS

Pack of Ghouls. Summons 3d4 ghouls who attack the caster's enemies.

Sumptuous Feast. Creates a fine meal for up to six people per level.

Titan's Strength. Subject gains the ability to perform amazing feats of strength.

5TH-LEVEL CLERIC SPELLS

Finger of Life. Allows the caster to cast healing spells of 3rd level or lower at range.

Flying Abominations. Animates the body parts of affected creatures.

Halo of Vengeance. Allies within the area gain bonuses and temporary hit points, enemies suffer penalties.

Strongoak's Affinity with Nature. Caster gains the ability to survive in harsh environmental conditions or new movement speed.

Wind Tunnel. Knocks enemies back and to the ground.

6TH-LEVEL CLERIC SPELLS

Dawnspear. Creates a flaming spear that deals fire damage and blinds undead in a 5 ft. radius.

Perivax's Poison Pillar. Conjures a pillar of poison that spills down on the target area, dealing 1d10/1d10 temporary Constitution damage.

7TH-LEVEL CLERIC SPELLS

Disruption Wave. Cone of positive energy destroys all undead in the area or deals them 1d8/level points of damage.

Spirit Knife. Creates a deadly knife that slays opponents upon a successful strike.

8TH-LEVEL CLERIC SPELLS

Greater Finger of Life. Allows the caster to cast healing spells of 5th level or lower at range.

9TH-LEVEL CLERIC SPELLS

No new spells.

DRUID SPELLS

0-LEVEL DRUID SPELLS

No new spells.

1ST-LEVEL DRUID SPELLS

Eagle Eyes. Grants subject a +10 bonus to Spot checks.

Keen Ear. Grants subject a +10 bonus to Listen checks.

Lucius's Rustling Leaves. Creates a zone of dry leaves that imposes penalties to opponents' Move Silently checks.

Web Walking. Caster may walk through natural and magical webs as if they were not there.

Whirlwind of Ice. Causes 1d4 slashing and 1d4 cold damage to creatures within the area.

Whispering Branches. Caster gains knowledge of recent events in the surrounding area.

2ND-LEVEL DRUID SPELLS

Chameleon Skin. Target gains one-half concealment and +20 on all Hide checks.

Dig. Creates a hole in the earth, or deals 2d6 + 1/level points of damage to earth creatures.

Fleet Feet. Adds 10 ft. to the land movement speed of target creatures.

Surface. Affected creature is unable to submerge itself in liquid.

3RD-LEVEL DRUID SPELLS

Doom Fog. Creates a bank of fog that provides concealment and imposes a -2 penalty to the attack rolls, skill checks, and saving throws of those within.

Rescue. Brings an ailing comrade to the side of the cleric.

Stonelore. Caster gains abilities similar to the dwarven stonecunning racial trait.

Strongoak's Affinity with Nature. Caster gains the ability to survive in harsh environmental conditions or new movement speed.

4TH-LEVEL DRUID SPELLS

Floor of Fire. Creates a horizontal sheet of flame above the ground, causing 1d6 + 1 points of damage to creatures within.

Rumor of the Earth. Allows the caster to sense the presence of creatures within an expanding area of effect.

Venomous Spray. Allows the caster to spit black lotus venom as a ranged touch attack.

Wall of Earth. A wall of dirt springs up as directed by the caster.

5TH-LEVEL DRUID SPELLS

Finger of Life. Allows the caster to cast healing spells of 3rd level or lower at range.

Perivax's Poison Pillar. Conjures a pillar of poison that spills down on the target area, dealing 1d10/1d10 temporary Constitution damage.

Wall of Vermin. Creates a wall of stinging, biting vermin that damages creatures attempting to pass through it.

Wind Tunnel. Knocks enemies back and to the ground.

6TH-LEVEL DRUID SPELLS

Hall of Fire. Creates a hollow tube of fire, damaging creatures attempting to enter the hall.

7TH-LEVEL DRUID SPELLS

No new spells.

8TH-LEVEL DRUID SPELLS

Greater Finger of Life. Allows the caster to cast healing spells of 5th level or lower at range.

9TH-LEVEL DRUID SPELLS

No new spells.

PALADIN SPELLS

1ST-LEVEL PALADIN SPELLS

No new spells.

2ND-LEVEL PALADIN SPELLS

Aura of Light. Creates an area of holy power around the caster, aiding good creatures and hindering evil creatures within.

3RD-LEVEL PALADIN SPELLS

Sword of Justice. Sword gains a +3 enhancement bonus and blinds evil outsiders.

4TH-LEVEL PALADIN SPELLS

Halo of Vengeance. Allies within the area gain bonuses and temporary hit points, enemies suffer penalties.

RANGER SPELLS

1ST-LEVEL RANGER SPELLS

Eagle Eyes. Grants subject a +10 bonus to Spot checks.

Keen Ear. Grants subject a +10 bonus to Listen checks.

Lucius's Rustling Leaves. Creates a zone of dry leaves that imposes penalties to opponents' Move Silently checks.

Web Walking. Caster may walk through natural and magical webs as if they were not there.

Whispering Branches. Caster gains knowledge of recent events in the surrounding area.

2ND-LEVEL RANGER SPELLS

Chameleon Skin. Target gains one-half concealment and +20 on all Hide checks.

Fleet Feet. Adds 10 ft. to the land movement speed of target creatures.

Stonelore. Caster gains abilities similar to the dwarven stonecunning racial trait.

3RD-LEVEL RANGER SPELLS

Rumor of the Earth. Allows the caster to sense the presence of creatures within an expanding area of effect.

4TH-LEVEL RANGER SPELLS

Strongoak's Affinity with Nature. Caster gains the ability to survive in harsh environmental conditions or new movement speed.

SORCERER AND WIZARD SPELLS

0-LEVEL SORCERER AND WIZARD SPELLS

Conjurer's Toolbelt. Conjures any small tool for 1 minute/level.

Quill. Creates a writing quill with limitless ink.

Shelve. Places a book back on its shelf in the proper place.

Summarize. Summarizes the contents of any book.

1ST-LEVEL SORCERER AND WIZARD SPELLS

Claws of the Demon. Target's hands grow fearsome claws.

Cleanse Minor Vermin. Destroys all vermin with 2 hit points or less in the area.

Forgetfulness. Causes enemies to forget their spells and imposes a -2 penalty to Intelligence-based skill checks.

Hammerstrike. Target's hands become dense and strong, dealing normal damage with unarmed strikes and possibly knocking targets to the ground.

Hesitate. Targets may only take one partial action per round.

Illusionary Bolt. Deals target 2d4 points of subdual damage on a failed Will save.

Mantle of Shadows. Grants subject one-quarter concealment and +4 bonus on Hide checks.

Quakethrust. Causes a violent upheaval that throws creatures to the ground.

Stench. Creates a zone of stench around the caster, causing those in the area to retch and become incapacitated.

Syron's Energy Armor. Causes 1d8 damage to all undead that touch the subject.

Tasha's Tickle Finger. Finger of magical force distracts opponents, imposing a -2 penalty to attack rolls and saving throws.

Unravel. All cloth on the target unravels, possibly entangling him and ruining clothing and armor.

Web Walking. Caster may walk through natural and magical webs as if they were not there.

2ND-LEVEL SORCERER AND WIZARD SPELLS

Acidic Vapors. Imbues an existing fog spell with acidic properties.

Claws of the Demon. Target's hands grow fearsome claws.

Detect Ward. You gain information about a ward by concentrating on it.

Dig. Creates a hole in the earth, or deals 2d6 + 1/level points of damage to earth creatures.

Disruption Missiles. Missiles deal 2d4+2 points of damage to undead creatures.

Exhaust. Targets take 3d6 subdual damage and become dazed.

Glittering Robe. Absorbs 1d8 + 1/level points of damage.

Felonious Friend I. Conjures a being of pure force that can use skills to aid the caster.

Imprint. Caster may memorize text and

images and transfer them to blank pages.

Instability. Target loses all strength in his legs.
Jester's Gift. Angers any creature with an Intelligence of greater than 2.

Protect Book. Target book gains DR 5/- versus elemental damage and slows the book's aging.

Slipping the Ranks. Allows creature to make short teleportations as part of normal movement.

Vigilant Guardians. Weapons float around the caster's head and attack nearby targets.

Weightless Cube. Creates a gravity-free area of space, allowing for vertical movement and disrupting careless creatures.

3RD-LEVEL SORCERER AND WIZARD SPELLS

Chameleon Skin. Target gains one-half concealment and +20 on all Hide checks.

Desiccate. Causes wooden objects to become dry and brittle.

Doom Fog. Creates a bank of fog that provides concealment and imposes a -2 penalty to the attack rolls, skill checks, and saving throws of those within.

Enlarge Ward. Increases a ward's radius by 10 ft./2 levels.

False Love's Kiss. Creates a waxy substance that works as a powerful charm spell on any target that the user kisses.

Floor of Fire. Creates a horizontal sheet of flame above the ground, causing 1d6 + 1 points of damage to creatures within.

Gandar's Chatterbox. Creates a chattering mouth that distracts those near it.

Immobilize. Renders constructs unable to move.

Malediction of Razors. Wounding razors shoot toward your target, causing 1d4 + 1 points of damage and possibly causing it to bleed.

Restore Page. Fragments of a single page are restored completely.

Reveal Ward. Reveals invisible wards and allows the caster to determine the type and number of spells in a ward.

Scribe. Copies text to blank pages.

Shadow Sight. Allows the caster to see into the shadow world, allowing him to ignore invisibility and concealment.

Shockwave. Deals 3d6 subdual damage to all within area and knocks targets to the ground.

Syron's Dancing Shield. Grants subject a +10 deflection bonus to AC versus a limited number of attacks.

Trigger Trap. Sets off mechanical traps in the area of effect.

Valus's Mass Missile. A line of force

deals 1d6 points/level to all creatures in its path, possibly knocking them to the ground or forcing them backward.

Zone of Visibility. Negates concealment within the area of effect.

4TH-LEVEL SORCERER AND WIZARD SPELLS

Burrowing Bony Digits. Up to five bony fingers fly toward your targets, burrowing into their flesh and causing 1d6 points of damage per round.

Catalytic Mouth. As *magic mouth*, but can trigger command word magic items and effects.

Felonious Friend II. Increases the skills available to the creature conjured.

Lethargy. Targeted affected by *slow* until getting a full night's rest.

Multi Image. Creates multiple images of the caster, all of which can act independently.

Poisoned Goblet. Makes any object touched poisonous.

Privacy. Blocks divination and perception attempts in a 10 ft. area around the caster.

Repel Undead. Forces undead away from the caster.

Titan's Strength. Subject gains the ability to perform amazing feats of strength.

5TH-LEVEL SORCERER AND WIZARD SPELLS

Animate Images. Animates any images into quasi-real shadow creatures.

Bandersnatch. Transforms a normal bag into a magical trap.

False History. Object misleads all attempts to identify it via divination spells and skill checks.

Hall of Fire. Creates a hollow tube of fire, damaging creatures attempting to enter the hall and protecting those within.

Necrotic Blast. Draws power from nearby corpses to power an explosion causing 1d6 points of damage per corpse.

Wall of Vermin. Creates a wall of stinging, biting vermin that damages creatures attempting to pass through it.

Wind Tunnel. Knocks enemies back and to the ground.

6TH-LEVEL SORCERER AND WIZARD SPELLS

Felonious Friend III. Conjured creature may now attack as well as use skills to aid the caster.

Horrific Aspect. Caster's visage becomes horrific, frightening all creatures within range.

Pulsing Fireball. A *fireball* explodes repeatedly in the same area for five rounds.

Restore Book. Fragments of a single book are restored completely.

7TH-LEVEL SORCERER AND WIZARD SPELLS

Disruption Wave. Cone of positive energy destroys all undead in the area or deals them 1d8/level points of damage.

Flying Abominations. Animates the body parts of affected creatures.

Magical Vacuum. All magic is sucked from the victim and his possessions and stored in a sphere above his head.

Protection from Wards. The target is rendered invisible to wards, making him immune to all ward abilities.

Puppet Master. Caster can control the actions of any construct.

Spirit Knife. Creates a deadly knife that slays opponents upon a successful strike.

8TH-LEVEL SORCERER AND WIZARD SPELLS

Dark Channeling. Caster may inhabit the mind of any undead creature within range.

Disintegration Sphere. Conjures a green ball that disintegrates anything in its path.

Improved Simulacrum. As *simulacrum*, but creates a more powerful and versatile double.

Undead Gate. Forms a gate via which the caster may summon powerful undead allies.

9TH-LEVEL SORCERER AND WIZARD SPELLS

Command Construct. Permanently transfers control of any construct to the caster.

Dreamstealer. Target must make a Will save or be affected by a *symbol of hopelessness* during periods of stress.

SPELL DESCRIPTIONS

ACIDIC VAPORS

Transmutation [Acid]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Effect: One fog or gas type spell already in effect at time of casting

Duration: 1 round/level or until affected spell expires

Saving Throw: Fortitude half

Spell Resistance: No

This spell turns any pre-existing fog or gas-related spell (*obscuring mist*, *stinking cloud*, etc.) into corrosive fumes. The properties and effects of the existing spell remain unchanged. In addition to those effects, all creatures within the fog take 1d6 points of damage for every 3 caster levels each round they remain within its confines.

Arcane Material Component: The stomach of a poisonous toad.

AEGIS OF THE GODS

Abjuration

Level: Clr 1, Protection 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Up to one creature touched per three caster levels

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You surround the subjects with a magical aura that helps protect them from harm. The subjects gain a +4 resistance bonus to one saving throw type, chosen by you upon casting the spell. A person may have more than one active *aegis of the gods*, but each must apply to a different saving throw.

ANIMATE IMAGES

Illusion (Shadow)

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

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

Target: Up to one image or picture per level

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: No

This spell uses material from the plane of shadow to turn two-dimensional images into three-dimensional, quasi-real animated objects. For those who do not perceive the illusory nature of an animated image, it acts as a full strength animated object of the appropriate size (MM 17-18). Creatures that interact with an image may make a Will save to reveal its true nature. Anyone making such a save immediately recognizes all the shadow images as illusory, and no longer suffers any damage from the images' attacks.



The spell cannot animate an image carried or worn by a creature.

AURA OF DARKNESS

Evocation [Evil]

Level: Clr 2

Components: V

Casting Time: 1 action

Range: 10 ft.

Area: 10 ft.-radius-sphere centered on you

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell creates a zone of profane power around you. Evil creatures (including the caster, if applicable) within a 10-foot radius of the caster enjoy a +1 profane bonus on attack rolls, Armor Class, and saving throws. They also benefit from a +4 circumstance bonus on Hide checks. Good creatures within the radius suffer a -1 morale penalty on Will saves.

If an *aura of darkness* and *aura of light* come into contact, both are negated.

AURA OF LIGHT

Evocation [Good]

Level: Clr 2, Pal 2

Components: V

Casting Time: 1 action

Range: 10 ft.

Area: 10 ft.-radius-sphere centered on you

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell surrounds you with a bright aura equal to a *light* spell. Non-good creatures within a 10-foot-radius of the caster suffer a -1 circumstance penalty to attack rolls, armor class, and Reflex saves. Evil creatures also suffer a -1 morale penalty to Will saves. Furthermore, missile weapon attacks directed against the caster suffer a 20% miss chance even if those attacks originate from outside the 10-foot-radius.

If an *aura of light* and *aura of darkness* come into contact, both are negated.



BANDERSNATCH

Transmutation

Level: Sor/Wiz 5**Components:** V, S**Casting Time:** 10 minutes**Range:** Touch**Target:** One small sack touched**Duration:** Permanent until discharged**Saving Throw:** Will negates**Spell Resistance:** Yes

You imbue a small sack with a minor trap. Any person who sticks a hand inside the bag without first speaking the command word triggers the spell. The victim must make a Will save or be shrunk down to a height of one inch and be teleported into the sack. Non-living beings such as undead or constructs do not trigger the spell. The caster is notified as soon as a creature has triggered the spell, as long as he and the sack are on the same plane.

The sack will not allow a victim out until it is opened by the spellcaster, who may choose to release the victim or not. The caught creature cannot use spells, weapons, or psionics to damage the sack or leave the sack in any way, with the exception of a *plane shift* or similar magic. A *dispel magic* or a successful Escape Artist check (DC 30) allows a creature to escape. A released creature teleports to just outside the sack and is returned to full size.

A spellcaster may only have one active *bandersnatch* at any given time.

BLACK CLOUD OF HORROR

Evocation [Fear, Mind-Affecting]

Level: Clr 3**Components:** V, S**Casting Time:** 1 action**Range:** Medium (100 ft. + 10 ft./level)**Effect:** Cloud that spreads 30 ft. and is 20 ft. high**Duration:** 1 round/level (D)**Saving Throw:** Will partial (see text)**Spell Resistance:** Yes (see text)

This spell creates a stationary cloud of black mist that has two effects. First, it obscures sight, including darkvision, beyond 5 feet. Creatures within 5 feet are treated as if they have one-half concealment (imposing a 20% miss chance for attacks). Those farther than 5 feet away have total concealment, which

imposes a 50% miss chance, and the attacker cannot use sight to locate his target. There is no saving throw against these effects, nor does spell resistance apply. In addition, any creature caught within the vapors is affected as if by a *cause fear* spell. The *black cloud of horror* manifests the fears of each creature in an attempt to drive them away. A Will save is allowed to resist the fear; otherwise, the creatures react as if influenced by *cause fear*. Spell resistance also applies against the fear effect.

A moderate wind, such as that created by *gust of wind*, breaks up the cloud in 4 rounds. Stronger winds disperse the cloud in 1 round. Fiery spells, such as *fireball* or *wall of fire*, burn away any portion of the cloud with which they come into contact.

The *black cloud of horror* cannot be used underwater.

BLOODBLADE

Conjuration (Creation)

Level: Clr 3**Components:** V, S, DF**Casting Time:** 1 action**Range:** Touch**Effect:** Blade of blood**Duration:** 1 minute/level (D)**Saving Throw:** Fortitude partial**Spell Resistance:** Yes

With this spell, you cause a blade made of flowing, crimson blood to spring forth from your hand. The *bloodblade* has the same statistics as a scimitar, and you can wield it with no penalties due to non-proficiency. A hit from a *bloodblade* inflicts 1d6 points of damage, +1 for every two caster levels (maximum +5). A creature hit by a *bloodblade* must make a Fortitude save or start to bleed. Bleeding inflicts 1d4 points of damage per round, starting the round after the wound is scored. Each round after bleeding starts, the victim attempts another Fortitude save to stop the blood loss. Successive hits from a *bloodblade* do not cause additional bleeding if the victim is already suffering from this effect. Creatures that are immune to critical hits are immune to the additional bleeding damage of the *bloodblade*.

Arcane Material Components: Some of your own blood, drawn from a fresh wound inflicted during the casting. This inflicts 1d4 hit points of damage to you.

BURROWING BONY DIGITS

Necromancy

Level: Sor/Wiz 4**Components:** V, S, M**Casting Time:** 1 action**Range:** Medium (100 ft. + 10 ft./level)**Target:** Up to five creatures, no two of which can be more than 15 ft. apart**Duration:** See text**Saving Throw:** Reflex partial**Spell Resistance:** Yes

By means of this fiendish spell, you cause up to five skeletal fingers to streak forth and imbed themselves in the flesh of the targets. Each digit inflicts 1d6 points of damage upon striking its target. They do not stop there, though.

Any creature that failed its Reflex save was unable to extract the bony digit before it could lodge itself into the wound. The bony digit continues to penetrate the creature's body for one round for every 3 levels of the caster, dealing 1d6 damage per round. Once the bony digit is lodged in the wound, it cannot be extracted.

A creature can only be targeted by one finger at a time.

Arcane Material Components: Five humanoid fingers stripped of flesh and muscle. The individual finger bones must then be tied together with black thread.

CATALYTIC MOUTH

Illusion (Glamer)

Level: Sor/Wiz 4**Components:** V, S, M**Casting Time:** 1 action**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** One object**Duration:** Permanent until discharged**Saving Throw:** Will negates (object)**Spell Resistance:** Yes (object)

A *catalytic mouth* conforms in all respects to the 2nd-level arcane spell *magic mouth* with one notable exception. It can speak a command phrase used to trigger another spell effect or to activate a magic item within 30 ft. of the mouth.

For example, a wizard could place a *staff of swarming insects* in a glass case in the center of a room, and cast *catalytic mouth* on a

nearby wall. She could set the mouth to speak the staff's command word for its *summon swarm* effect if anyone other than she enters the room.

Arcane Material Component: A bit of honeycomb from a hive of giant bees.

CHAMELEON SKIN

Illusion (Glamer)

Level: Drd 2, Rgr 2, Sor/Wiz 3**Components:** V, S, F**Casting Time:** 1 action**Range:** Touch**Target:** One creature**Duration:** 10 minutes/level (D)**Saving Throw:** Will negates (harmless, object)**Spell Resistance:** Yes (harmless, object)

The creature or object touched gains the ability to change color in order to match its surroundings. If cast on a creature or person carrying gear or wearing clothes, the gear and clothes change color, too. It takes 1d4 rounds to completely shift colors to match a background or to change colors again for a new background.

Items dropped or put down by the camouflaged creature return to their normal appearance. Items that are picked up do not gain the ability to change color. Light is not affected, so torches and lanterns continue to glow, and the creature still extends a shadow.

This spell does not end if the subject attacks any creature or performs any other action such as eating, opening doors, or running, but to gain the spell's bonuses the creature must be within 5 ft. of the wall or feature it has changed to match. The spell has the following effects:

The target is considered to have one-half concealment against attacks.

The creature gains a +20 circumstance bonus on all Hide checks.

Arcane Material Focus: A small glass prism.

CLAWS OF THE DEMON

Transmutation

Level: Clr 1, Evil 1, Sor/Wiz 1**Components:** V, S, M/DF**Casting Time:** 1 action**Range:** Touch**Target:** Creature touched



Duration: 3 rounds/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell transforms the target's hands into long, sharp claws. The subject is able to inflict 2d8 points of slashing damage as a normal melee attack, and is considered armed for the duration of the spell.

The subject also suffers a -2 circumstance bonus to all Charisma-based skill checks for the duration of the spell, due to the fearsome appearance of the claws.

Arcane Material Component: The hand or paw of any clawed creature.

CLEANSE MINOR VERMIN

Abjuration
Level: Sor/Wiz 1
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft.+5ft./2 levels)
Area: 100 square feet per level
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (see below)

This spell cleans an area of all vermin with 2 or fewer hit points, banishing them to some distant plane. It affects only normal vermin; it has no effect on any creature with magical abilities or any creature that comes from a different plane (this includes all summoned creatures). It cannot, for example, dispel a *summon swarm*.

Arcane Material Focus: A small wooden flyswatter.

COMMAND CONSTRUCT

Transmutation
Level: Sor/Wiz 9
Components: V, S, M
Casting Time: 1 action
Range: Short (25 ft. +5 ft./2 levels)
Target: One construct
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes

This powerful spell allows the caster to take permanent control of any construct, including a golem. Doing so severs the construct's link with its old master completely. If the construct is linked to an external focus, that focus now only functions for its new



master. Until the caster gains control of the external focus, the construct simply lies dormant wherever it was when the *command construct* was cast.

The construct gets a Will save to resist the effects of this spell, gaining a +4 bonus if it has a focus and +8 to the save if it has an external focus (see page XX). If it fails, the caster becomes the construct's new master, and all previous orders are forgotten. The caster may give it new orders as a move-equivalent action.

Arcane Material Components: A piece of whatever material from which the construct is made, and a gem worth at least 1,000 gp. Both of these are consumed during the spell's casting.

CONJURER'S TOOLBELT

Conjuration (Creation)

Level: Sor/Wiz 0

Components: V, F

Casting Time: 1 action

Range: 0 ft.

Effect: Conjures an unattended, nonmagical object weighing no more than 1 lb. and being no larger than 1 cubic foot in size

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell creates a small tool that appears in your hand. The tool may not weigh more than 1 lb. and can be no larger than one cubic foot in size. The tool can be just about anything within the aforesaid limit and appropriate to the campaign. You could, for example, create a hacksaw, a lock pick, a crowbar, a hammer, et cetera. The tool persists until it is broken, dispelled, or the duration of this spell expires.

Arcane Focus: A bracelet decorated with charms in the shape of tools.

CRESCENDO OF INDEFATIGABILITY

Enchantment [Mind-Affecting]

Level: Brd 1

Components: V

Casting Time: 1 action

Range: Personal

Area: You

Duration: 1 round/level

By means of this single, pure note, you acquire great resolve toward succeeding at a specific task whose outcome is determined by a single die roll. This task can be an attack roll, a damage roll, a saving throw, an ability check, or a skill check. The task must be specified at the time of casting. The bard enjoys a +2 inspiration bonus on the relevant die roll for the duration of the spell.

DARK CHANNELLING

Necromancy [Evil]

Level: Sor/Wiz 8

Components: V, S, F

Casting Time: 1 minute

Range: Long (400 ft. + 40 ft./level)

Target: You and one undead creature

Duration: 10 minutes/level (D)

Saving Throw: Will negates (see text)

Spell Resistance: Yes

With this powerful spell, you place your body in a state of suspension and project your psyche into any corporeal undead creature within range. If the undead creature is intelligent, it is entitled to a Will saving throw to resist the dark channeling. If this saving throw is successful, the spell fails. The caster must have line of sight to the undead before casting the spell.

You gain control of the undead target upon completion of the spell. You can use its body as if it were your own, including any special abilities of the undead. If you inhabit a vampire, for example, all of the vampire's special attacks and qualities are available for use. You retain your own intelligence, but lose the ability to cast spells unless the creature you are inhabiting is a spellcaster as well. If unable to do so normally, the *dark channeling* empowers the possessed undead to speak.

You cannot move beyond the range limit of this spell, counting your location when the spell was cast as the center point, without ending the spell immediately. You can vacate one undead host in favor of another within range by concentrating for one round. As normal, if the new would-be undead host is intelligent, it is entitled to a Will saving throw. If the undead host is destroyed before you can vacate it, you must make a Will save (DC 20). Failure means your disembodied spirit is unable to escape before being destroyed as well. Success immediately ends the spell and stuns you for 1d10 rounds.

Arcane Focus: A bronze brazier in which you must burn 1,000 gold pieces worth of incense. You must wear a cap made from the flesh of a sentient creature during the casting.

DAWNSPEAR

Evocation [Fire]
Level: Clr 6
Components: V, S, M, DF
Casting Time: 1 round
Range: Touch
Effect: Flaming spear
Duration: 1 minute/level (D)
Saving Throw: See text
Spell Resistance: Yes

With this spell, you create a seven-foot-long spear made of dazzling sunlight. The *dawnspear* has identical properties to a shortspear, except as noted. It causes an additional 1d6 points of fire damage to any creature it strikes, and the creature must make a Reflex save to avoid being set ablaze.

Undead are especially vulnerable to the *dawnspear*. Any undead within 5 ft. of the spear must make a Fortitude save or be blinded for 2d4 rounds. Undead struck by the *dawnspear* suffer an additional 5d6 points of fire damage instead of the normal 1d6.

Material Components: A miniature golden spear at least seven inches long and valued at 50 gp or more.

DEBILITATING DECRESCENDO

Enchantment [Mind-Affecting, Sonic]
Level: Brd 3
Components: V
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature/level
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes

The caster of this spell sings forth a powerful, clear note. The note starts strong and pure, but degenerates into a weak, discordant gasp directed at one enemy per caster level within range. If a target fails a Will save, it suffers a -2 morale penalty to attack rolls, AC, and saving throws for the duration of the spell.

DESICCATE

Evocation [Air]
Level: Air 3, Sor/Wiz 3
Components: V, S, M/DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: 30-ft. radius spread
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes

This spell removes moisture from all inanimate objects in the area of affect. Wooden objects in the area become dry and brittle, possibly crushing themselves under their own weight. Food becomes stale and hard, though still edible. In the case of fruits this can actually increase the amount of time they are edible. Affected items worn by creatures and all magical items receive saving throws to avoid the effects of the spell. Failure causes 3d6 points of damage to the object.

Arcane Material Component: A handful of dry earth.

DETECT WARD

Divination
Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 action
Range: 60 ft.

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 1 minute/level

Saving Throw: None

Spell Resistance: No

You can sense the presence of an active ward within the spell's area. The amount of information gained depends on how long you study a particular ward.

1st Round: Presence or absence of a ward.

2nd Round: Area of effect of the ward.

3rd Round: The relative condition of the ward. This reveals whether a ward is sentient, and approximately how powerful it is in terms of capability (how many spells, number of charges, etc.).

DIG

Transmutation

Level: Clr 2, Dru 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

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

Target: Up to one 20 ft. by 20 ft. by 20 ft. cube

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes (see below)

This spell instantly clears out a section of earth and piles the remains nearby. The area cleared can be up to a 20 ft. by 20 ft. by 20 ft. cube or a 10 ft. by 10 ft. by 40 ft. area. A smaller area can be designated as well. The dirt cleared is piled nearby, creating evidence of what has occurred. You may affect any earthen material with a hardness of 5 or less.

If used against a creature with the Earth subtype, this spell deals 2d6 points of damage + 1 per caster level. A successful Fortitude save negates the damage entirely.

Material Component: A lump of clay molded into the shape of a shovel.

DIRGE OF THE WALKING DEAD

Necromancy

Level: Brd 2, Clr 3

Components: V

Casting Time: 1 action

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

Target: One living creature

Duration: Concentration, up to 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By means of this spell, you enable one living creature within range to continue to act normally even if its hit points have been reduced to 0 or below. If you are somehow rendered unable to sing, the spell is negated immediately. When the spell is negated, the target does not suffer any additional damage, but immediately suffers the effects appropriate to its current hit point level (meaning, usually, that he is unconscious and slowly bleeding to death). If your target is reduced to -10 or fewer hit points, it dies immediately even if under the influence of this spell.

DISINTEGRATION SPHERE

Evocation [Energy]

Level: Destruction 9, Sor/Wiz 8

Components: V, S, M/DF

Casting Time: 1 action

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

Effect: 5-ft.-radius sphere

Duration: 1 minute

Saving Throw: Fortitude partial (see text)

Spell Resistance: Yes

A glowing globe of green energy floats along the ground in the direction indicated by the caster, disintegrating anything it touches. It moves 30 ft. per round and can leap up to 30 ft. to strike a target. If the sphere enters a space with a creature, it stops moving for the round and attempts to disintegrate it. With a successful Fortitude save, the creature only takes 5d6 points of damage rather than being disintegrated. The *disintegration sphere* destroys barriers less than 4 feet tall, such as furniture and low walls, that do not make a successful Fortitude save. The sphere's green glow sheds light as a normal torch.

The sphere moves as long as the caster actively directs it (a move-equivalent action for the character); otherwise, it merely stays at rest in one location. The sphere fades out if it exceeds the spell's maximum range.

Arcane Material Component: An emerald worth at least 500 gp.

DISRUPTION MISSILES

Evocation [Positive Energy]

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

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

Target: Up to five creatures, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A missile of positive energy darts forth from the palm of the character's hand and unerringly strikes its target. The missile is designed specifically to affect undead creatures only and deals 2d4+2 points of damage.

As *magic missile*, the *disruption missile* strikes unerringly, even if the target is in the midst of melee or has anything less than total cover or concealment for protection. This spell has no effect on living creatures.

For every two levels of experience past 3rd, the character gains an additional missile. The character has two at 5th level, three at 7th level, four at 9th level, and the maximum of five missiles at 11th level or higher. If the character shoots multiple missiles, the character can have them strike a single creature or several creatures, as well as divert all of the missiles she is

capable of firing at a single creature for maximum results. The caster must designate her targets before she rolls for SR or damage.

DISRUPTION WAVE

Evocation [Positive Energy]

Level: Clr 7, Sor/Wiz 7

Components: V, S, M/DF

Casting Time: 1 action

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

Area: Cone

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Disruption wave creates a cone of positive energy that originates from the caster's hands and extends outward toward his opponents. The *disruption wave* harms only undead creatures as it fills them with positive energy, disrupting the negative energy that fuels them.

An undead creature struck by the *disruption wave* must make a successful Fortitude save or be destroyed. If the save is successful, a *disruption wave* still deals 1d8 points of damage per level (maximum 15d8) to the undead creature struck.





Arcane Material Component: A small glass marble.

DIVINE HEART

Necromancy

Level: Clr 2

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell is prized by good-aligned clerics for its ability to protect against fear effects, allowing them to attempt even more heroic deeds. *Divine heart* makes the subject immune to all fear effects, both magical and mundane.

DOOM FOG

Conjuration (Creation) [Fear, Mind-Affecting]

Level: Clr 3, Druid 3, Sor/Wiz 3, Water 3

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft. level)

Effect: Fog that spreads in a 30-ft. radius, 20 ft. high

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

Similar to *fog cloud*, a bank of *doom fog* billows out from the point the character designates. Creatures within the fog must make a successful Will save or suffer a -2 morale penalty on all attack rolls, skill checks, and saving throws. Creatures that make their save but remain within the fog must make a Will save each round until they have left the fog's coverage.

The fog obscures all sight, including darkvision, beyond 5 ft. Creatures within 5 ft. have one-half concealment. Creatures farther than 5 ft. have total concealment. A moderate wind disperses the fog in 4 rounds; a strong wind disperses the fog in 1 round.

Doom fog does not function underwater.

DRAMATIC VISAGE

Illusion (Pattern) [Mind-Affecting]

Level: Brd 2, Trickery 3

Components: V, S, M/DF

Casting Time: 1 action

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

Target: One creature

Duration: 6 rounds + 1 round/level

Saving Throw: See text

Spell Resistance: No

This spell creates special effects around the subject. Billowing cloaks and hair, glowing eyes, exaggerated sound during combat, and any other appropriate enhancements that make the subject appear more impressive in relation to the situation. The effects ebb and flow based on the subject's actions. Eyes glowing brighter when the subject grows more angry, light trails from her sword as it is swung in combat, or even perhaps the appearance of moving in slow motion with wind in her hair while approaching are all examples of this.

Aside from looking impressive, the subject gains bonuses depending upon the situation.

Combat: The subject gains a +2 deflection bonus to AC, and a +1 enhancement bonus to attacks. Additionally, allies of the subject gain a +2 morale bonus to attack rolls if they are within 10 ft of the subject. In this instance,

those in combat with the subject are entitled to a Will save to negate these bonuses.

Conversation: The subject gains a +2 enhancement bonus to Intimidation, Bluff, and Diplomacy checks.

Performance: The subject gains a +4 enhancement bonus to Perform checks.

Arcane Material Component: A vial of paint or a pinch of makeup.

DREAMSTEALER

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 9

Components: V, S, M, F

Casting Time: 10 minutes

Range: See text

Target: One living creature

Duration: 7 days

Saving Throw: See text

Spell Resistance: Yes

By means of this powerful spell, you curse your victim with up to seven nights of fitful, dreamless sleep that can induce a crippling state of hopelessness. The victim can be any distance away from you, so long as both you and your victim are on the same plane of existence. In addition to the complicated vocal and somatic components, you must have some personal belonging of the victim or some part of the victim's body, such as a lock of hair, fingernail shavings, or a small quantity of blood. The victim's belonging or body part is sealed in a specially built ivory box (500 gp value), which is then immersed in liquid gold (1,000 gp to set up plus another 100 gp to be liquefied).

The victim is allowed a Will saving throw each day of the spell's duration. If he fails the save, the next time he sleeps his dreams will be stolen, leaving behind an empty, disturbing void. The next day, during any periods of high stress (such as combat or skill use), the victim will be automatically afflicted by hopelessness (as the 8th-level wizard spell *symbol*). Each evening, the victim is allowed another Will saving throw. Failure means another dreamless night. The spell expires after seven days.

Finding and destroying the token of the victim will also negate the spell, as can *dispel magic* (with normal chances of success). Note that succeeding in any saving throw versus this

spell does not actually negate the spell. Success merely means the victim sleeps normally that night.

Arcane Focus: The gold-melting equipment mentioned above, plus three candles, a small silver bell, and a piece of net.

Arcane Material Components: The ivory box and victim's personal item.

EAGLE EYES

Transmutation

Level: Brd 1, Drd 1, Rgr 1

Components: V, S, M/DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

This spell grants the caster a +10 circumstance bonus on all Spot checks for the duration of the spell. This may allow the caster to spot a hidden adversary or see a distant campfire more accurately.

Arcane Material Component: A lens from a set of eyeglasses.

ENLARGE WARD

Transmutation

Level: Sor/Wiz 3

Components: V, S, F

Casting Time: 1 full round

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

Target: One ward

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

This spell temporarily enlarges the area affected by a ward. A ward's radius can be enlarged by 10 ft. for every two levels of the caster (e.g., an 8th-level caster may enlarge a ward's radius by 40 ft.). This effect does not stack with itself or any other enlarging effect.

Arcane Focus: The caster must have a *ward token* keyed to the ward he wishes to enlarge.

EXHAUST

Transmutation

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Area: 20-ft. radius spread
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell affects the muscles and nervous system of all creatures within the area of effect. Targets become weak and tired, as if they have not slept in days. Each creature takes 3d6 subdual damage and is dazed for one round.

Arcane Material Component: A handful of sand.

FALSE HISTORY

Abjuration
Level: Brd 3, Sor/Wiz 5
Components: V, S, F
Casting Time: 1 action
Range: Touch
Target: Object touched
Duration: 1 year/level
Saving Throw: See text
Spell Resistance: See text

This spell allows the caster to ward a specific object so that anyone who touches the object or tries to divine its nature believes it to be something else. *Legend lore* and similar spells return false information about the object, marking it as something it is not. Anyone handling the item must make a Will save or be convinced that it is not the object he seeks. The spell goes so far as to give false information to someone using bardic lore, Appraise, or a Knowledge skill to try to recognize the object or its value.

For instance, a secluded wizard has endured several attempts to steal a valued statuette, so he finally decides to take some measure against this annoyance. He casts *false history* on the statue so that it appears to be a valueless reproduction to anyone attempting to discern its value or identity.

The warded object does not change appearance in any way; it is the information given by knowledge or divination spells that is changed. So, the wizard's tome remains brown with gold trim, but the bard who just failed his save remembers that the book he seeks is black with red trim.

Arcane Focus: The object to be warded.

FALSE LOVE'S KISS

Enchantment (Charm) [Mind-Affecting]
Level: Brd 3, Sor/Wiz 3
Components: V, S, M
Casting Time: 5 minutes
Range: Touch
Target: One person
Duration: 1 day (see below)
Saving Throw: Will negates
Spell Resistance: Yes

False love's kiss is a more powerful version of *charm person*. Preparing *false love's kiss* involves casting the spell over a mixture of striped toadstool poison (DMG 80) and a half-pint of wine. This creates a clear, wax-like substance that is applied to the user's lips. The user must then kiss the subject of the spell, who gets a Will save to avoid the effects. If the save is failed, the target sees the user as a friend, much like the *charm person* spell.

The duration of *false love's kiss* may be extended by one day if the user makes a successful Diplomacy check opposed by the target's Sense Motive. This check must be made before the spell's duration ends, and the user and target must be together for at least one hour before the check can be made. Only one such check may be made per day.

The waxy gloss created by this spell remains potent for up to one day or until the spell is discharged.

Material Components: The aforementioned striped toad stool poison and half-pint of wine.

FEARSOME FORTISSIMO

Enchantment [Fear, Mind-Affecting, Sonic]
Level: Brd 3
Components: V
Casting Time: 1 action
Range: 20 ft.
Area: 20-ft.-radius circle around you
Duration: Concentration
Saving Throw: Will negates
Spell Resistance: Yes

This loud verse, sung with great energy and confidence, induces fear in all enemies within a 20-foot radius for as long as you sing. All hostile creatures entering the radius must make a Will save or become panicked. Panicked creatures suffer a -2 morale penalty on saving

throws, and flee. A panicked creature has a 50% chance to drop what it is holding, and chooses its path randomly (as long as it is away from known danger). If cornered, a panicked creature cowers. The fear effect lasts for 1 round for each level of the caster. A hostile creature, even one who had previously succeeded at its Will save, who leaves and then re-enters the area of effect must make a Will save to avoid the fear effects.

FELONIOUS FRIEND I

Conjuration (Creation)

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 10 ft./2 levels)

Effect: One invisible, mindless, shapeless servant

Duration: 30 minutes/level

Saving Throw: None

Spell Resistance: No

By means of this spell, you create an invisible, mindless force that duplicates the effects of *unseen servant* with all the normal limitations. In addition to performing all the normal functions of an *unseen servant*, the *felonious friend* can Pick Pockets as a rogue with a skill bonus equal to the caster's level + 3. This ability is subject to all the normal restrictions, though a Spot check that beats the Pick Pocket check only reveals that something is being taken—it does not reveal the invisible rogue.

Arcane Material Components: A piece of string, a bit of wood, and a sharpened copper piece.

FELONIOUS FRIEND II

Conjuration (Creation)

Level: Brd 4, Sor/Wiz 4

Components: V, S, M, F

As *felonious friend I*, but the servant can also Disable Device and Open Locks as a rogue with skill ranks equal to your level + 3.

Arcane Focus: A set of thieves' picks and tools.

Arcane Material Components: A piece of string, a bit of wood, and a sharpened copper piece.



FELONIOUS FRIEND III

Conjuration (Creation)

Level: Brd 6, Sor/Wiz 6**Components:** V, S, M, F

This is the third and most advanced version of *felonious friend*. With this spell, you create an invisible, mindless force that duplicates the effects of *unseen servant* and *felonious friend II*. In addition, the *felonious friend III* can engage in combat, attacking as a rogue of the caster's level. Since it is invisible and silent, it can also potentially sneak attack using its dagger. The *felonious friend* is incorporeal, enjoying all of the advantages this gives it in combat. It has only six hit points and an AC of 20.

Arcane Focus: A set of thieves' picks and tools, and a dagger.

Arcane Material Components: A piece of string, a bit of wood, and a sharpened copper piece.

FINGER OF LIFE

Conjuration (Healing)

Level: Clr 5, Drd 5**Components:** V, S**Casting Time:** 1 action**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** One creature**Duration:** Instantaneous**Saving Throw:** See text**Spell Resistance:** See text

By means of this remarkable spell, you deliver healing magic to any creature within range. *Finger of life* duplicates the effects of any Healing spell of 3rd level or lower, but without requiring the caster to touch the beneficiary.

FLEET FEET

Transmutation

Level: Clr 2, Drd 2, Rgr 2**Components:** V, S, M/DF**Casting Time:** 1 action**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** One creature/level**Duration:** 1 round/level**Saving Throw:** Will negates (harmless)**Spell Resistance:** Will negates (harmless)

You increase the base speed of several creatures within range. For the duration of the spell, all affected creatures have their base

speeds increased by 10 ft. *Fleet feet* only affects land speed. It cannot increase, for example, speed while swimming or flying.

Arcane Material Component: A roadrunner feather.

FLOOR OF FIRE

Evocation [Fire]

Level: Drd 4, Sor/Wiz 3**Components:** V, S, M/DF**Casting Time:** 1 action**Range:** Medium (100 ft. + 10 ft./level)**Effect:** Horizontal sheet of flames with a radius up to 10 ft. + 5 ft./2 levels**Duration:** 1 round/level**Saving Throw:** Fortitude half**Spell Resistance:** Yes

You create an immobile, horizontal sheet of flame that burns two inches above the ground. The flames themselves are one foot high. The flames created are quite hot, but not as damaging as a *wall of fire*. They inflict 1d6+1 points of fire damage per round to any creature within the area of effect. Those within 10 feet of the sheet of flame, but not within it, suffer 1d3 points of damage per round. These flames are particularly damaging to undead, dealing twice as much damage to such creatures.

Arcane Material Component: A vial of alchemist's fire.

FLYING ABOMINATIONS

Necromancy [Evil]

Level: Clr 5, Evil 5, Sor/Wiz 7**Components:** V, S, M/DF**Casting Time:** 1 action**Range:** 10 ft.**Target:** One or more body parts within range**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

With this grotesque spell, you animate one or more body parts, imbuing them with the ability to fly and to follow simple, verbal commands. The body parts must be relatively fresh (no more than a week old) and cannot be larger than Medium-size. Any creature that can be affected by *animate dead* can have a body part subjected to this spell.

You can animate one HD worth of flying

FLYING ABOMINATIONS BY ORIGINAL CREATURE'S SIZE

Parts from a Small creature make Tiny abominations, parts from a Medium-size or Large creature can make a Tiny or Small abomination, and parts from a Huge or larger creature make a Medium-size abomination.

	Tiny Undead	Small Undead	Medium-size Undead
Hit Dice:	1d12 (7 hp)	2d12 (13 hp)	3d12 (20 hp)
Initiative:	+2 (Dex)	+1 (Dex)	+0
Speed:	Fly 30 ft. (good)	Fly 30 ft. (good)	Fly 30 ft. (good)
AC:	16 (+2 size, +2 Dex, +2 natural)	14 (+1 size, +1 Dex, +2 natural)	12 (+2 natural)
Attacks:	Slam +1 melee	Slam +2 melee	Slam +5 melee
Damage:	Slam 1d3-1	Slam 1d4	Slam 1d6+3
Face/Reach:	2 ft. by 2 ft./0 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	By original creature	By original creature	By original creature
Special Qualities:	Undead	Undead	Undead
Saves:	Fort +0, Ref +2, Will +2	Fort +0, Ref +1, Will +3	Fort +1, Ref +1, Will +3
Abilities:	Str 8, Dex 14, Con —, Int —, Wis 10, Cha 10	Str 8, Dex 14, Con —, Int —, Wis 10, Cha 10	Str 8, Dex 14, Con —, Int —, Wis 10, Cha 10
Climate/Terrain:	Any	Any	Any
Organization:	Pack (3-12)	Pack (3-12)	Pack (3-12)
Challenge Rating:	1/2	1	2
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	—	—	—

abomination per caster level. These HD can be divided among different body parts as required. A 14th-level wizard could, for example, animate seven 2 HD body parts, or one 10 HD body part and four 1 HD body parts, etc. All body parts to be animated must be within 10 feet of you during the casting time.

The characteristics of a flying abomination are determined by the creature's original size. See the Flying Abominations sidebar for each creature's characteristics based on size. The body part does retain the special attacks of the original creature, but only those that could be delivered with only the part in question.

Thus, an animated red dragon's head could bite, but it could not breathe fire. A dragon's breath weapon is not a power of its head. An animated giant scorpion stinger, however, would retain the ability to inject poison. Supernatural and spell-like abilities may never be retained.

Flying abominations obey only simple, verbal commands in the same manner as a zombie or

skeleton, and the body parts remain animated until destroyed. They can be turned or rebuked normally.

Arcane Material Components: The body parts to be animated and a vial of unholy water, which is sprinkled over the fragments during the casting.

FORGETFULNESS

Transmutation [Mind-Affecting]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

Target: One humanoid

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

By means of this spell, you inflict a humanoid with a temporary case of absentmindedness. The victim suffers a -2 circumstance penalty on all Intelligence checks and Intelligence-based skill checks. If he is a

spellcaster, he might also botch his magic due to some forgotten phrase, gesture, or component. To successfully cast a spell, the target must make a Concentration check. A failed Concentration check means your victim has lost his spell.

GANDAR'S CHATTERBOX

Illusion (Glamer)

Level: Brd 2, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

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

Target: One object

Duration: 1 minute/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell imbues the chosen object with an enchanted mouth that immediately begins to speak a non-stop stream of inane chatter, old stories, and broken fragments of conversation. The caster chooses the type of voice, whether male or female, deep or soft, but it cannot mimic a known voice. If cast on two objects near one another, the voices hold a complete conversation, with both objects constantly

interrupting each other and allowing no moment of silence.

All creatures within 30 ft. of the object must make a Will save each round or be distracted by the constant chatter. Affected creatures stand dumbfounded, attempting to remember what they were doing before the chattering began. Any creature that is attacked automatically succeeds at his next save attempt.

Attempting to cast spells or activate command word magic items within the spell's area requires a Concentration check with a -4 penalty to the roll. Speaking and hearing within the area are also difficult. Creatures trying to communicate with anyone outside the radius of the spell are foiled, unable to get their message out through the incessant talking. If two creatures within the spell's area attempt to communicate, the receiver must make a Listen check (DC 15) in order to decipher the message.

A bard's countersong ability suppresses *Gandar's chatterbox* for as long he sings, up to his normal limit.

Objects worn or carried by another creature are



unaffected by this spell, though a creature picking up an affected object does not break the enchantment.

GLITTERING ROBE

Transmutation

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level

You imbue your normal clothes with magical, protective qualities. The enchanted clothing harmlessly absorbs damage equal to 1d8 points + 1 point per level of the caster. Once the spell has absorbed the rolled amount of damage, it ceases to function (and you suffer any difference in damage). The *glittering robe* does not increase your AC, nor does it defend against any attacks except those from weapons or natural weaponry (swords, arrows, claws, etc.) Damage from magic spells or special attack forms (such as breath weapons) reduces the protective capacity of the spell, but the caster still suffers the full amount of damage from the attack. Multiple *glittering robe* spells do not stack.

Arcane Material Component: A small prism.

GOSSIP

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3

Components: V, S

Casting Time: 1 action

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

Target: One humanoid

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes its target to begin gossiping relentlessly, unable to reveal the most personal information fast enough. The caster may encourage the target to gossip about any subject that he pleases, including secret passwords, the strength and number of the king's entourage, or the location of traps in the area. There is no limit to the information that the subject is willing to give out while under the influence of this spell.

Unlike *charm person*, the subject does not

regard you as a friend any more than he did before you cast *gossip*. He merely sees you as someone who will listen to a good story or two. He will not take orders or commands, and will take no action that he would not normally take except for revealing secrets that he knows.

GREATER FINGER OF LIFE

Conjuration (Healing)

Level: Clr 8

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: See text

As *finger of life*, except that *greater finger of life* can duplicate the effects of any Healing spell of 5th level or lower.

HALL OF FIRE

Evocation [Fire]

Level: Drd 6, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 action

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

Effect: Opaque corridor of flame, 10 ft. wide by 10 ft. tall, with a length of 5 ft./level

Duration: Concentration + 1 round/level

Saving Throw: See text

Spell Resistance: Yes

By means of this spell, you create an immobile corridor of flame. The corridor is 10 feet wide and 10 ft. tall. It is 5 ft. long per level of the caster. Thus, a 9th-level wizard would create a corridor 10 ft. wide, 10 ft. tall, and 45 ft. long. The corridor may turn up to twice, and neither turn may exceed 90 degrees. The flames are opaque, blocking sight both from within and without.

The interior of the corridor is unaffected by the heat of the flames. Creatures can travel its length without harm. The exterior of the corridor radiates deadly heat. Creatures within 10 ft. suffer 2d4 points of fire damage. Those within 20 ft. suffer 1d4 points of fire damage. Any creature attempting to pass through the walls of the corridor suffers 2d6 points of fire damage, plus one point per level of the caster. Undead suffer twice as much damage from a *hall of fire*. Attempting to catch a

moving creature within a *hall of fire* is difficult. A successful Reflex save enables a creature to avoid being struck by the hall.

Arcane Material Components: A small piece of phosphorous and a straight length of wood.

HALO OF VENGEANCE

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 5, Pal 4

Components: V, S, DF

Casting Time: 1 action

Range: 60 ft.

Area: 60-ft.-radius spherical emanation centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

You bring special favor upon yourself and your allies as well as special harm upon your enemies. All friends and foes within a 60-foot radius when the spell is cast are affected. The spell manifests itself as a bright glow around your head, shedding *light* as the spell.

Allies affected gain a +2 luck bonus to saves, attack rolls, and weapon damage rolls for the duration of the spell. Furthermore, they are imbued with a supernatural vigor that takes the form of an additional 3d4 temporary hit points (PHB 129). Enemies affected suffer a -2 penalty to saves, attack rolls, and weapon damage rolls.

HAMMERSTRIKE

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell transforms the target's hands into incredibly tough and dense weapons. Any time the character makes a successful unarmed strike against an opponent, the opponent must make a Fortitude save (DC 15) or be knocked back 5 ft. and dropped prone. In addition, the subject of this spell is considered armed and deals normal damage with his unarmed strikes.

Arcane Material Component: A tiny hammer fashioned of granite.

HESITATE

Enchantment (Compulsion)

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: 1d4 rounds

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes the subject to second-guess their actions, resulting in the victim only being able to take one partial action per round for the duration of the spell. This spell does not counter *haste* or similar magic.

HORRIFIC ASPECT

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 action

Range: 30 ft.

Area: 30-ft.-radius sphere centered around you

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes

By means of this spell, you change your appearance to that of a horrifying humanoid monster, complete with skeletal head, burning eyes, and wicked claws and fangs. So unnerving and convincing is the illusion, which includes visual, audible, tactile, and thermal components, that it has the following effects on creatures within 30 ft. who see you:

Hit Dice of Viewer	Effect on Creature
Under 2 (no saving throw)	Cowering
2 to 4 (Will save negates)	Panicked
5 to 6 (Will save negates)	Frightened
7 to 8 (Will save negates)	Shaken

Creatures above 8 HD are unaffected by *horrific aspect*. Those entering the area during the spell's duration must make a save, but creatures that make their save and later reenter the spell's area do not have to make a new save.

ILLUSIONARY BOLT

Illusion (Shadow) [Mind-Affecting]
Level: Sor/Wiz 1, Trickery 1
Components: V, S, M/DF
Casting Time: 1 action
Range: Close (25 ft + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

This spell creates an illusionary bolt of varying color and shape that strikes the subject. If the subject fails his Will save, he takes 2d4 points of subdual damage from the *illusionary bolt*.

Arcane Material Component: An arrowhead.

IMMOBILIZE

Transmutation
Level: Brd 2, Sor/Wiz 3
Components: V, S, F
Casting Time: 1 action
Range: Medium (100 ft. +10 ft./level)
Target: One construct
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell works just like *hold person*, except it affects constructs instead of humanoids. The construct must make a Will save or be held completely motionless for the duration of the spell. The construct can still use any ability that does not require motion, and may still communicate with its master through an empathic or telepathic link.

Arcane Material Components: A straight piece of iron.

IMPRINT

Enchantment (Mind-Affecting)
Level: Brd 2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 minute
Range: Touch
Target: Object touched (see text)
Duration: See text
Saving Throw: See text
Spell Resistance: Yes

When the spell is first cast, the caster touches any printed page or other surface. All the words



or images on that surface are then stored in her mind. Later, she may transfer the words or images to any blank surface by merely touching it. This transfer must take place within 1 hour/level or the information is wiped from her mind. The transfer is verbatim, and no words or portions of an image can be lost.

The caster can *imprint* a number of pages equal to her level, so a 12th-level sorcerer could touch 12 different pages with the spell memorizing them. She cannot recall any of the contents of the page from memory to write them down during this time.

Note that some items (such as strange runes carved on a dungeon wall) do not come on pages. In this case, the spell will affect roughly a 1 ft. by 1 ft. area for each page allowed by the spell.

Magic tomes touched in this manner are allowed a saving throw to avoid being imprinted (see Damaging Magic Items, DMG 176). The caster level of a spellbook is considered the lowest possible level to cast the highest level spell in the book.

Arcane Material Component: A bit of ink rubbed on the caster's palm.

IMPROVED SIMULACRUM

Illusion (Shadow)

Level: Sor/Wiz 8

Components: V, S, M, XP

Casting Time: 12 hours

Range: Touch

Effect: One duplicate creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell creates many of the effects produced by *simulacrum* and improves upon them, creating more powerful duplicates.

First, *improved simulacrum* uses clay as the primary creation material, rather than ice and snow. Next, *improved simulacrum* creates a duplicate with 65% to 85% of the originals hit points, knowledge, and personality.

Also, *improved simulacrum* allows the duplicate to increase in power. The duplicate may advance up to four levels higher than the level



it is created at. All of the rules for advancement and multiclassing apply to the duplicate as they would any character.

Finally, all other rules for repairing the *improved simulacrum* apply. For more details see the *simulacrum* spell (PHB 252).

Arcane Material Component: The spell is cast over the clay form and a small piece of the original, such as hair or a fingernail. The spell also requires a fire opal worth 1,000 gp, which acts as a focus for the *improved simulacrum's* power. The fire opal is placed inside the *improved simulacrum's* torso.

XP Cost: 2,000 XP.

INSPIRE

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2

Components: V, S, DF

Casting Time: 1 action

Range: 30 ft.

Area: A 30-ft. radius sphere, centered on you

Duration: 3 rounds + 1 round/level

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell boosts morale and heightens the senses of your allies, giving them a +1 morale bonus on attack and damage rolls and a +2 to Reflex saves. Unlike *bless*, this spell does not counter the effects of a *bane* spell.

INSTABILITY

Transmutation

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

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

Target: One creature/2 levels

Duration: 3 rounds + 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell takes all the strength out of a subject's legs, dropping him to the ground and reducing his movement to 5 ft. The target has an effective Strength of 1 in his legs for the duration of the spell, though the strength in the remainder of his body remains the same. If cast on a creature with more than two legs, the spell affects all of the creature's legs.

JESTER'S GIFT

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Brd 1, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Target: One creature

Duration: Concentration + 2 rounds

Saving Throw: Will negates

Spell Resistance: Yes

This spell was named for its creator, a jester of no mean talent who also happened to be a wizard. He spent years developing spells and tricks that could aid his liege during a crisis. A brazen assassination attempt inspired this spell, and unfortunately a follow-up attempt killed the jester upon its first use.

By casting *jester's gift*, you are able to anger any creature with an Intelligence greater than 2. You need not speak the language of the creature being insulted. The magic of the spell gives your words and obscene gestures real meaning to the victim. If the creature being insulted fails its Will save, it becomes angered at you. It attempts to attack you in melee combat, seeking to use melee weapons or other natural attacks rather than ranged attacks or spells. If an impassable barrier separates the creature from you, the spell is broken. Otherwise, an angered creature remains angered for the duration of the spell.

KEEN EAR

Transmutation

Level: Brd 1, Drd 1, Rgr 1

Components: V, S, M/DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

This spell grants a bard a +10 circumstance bonus to all Listen skill checks for the duration of the spell. This may allow the caster to overhear an important conversation or hear the sounds of an approaching enemy.

Arcane Material Component: A string from a musical instrument, such as a lute.

LETHARGY

Transmutation

Level: Brd 4, Sor/Wiz 4**Components:** V, S, M**Casting Time:** 1 action**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** One creature/2 levels**Duration:** See text**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

The subject becomes extremely tired and is unable to function properly until receiving a full night's rest (8 hours, uninterrupted). Until she rests, the subject functions as if under the effects of a *slow* spell.

Arcane Material Component: A vial of sweat.

LUCIUS' S RUSTLING LEAVES

Abjuration

Level: Dru 1, Rgr 1**Components:** V, S, M/DF**Casting Time:** 1 action**Range:** Close (25 ft. + 5 ft./2 levels)**Area:** 50 ft. radius**Duration:** 2 hours/level**Saving Throw:** None**Spell Resistance:** None

A creature entering the affected area creates a noise equal to a Medium-size creature trampling through a densely covered forest, imposing a -8 penalty to all Move Silently checks. Creatures that weigh 5 lb. or more that step into the area trigger the spell effect. The caster may designate one ally per caster level that will not trigger the spell's effect.

As with a magical trap, a rogue may detect and disable the spell. The DC to disarm *Lucius's rustling leaves* is 27.

Arcane Material Component: Six dry tree leaves collected during the fall season.

MADDENING BABBLE

Enchantment

Level: Brd 4**Components:** V, S, M**Casting Time:** 1 round**Range:** 30 ft.**Effect:** Creates a 30-ft.-radius zone of irritating noise**Duration:** See text**Saving Throw:** Will negates**Spell Resistance:** Yes

The bard that casts this spell must speak continuously for as long as he wants the spell to function, saying nothing coherent or meaningful during this time. This means that he cannot cast spells, give orders, shout warnings, use bardic magic, or communicate with his comrades in any way. At the beginning of his next round, all creatures within 30 ft. of the bard that heard the entire round of babbling must make a Will save or suffer one point of temporary Wisdom damage. Creatures remaining in the area suffer one additional point of Wisdom damage per round until the bard stops babbling or they leave the area. Creatures that made their initial save but remain in the area must make additional saving throws each round they remain.

Creatures within the radius are aware of the effects of the babble and the source of the spell.

Arcane Material Component: A flower dipped in perfume.

MAGICAL VACUUM

Transmutation

Level: Magic 7, Sor/Wiz 7**Components:** V, S, M/DF**Casting Time:** 1 action**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** 1 creature**Effect:** Target creature loses all magical ability**Duration:** 2d4 rounds**Saving Throw:** Will negates**Spell Resistance:** Yes

Upon casting this spell, a magical vacuum appears above the target and proceeds to suck all magical energy from around the target. All enhancement bonuses to weapons and armor are sucked into the vortex, as are the magical properties of all items carried by the target. In addition, the target is unable to cast spells or activate magic of any kind (including supernatural and spell-like abilities) for the duration of the spell. Effects already in place, such as *mage armor* or *fly* are placed in suspended animation as well.

Once it is finished taking all of the victim's magic, the vacuum turns into a ball of energy that positions itself above the target. When the

spell ends, the vacuum reverses itself and the target regains all of its magic. Should the target be killed before the *magical vacuum* expires, the creature's stored magical energy explodes outward in a violent blast. All creatures within 60 ft. of the target take damage equal to 5d6 +1d6 per HD of the affected creature, with a successful Reflex save (DC 20) allowed for half damage.

If the target of this spell has no magical abilities or items, the *magical vacuum* does nothing.

Arcane Material Component: A small glass bead and a pinch of crystal powder.

MALEDICTION OF RAZORS

Evocation [Force]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

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

Target: Up to five creatures, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You project a number of razor-sharp missiles at your enemies. Each missile automatically hits its target and inflicts 1d4+1 points of damage. Each creature struck must also make a Fortitude save for each wound to avoid the secondary damage effect of the spell. In subsequent rounds, the victim loses one hit point for each wound inflicted by the missiles. The bleeding continues until bandaged, the target receives magical healing, or 10 rounds have passed. You can fire one razor for every three caster levels.

Creatures that are immune to critical hits are not affected by this spell.

Arcane Material Component: A small razor.

MANTE OF SHADOWS

Illusion (Glamer)

Level: Brd 1, Sor/Wiz 1

Components: S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)



You cover the target in swirling shadows. This masks the target, granting him one-quarter concealment. It also gives the creature touched a +4 circumstance bonus to Hide checks.

MARATHON PROWESS

Transmutation

Level: Clr 3, Travel 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 creature/level

Duration: 1 day

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By means of this spell, you imbue the creatures touched with supernatural endurance. This has two effects. The first enables the creature to travel 2 1/2 times its normal overland movement rate for a maximum of 8 hours of travel (PHB 143). The second effect enables the creature to run and jump more easily. This provides the benefit of the Run feat to the affected creatures.



When the spell wears off, affected creatures are considered fatigued until they rest for 8 full hours.

MULTI IMAGE

Illusion (Figment)

Level: Brd 4, Sor/Wiz 4, Trickery 4

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level

Spell functions exactly like *mirror image* in every way, except that the images created are able to perform different functions. One may appear to drink a potion, while another appears to move into another room, while a third attempts to cast a spell, complete with aural effects.

It is a move-equivalent action to direct the images each round. If the caster does not direct the images, they immediately stop what they are doing and mimic the caster, as in *mirror image*. All images must remain within 10 ft. of any other image or the caster at all times.

NECROTIC BLAST

Necromancy [Evil]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

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

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell taps into the dark energies generated in fresh corpses as the creature's soul leaves its material prison. In order to cast this spell, there must be fresh humanoid corpses (no more than a week old) within the range of the spell. During the casting, the necrotic energies in the corpses are drawn into a ball between your hands. You then hurl the ball at your target, causing damage to all living creatures within a 20-ft. radius.

Each corpse provides 1d6 damage (max. 10d6). The necrotic blast also automatically spoils food and water and corrupts holy water within the blast radius. One pound of food, one gallon of water, or one vial of holy water is ruined for

each die of damage the necrotic blast possesses.

Negative energy protection provides protection from this spell. Undead caught within the blast are actually healed, gaining a number of hit points equal to the damage rolled.

Arcane Material Components: Translucent gemstone of any sort worth at least 50 gold pieces.

PACK OF GHOULS

Conjuration (Summoning) [Evil]
Level: Clr 4
Components: V, S, DF
Casting Time: 1 full round
Range: Close (25 ft. + 2 ft./level)
Effect: 3d4 summoned ghouls, no two of which can be more than 5 ft. apart
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

You summon a pack of ghouls to defend you and your allies. The ghouls appear where you designate and act immediately on your turn. They follow your commands to the best of their ability, assuming you can communicate with them. As with all summoned monsters, they act normally on the last round of the spell and then vanish at the end of their turn.

Arcane Material Component: A bone from a ghoull.

PARAPHASIC PIANISSIMO

Enchantment [Mind-Affecting, Sonic]
Level: Brd 3
Components: V
Casting Time: 1 action
Range: 60 ft.
Area: 60-ft.-radius circle centered on you
Duration: Concentration
Saving Throw: Will negates (see text)
Spell Resistance: Yes

The soft, lulling melody of this magical song creates a zone in a 60-ft. radius around you in which your enemies suffer from paraphasia, a condition which causes spoken words to be jumbled or used inappropriately. Each round within the area of effect, intelligible speech can occur within the radius only if the enemy succeeds at a Will save. This limitation affects spellcasters in a terrible way. A failed Will save

disrupts the casting of any spell with a verbal component just as if the spellcaster were struck in combat and failed her Concentration check. A spellcaster that fails his initial Will save can make an additional save for each spell he casts, until he either succeeds or the spell's duration ends.

PERIVAX' S POISON PILLAR

Conjuration (Creation)
Level: Clr 6, Drd 5
Components: V, S, M/DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: Cylinder (5-ft. radius, 40 ft. high)
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

Perivax's poison pillar produces a vertical column of rancid poison that cascades downward onto its targets. Any creature struck by the pillar must make a successful Fortitude save or take 1d10 points of temporary Constitution damage; one minute later the creature must make another save or suffer an additional 1d10 points of temporary Constitution damage.

POISONED GOBLET

Conjuration (Creation)
Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One small object
Duration: Permanent
Saving Throw: None (see text)
Spell Resistance: No

You magically coat a small, inanimate object (the object need not be a goblet, despite the name of the spell) with contact poison. The object to be coated cannot weigh more than two pounds or be larger than one cubic foot. It must be within range of the spell and visible to the caster. The contact poison on the object is black lotus extract (DMG 80), and the spell creates an amount sufficient for one poisoning. A Fortitude save is allowed against the poison, which can be detected with a successful Spot check (DC 29).

Arcane Material Component: A black lotus flower.

PRIVACY

Abjuration
Level: Brd 4, Protection 5, Sor/Wiz 4
Components: V, S, M/DF
Casting Time: 1 action
Range: 10 ft.
Area: A 10-ft. sphere centered on you
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

This spell creates a shifting curtain of light or darkness to appear in a 10-ft. circle around the caster. The sphere moves with him, making it difficult to detect anything within. Both magical and non-magical detection methods become more difficult.

All attempts to use divination magic against anyone or anything in the sphere are blocked, and the caster must succeed at a caster level check (1d20 + caster level) against a DC of 13 + the *privacy* caster's level. In addition, all Spot and Listen checks targeting anything within the sphere have their DC increased by the caster's level.

Arcane Material Component: Diamond dust worth 100gp.

PROTECT BOOK

Abjuration
Level: Knowledge 1, Sor/Wiz 2
Components: V, S
Casting Time: 1 action
Range: Touch
Target: 1 book
Duration: 10 years per caster level
Saving Throw: None

This spell helps to keep books intact against the ravages of time and the elements. Firstly, it grants a DR of 5 against all elemental damage, including damage from rain, fire, and so on. Secondly, it causes the book to age very slowly, so that it ages only one year for every 10 years that pass. A moderately powerful caster can keep his books safe for his natural lifespan with this spell. The existence of this spell is part of the reason so many lost and ancient tomes manage to survive uncounted aeons forgotten in the pits of lost cities. This spell is very often made *permanent* at a cost of 100 XP.

PROTECTION FROM WARD

Abjuration
Level: Sor/Wiz 7
Components: V, S, F
Casting Time: 1 action
Range: Touch
Effect: Creature Touched
Duration: 1 round/level
Saving Throw: None (but see below)
Spell Resistance: No

The character is rendered invisible to a ward, and is completely protected from all ward effects and spells. The ward cannot detect his movements or actions, and he is considered to have an unbeatable SR against any effect or spell generated by a ward. Intelligent wards receive a Will saving throw to resist this spell the first time the protected creature enters its area.

Arcane Focus: A gem of at least 750 gp in value.

PULSING FIREBALL

Evocation [Fire]
Level: Sor/Wiz 6
Components: V, S, M
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Area: 20-ft.-radius spread
Duration: 5 rounds, including the round in which it is cast
Saving Throw: Reflex half
Spell Resistance: Yes

You hurl a *fireball* at a specified target point. The resulting explosion is identical to that of a *fireball* in all respects, inflicting 10d6 points of fire damage. Each round after the initial explosion on your initiative, the spell detonates another *fireball* at the same target point. Each additional *fireball* inflicts 2d6 less damage than the previous round's explosion. Creatures caught in the blast radius must make a Reflex save or suffer full damage each time they are caught in an explosion. A successful *dispel magic* cast on the target point will negate this spell.

Arcane Material Components: Twelve pebble-sized pieces of sulfur tied together by a length of string.

PUPPET MASTER

Transmutation

Level: Brd 6, Sor/Wiz 7

Components: V, S

Casting Time: 1 action

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

Target: One construct

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You dominate the target of this spell, allowing you to control its actions. You may give the construct any basic command you like, as long as it is no more than four words in length. It will then carry out your orders to the best of its ability. Once control is established, you may exercise it regardless of range as long as the construct remains on the same plane. You do not need to be able to see the construct to give it orders.

A construct made to attack its master or harm itself in any way gains a new saving throw with a +4 bonus. Constructs with an external focus (see page 122) gain a +4 bonus to both the initial save and any additional saves.

QUAKE THRUST

Evocation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: 20 ft.

Effect: Upheaval in a 20 ft. radius centered on you

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: No

This spell allows you to cause an upheaval in any solid ground around you. You must be standing on a stretch of ground at least 50 ft. deep for this spell to work, so you could not cast it on the deck of a ship or the second story of a home.

Upon casting this spell, all creatures of Large size or smaller within a 20 ft. radius must make Reflex saves or be thrown to the ground by the violent upheaval. Creatures with more than two legs or that are otherwise more stable than normal gain a +4 bonus on their Reflex saves. This spell does not affect flying creatures or creatures otherwise not standing on the ground.



Arcane Material Component: A staff, which must be struck on the ground at the conclusion of the spell's casting.

QUILL

Conjuration (Creation)
Level: Brd 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 action
Range: Touch
Duration: 10 minutes/level

Legend has it that this spell was created in desperation by a talented, but forgetful, student who could never quite find a pen when he needed it. It conjures a perfectly formed quill pen, usually pure white. The conjured *quill* has a soft glow. The *quill* does not need ink; it creates its own as needed. The *quill* vanishes if it leaves the caster's hand for more than 1 minute or if it is ever taken more than 10 ft. from the caster.

REPEL UNDEAD

Abjuration
Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 action
Range: Up to 10 ft./level
Area: Up to 10-ft.-radius/level emanation centered on you
Duration: Concentration + 1 round
Saving Throw: None or Will negates
Spell Resistance: Yes

With this spell, you cause undead creatures caught within the area of effect to be driven backward by powerful waves of force. Weight is not a consideration. This spell affects incorporeal undead normally. Undead with HD up to the caster level - 4 do not get a saving throw. Those with more HD are allowed a Will save to avoid the effects..

Undead affected are pushed back at a rate of 30 feet per round out to the limit of the spell's area. An undead creature can attempt to hold its position if there is something suitable to grasp onto or brace against. Unfortunately for the undead monster doing so, it suffers 1d6 points of damage each round that it resists the punishing waves of force. Furthermore, it is not possible for the undead to advance against the effects of the spell; the best they can do is hold on and risk being torn apart in the

process. Undead that are forced against solid objects while within the spell's radius suffer damage as described above.

You can move while concentrating on this spell. Doing so adjusts the area accordingly and forces affected undead away as described above.

RESCUE

Conjuration (Summoning)
Level: Clr 3, Drd 3
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One defenseless ally
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

By means of this spell, you *teleport* an imperiled ally to your side. The spell only affects an ally who is unconscious, held, paralyzed, or otherwise incapable of movement and defense. The ally appears within 5 ft. of you. Items belonging to the ally that are not carried or in hand are not transported by the spell. Thus, if an ally is felled in combat and drops his sword, the sword will not be transported along with its owner.

RESTORE BOOK

Transmutation
Level: Knowledge 6, Sor/Wiz 6
Components: V, S, M/DF
Casting Time: 1 action
Range: Touch
Target: 1 book
Duration: Instantaneous
Saving Throw: None

Given a mere portion of a book, this powerful dweomer can restore the entire volume. This potent spell is beloved by researchers, archivists, and historians. In order to function, at least 15% of the book must be gathered together: fragments of pages, pieces of binding, whatever has survived. The caster must also know what the book is, though not necessarily how to read it. (That is, it can't be cast on any pile of book fragments. The caster must know the name and general contents of the book he is trying to restore.) When the spell is completed, the book is completely restored, appearing as it did when first completed. If the book contained

magic spells, however, there is a base 1% chance for every level of spell in the book of this spell failing, destroying even the fragmentary remains. Thus, if the book contains three 7th-level spells, there is a base 21% chance of this spell failing. This chance can be reduced by the results of a Spellcraft check, with each point rolled on the check reducing the chance of failure by 1%. So, in the above case, a Spellcraft check with a total of 18 reduces the failure chance to a mere 3%.

Arcane Material Focus: A piece of leather, a drop of ink, and a piece of parchment.

RESTORE PAGE

Transmutation

Level: Knowledge 3, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: 1 page

Duration: Instantaneous

Saving Throw: None

This is a less potent version of *restore book*. When cast on the fragments of a single page or scroll of not more than three feet in length, it will restore the item completely. At least 10% of the original item must remain. This spell will not restore a magical scroll which has been used, but it may restore a scroll that has been damaged, partially burnt, etc. See *restore book* for rules regarding magical writings.

Arcane Material Focus: A piece of parchment and a drop of ink.

REVEAL WARD

Divination

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 full round

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

Effect: Reveals strength and total spell levels of a ward

Duration: Instantaneous

Saving Throw: None (but see below)

Spell Resistance: No

An invisible ward is rendered visible for the duration of the spell, which allows a caster with the Weave Ward feat to determine the spells incorporated into its design (but not the number of charges that remain). He also has a rough



idea of the direction and distance to the nearest *ward token* (e.g. 300 yards to the northeast). An intelligent ward receives a Will saving throw in resisting this spell, and may warn its token bearers it has been magically attacked.

RUMOR OF THE EARTH

Divination

Level: Drd 4, Rgr 3

Components: V, S

Casting Time: 1 round

Range: Personal

Target: You

Duration: Concentration (D)

You become progressively more aware of the numbers and types of creatures in the surrounding territory. Upon first casting the spell, the druid can detect creatures within one-quarter mile of his current location, as detailed below. Each minute of concentration extends the radius of *rumor of the earth* by one-quarter mile (440 yards) to a maximum radius of one-half mile per caster level. *Rumor of the earth* divines the compass direction and distance between you and any group of five or more creatures. If such creatures are



traveling, you learn the direction of their travel and their speed. You also learn the number of and general types of the creatures. Information more specific than this cannot be divined by this spell.

Creatures that travel by air or water cannot be detected by this spell. In natural underground settings, the range is limited to 50 feet per caster level and extends 25 feet per round of concentration. *Rumor of the earth* does not function where construction or settlement has replaced nature. For this reason, creatures within a town or dungeon, for example, cannot be detected by this spell.

SCRIBE

Transmutation
Level: Knowledge 3, Sor/Wiz 3
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5ft./2 levels)
Target: 1 book and 1 set of blank pages
Duration: 10 minutes/level
Saving Throw: none

This useful spell copies the contents of a

book to blank pages. It uses only the materials available during the casting. For example, if there is only black ink to write with, no color illustrations will be copied. It can copy one page in five minutes, and will stop when there are either no more pages to copy or no more blank pages to use. It uses the caster's Profession (scribe) skill to determine the accuracy of the copy, with a +2 bonus on the check.

SHADOW SIGHT

Divination
Level: Brd 3, Sor/Wiz 3
Components: V, S, M/DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level

This spell allows the caster to briefly see into the plane of shadow for the duration of the spell. This allows the caster to see the shadow image of an opponent. By doing so, the caster may detect *invisible* or hidden foes and ignore the miss chances created by the *blur* and *displacement* spells.

Shadow sight does not allow the caster to enter the plane of shadow in any way, nor does it create a portal of any kind. It merely allows the caster to see into it in a limited manner.

Arcane Material Component: A piece of coal wrapped in black silk.

SHELVE

Transmutation
Level: Brd 0, Clr 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 action
Range: Touch
Target: 5 books per caster level
Duration: Instantaneous
Saving Throw: None

This spell automatically places a book or scroll where it belongs within the confines of the library. For this spell to work, the library must have a filing system and the caster must understand that system. Once the spell is cast, the caster needs only tap the book or scroll she wants shelved, and the spell will place it there. The book is moved telekinetically, not via teleportation, so closed doors and the like will block the spell from functioning.

SHOCKWAVE

Evocation [Force]
Level: Clr 2, Sor/Wiz 3
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: A 20 ft. radius burst of force
Duration: Instantaneous
Saving Throw: Reflex partial
Spell Resistance: Yes

This spell causes a massive wave of force to explode outward from a point designated by the caster. The wave deals 3d6 subdual damage to all creatures within its area, as well as initiating a bull rush against such creatures. Roll only a single bull rush check for the spell, opposed by the check of each creature. The *shockwave* acts as a Large creature with Strength 25 for purposes of the bull rush. In addition, creatures that fail their Reflex saves are knocked prone. Flying creatures take only half damage from the wave and are not knocked prone, but suffer a -4 penalty to their bull rush checks.

There is a 5 ft. hole in the center of this effect's radius, so you may target yourself or an ally with this spell with no adverse effects.

SLIPPING THE RANKS

Transmutation [Teleportation]
Level: Brd 2, Sor/Wiz 2
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level

You gain the power to perform a 10-foot teleportation in place of a 5-foot step. Moving in this manner does not provoke an attack of opportunity, and is subject to all the normal rules governing a 5-foot step. If the area you arrive in is occupied by a solid object, you become trapped in the astral plane. Returning from the astral plane can be accomplished in the same manner as described under dimension door.

SPIRIT KNIFE

Necromancy [Death]
Level: Clr 7, Sor/Wiz 7
Components: V, S, F

Casting Time: 1 action
Range: 0 ft.
Effect: One knife
Duration: 1 round/5 levels
Saving Throw: Fortitude partial
Spell Resistance: Yes

This spell creates a knife of crackling necromantic energy that the caster uses to slay or severely injure her opponents.

The caster must succeed at a melee attack against his opponent, at which time the target must make a successful Fortitude save or die. If the save is successful, the target still receives 1d6 points of temporary Constitution damage.

Focus: A knife or dagger.

STENCH

Evocation
Level: Sor/Wiz 1
Components: V, S, M
Casting Time: 1 action
Range: 10 ft.
Area: 10-ft.-radius spherical emanation centered on you
Duration: 1 round/level (D)
Saving Throw: Fortitude negates
Spell Resistance: No

You create a zone of carrion stench around your person that affects everyone but you in the area. Those who fail their Fortitude saves become nauseated (85 DMG) and retch uncontrollably as long as they remain in the area of effect plus one full round after leaving it. *Stench* is not mobile but you are free to leave it if you wish. If you do so, the area of effect remains stationary until the duration expires or the magic is dispelled.

Arcane Material Component: A bit of rotting meat.

STONELORE

Divination
Level: Dru 3, Rgr 2
Components: V, S, M/DF
Casting Time: 1 action
Range: Touch
Effect: Person touched
Duration: 10 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)



The recipient is given a magical ability similar to a dwarf's stonemasonry racial ability. For the duration of the spell, he gains a +2 insight bonus on checks to notice unusual stonework, such as sliding walls, unsafe or shaky stone surfaces, new construction, and stonework traps. The target need only come within 10 ft. of unusual stonework to be permitted a check as if he were actively searching. Furthermore, if actively using his Search skill, he can find stonework traps as a rogue. Finally, he can intuitively determine his approximate depth underground.

Arcane Material Component: A lock of hair from a dwarf's beard.

STRENGTH OF MIND

Transmutation
Level: Clr 1
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: You

Duration: 10 minutes/level

This spell greatly enhances your ability to

focus your mind. You gain a +10 morale bonus on all Concentration checks for the duration of the spell.

Arcane Material Component: A small ring of iron.

STRONGOAK'S AFFINITY WITH NATURE

Transmutation

Level: Animal 5, Clr 5, Drd 3, Rgr 4

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

The caster alters her body in minor ways to help her survive in potentially hazardous natural environments. The caster's body can undergo limited physical adaptations, including growing gills to breathe underwater, growing fur in the cold, or adding pigment to one's skin to prevent burning in the desert. Once the adaptation is chosen, it remains for the duration of the spell.

The adaptation grants a +4 bonus to Fortitude saves in regards to the selected hazard (desert heat, arctic cold, etc.), or one of the following special abilities (Burrow 20 ft., fly 60 ft. [average], swim 30 ft., or water breathing).

If the character is knocked unconscious or slain the adaptations are automatically dispelled.

SUMMARIZE

Divination

Level: Brd 0, Clr 0, Knowledge 1, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 book/level

Duration: Instantaneous

Saving Throw: None

This spell is quite useful for a librarian confronted with a surplus of unclassified material. Upon casting this spell and touching a book, the caster immediately knows the general content of the book, but not specifics such as chapter titles or information covered. This spell reveals whether or not a book contains spells, but it does not reveal any details about the spells. It also does not reveal the special nature of such works as the *tome of clear thought* ; the

spell will merely return something along the lines of "This is a book about mental self-improvement."

SUMPTUOUS FEAST

Conjuration (Creation)
Level: Brd 5, Clr 4
Components: V, S, M/DF
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Food and drink to sustain 6 humans/level or one horse/level for 1 day
Duration: 24 hours (see text)
Saving Throw: None
Spell Resistance: No

Allows the caster to create a banquet-like meal, complete with non-magical beverage of choice. The food will decay and rot away after 24 hours, though it can be kept fresh with the application of a *purify food and water* spell. The drink will keep as long as would a standard drink of that type.

Arcane Material Components: Fruit or vegetable seeds.

SURFACE

Transmutation
Level: Clr 2, Dru 2
Components: V, S, DF
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Target: One creature
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell makes it impossible for a creature to submerge itself in water, regardless of its weight or physical properties. It negates any natural buoyancy that the creature possesses, causing swimming creatures to float on the surface of the water until the spell's duration ends. This spell can also be used to save a drowning comrade by making it impossible for him to go under the water. Creatures already under the water when this spell is cast rise at a rate of 30 ft. per round until they break the surface.

SWORD OF JUSTICE

Transmutation
Level: Pal 3
Components: V, S
Casting Time: 1 action

Range: Touch
Target: Weapon touched
Duration: 1 minute/level
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

A lesser form of *holy sword*, this spell allows the paladin to channel holy power into his sword, or any melee weapon of choice. The weapon gains a +3 enhancement bonus and becomes *blessed*. Additionally, any evil outsider struck by the weapon is struck blind (per the *blindness* spell). They may make a Fortitude save to avoid the effects. Any creature that successfully saves is immune to this particular weapon's *blindness* effect for the duration of the spell.

If cast on a magic weapon, the bonuses from this spell supersede any bonuses that are inherent in the weapon for the duration of the spell.

SYRON'S DANCING SHIELD

Evocation [Force]
Level: Brd 3, Sor/Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/level (D)

Syron's dancing shield creates a 1-foot-diameter, semi-transparent disk of force that streaks over the caster's body to deflect incoming attacks. The disk deflects attacks from any direction and it stays six inches from the caster at all times. The disk cannot pass through solid objects. Thus, it cannot protect the caster from attacks from the rear when he is backed against a wall or his front when he is knocked face down. The caster can perform any action without being distracted by the disk.

Syron's dancing shield grants a +10 deflection bonus to the caster's AC against one attack per round for every three levels of the caster. Thus, a 7th-level wizard could rely on the disk to deflect up to three attacks each round. The disk cannot deflect two or more simultaneous attacks. For example, if two or more opponents choose the delay or ready action and attack the caster at the same time, the disk can only deflect one of the attacks.

Syron's dancing shield is far less effective than a *shield* spell against *magic missile*.

The disk completely negates the first *magic missile* in a volley aimed at the caster but any additional missiles in that volley strike the caster as normal.

Arcane Material Components: Two feathers from an avian predator and a silver disk worth at least 100 gp.

SYRON'S ENERGY ARMOR

Conjuration (Creation) [Positive Energy]

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes (harmless)

This spell creates a glowing barrier of positive energy that surrounds the subject, making it dangerous for undead to come into contact with him. When an undead creature touches the subject, the creature must make a successful Fortitude save or *Syron's energy armor* deals it 1d8 points of damage. *Syron's energy armor* also damages incorporeal undead that strike the subject.

Syron's energy armor imposes no armor check penalty, arcane spell failure chance, or speed reduction.

TASHA'S TICKLE FINGER

Enchantment (Compulsion)

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

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

Target: One humanoid

Duration: 1d3 rounds

Saving Throw: Will negates

Spell Resistance: Yes

This spell creates a small finger of magical force that speeds toward the target of the spell. If the target fails his save, he suffers a -2 penalty to all attack rolls and saving throws for the duration of the spell as he attempts to ward off the phantom tickler.

Arcane Material Component: Dried ants soaked in ale.

TITAN'S STRENGTH

Transmutation

Level: Brd 4, Clr 4, Sor/Wiz 4, Strength 4

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject becomes able to perform great feats of strength, even those that his body would not normally tolerate. These feats may range from moving a boulder out of a doorway or holding up a large part of a falling building long enough for trapped townsfolk to escape. The character gains an effective Strength score of 40 for performing activities such as lifting, holding, bracing, and the like. His strength is unchanged for the purpose of combat, though using this spell to drop boulders on opponents is certainly an option.

Arcane Material Component: A piece of granite about the size of a fist.

TRIGGER TRAP

Abjuration

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

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

Area: 30 ft. radius spread

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell sets off any traps within its radius while allowing the spellcasters to stand safely at a distance. The trap must have a material trigger of some kind, either sound, movement, or pressure for the spell to work. This spell does not disable the trap but merely causes it to activate. Continuous traps, such as zones of effect or magically altered fountains, are not affected by this spell. A trap with multiple charges only loses one charge. If the trap has a non-visual effect or requires a target, the spellcaster will not know if the spell worked.

Arcane Material Component: A twig of wood wrapped in coarse twine.

UNDEAD GATE

Conjuration (Summoning) [Evil]

Level: Sor/Wiz 8

Components: V, S, F

Casting Time: 1 minute

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

Effect: One or more summoned undead creatures, no two of which can be more than 30 ft. apart

Duration: see below

Saving Throw: None

Spell Resistance: No

By means of this spell, you enchant any normal portal (doorway, archway, window, etc.) to act as a gate for undead monsters. The portal need not be large enough to allow the undead to pass through it, as the magic of the spell causes the undead to appear within range of the portal.

Once the *undead gate* has been placed, it cannot be moved. Furthermore, no more than one *undead gate* can exist in any given square mile area. Any attempt to create more than one in such an area destroys both gates. An *undead gate* remains enchanted indefinitely, but can only be used once per level of the caster. Thus, a 16th-level wizard could use her *undead gate* 16 times, after which the enchantment would vanish. An *undead gate* registers to *detect magic*, although this may not reveal the portal's nature. A successful *dispel magic* rids the portal of its enchantment.

Once the *undead gate* is in place, the caster can use it so long as she is within range of the portal. Upon command, the *undead gate* summons a random number of the desired type of undead monster. Summoned undead appear anywhere within range of the portal, as designated by the caster. They behave in a manner consistent with creatures called forth by the various *summon monster* spells, remaining until destroyed or dismissed, for up to one round per level of the caster. The magic of this spell imbues the undead with the ability to understand the caster's spoken commands.

The caster may only summon one group of undead at a time. So once the gate is activated, no additional undead may be summoned by that particular gate until the first group was dead. Undead that are turned, but not destroyed, count against this limit. As soon as the last of the group is destroyed or disappears, the gate may be used again.



To determine the number and type of undead summoned, choose from the following table:

1 Zombie, Colossal
1d3 Skeletons, Colossal
1d3 Zombies, Gargantuan
1d6+1 Skeletons, Gargantuan
1d6+1 Zombies, Huge

Undead summoned via an *undead gate* are standard representatives of their type. They have all the normal strengths and weaknesses, conforming to their entries in the core rules (MM 165, 191).

Arcane Focus: A mortar and pestle made from human bone.

Arcane Material Components: Nineteen teeth extracted from a fresh human corpse (no more than a week old) that must be crushed in the bone mortar bowl. The resulting powder is blown at the frame of the portal, thus completing the spell.

UNRAVEL

Transmutation

Level: Brd 1, Sor/Wiz 1, Trickery 1

Components: V, S, M/DF

Casting Time: 1 action

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

Target: One creature/3 levels

Duration: Instantaneous

Saving Throw: Fortitude negates (object)

Spell Resistance: Yes

This spell unravels any fabric on the subject (including strings, weaves, or straps). Each article of clothing and armor may make a Fortitude save to avoid the affect. This spell does not affect magical cloth of any kind.

Certain types of armor may be made whole again by simply re-tying the pieces together. Armor such as padded would be rendered useless. This spell will not affect armor that is riveted together (such as chainmail), but plate mail and such would be affected as the straps and buckles become undone. Any person caught in the unraveling clothing must make a Reflex Save (DC 15) to avoid becoming entangled in the mess. Entangled creatures must take a full-round action to free themselves.

Arcane Material Component: A torn piece of cloth.

VALUS' 8 MASS MISSILE

Evocation [Force]

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level) or 50 ft. + 5 ft./level

Area: 5 ft. wide to 120 ft. or 10 ft. wide to 60 ft.

Duration: Instantaneous

Saving Throw: Reflex partial

Spell Resistance: Yes

The caster releases a pulsating helix of pure magical force in a line that deals 1d6 points of damage per caster level (maximum 10d6) to each creature within its area. The *mass missile* begins at the caster's outstretched palms and streaks directly away from the caster. The force of the *mass missile's* release is such that the caster must make a successful Reflex save (DC 13) immediately upon completing the spell or be knocked prone. As a move-equivalent action, the caster can avoid having to make the Reflex save by bracing herself before casting the spell.

Creatures in the *mass missile's* path must make a successful Reflex save for half damage. Failure indicates that the creature takes full damage and is subject to a trip attack from the spell. The spell trips as if it were a Medium-size creature with Strength 25.

Like the *magic missile* spell, *Valus's mass missile* is completely negated by a *shield* spell placed directly in its path. A *brooch of shielding* likewise absorbs damage from a *Valus's mass missile*, though the brooch wearer might still be knocked prone by the force of the spell. The *mass missile* damages objects in its path. If the damage caused to an interposing barrier shatters or breaks through it, the *mass missile* may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

VENOMOUS SPRAY

Transmutation

Level: Dru 4

Components: S, M/DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/2 levels

This spell gives the caster the ability to spit a deadly venom. Her saliva becomes the equivalent of black lotus extract poison (DMG 80) for the duration of the spell. After one use, however, her saliva reverts to its normal properties.

Spraying the venom is the equivalent of a ranged touch attack with a range increment of 10 ft. If the attack succeeds, the victim must make a Fortitude save (DC 20) or suffer the effects of the poison. The caster is rendered immune to black lotus extract for as long as she holds the venom in her mouth.

Arcane Material Components: The skull of a spitting cobra and a black lotus flower.

VIGILANT GUARDIANS

Transmutation

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One touched weapon per caster level (maximum of five weapons)

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You can animate one simple thrown weapon of no larger than Small size, such as darts or daggers, per caster level (maximum of 5 weapons). The weapons hover about your person within arm's reach. Each weapon threatens as a reach weapon to a distance equal to its range increment. Whenever an enemy provokes an attack of opportunity within one of your guardian's threatened area, it attacks using your ranged attack bonus. Any number of guardians may make such attacks in a given round, but only one vigilant guardian per round may target a specific creature.

VOICE OF AUTHORITY

Transmutation [Language-Dependent]

Level: Brd 2

Components: V, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

You imbue your voice with great authority, gaining a +10 competence bonus on all Charisma-based skill checks for the duration of the spell. Note that *voice of authority* does not erase or otherwise suppress the memory of





those with which you interact. This spell does not enable creatures to understand your language or vice versa.

Arcane Material Component: A silver piece, placed on the tongue during casting.

WALL OF EARTH

Conjuration (Creation)

Level: Drd 4

Components: V, S

Casting Time: 1 action

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

Effect: Earth wall whose area is up to one 5-ft. square/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell creates a wall of earth that springs forth from the ground. The target area must be an area of exposed earth, otherwise the wall fails to materialize and the spell is lost. The *wall of earth* is 1 inch thick per three caster levels and composed of up to one 5-foot square per level. The caster can double the wall's area by halving its thickness. The wall of earth cannot be conjured so that it occupies the same space as a creature or another object.

Like a *wall of stone*, this wall can be destroyed by *disintegrate* or by normal means such as digging. Each 5-foot square has 5 hit points per inch of thickness and a hardness of 4. Any attacks on the wall hit automatically and when a section of the wall drops to 0 hit points it is considered breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + 2 per inch of thickness.

WALL OF VERMIN

Conjuration (Creation)

Level: Drd 5, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 action

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

Effect: Wall of vermin whose area is up to one 5-ft. square/level (S)

Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: No

You create a wall composed of thousands of writhing, stinging vermin: all centipedes, scor-

pions, and spiders. The wall covers one 5-foot square per caster level. Each 5-foot square must be adjacent to another, but the wall can take on virtually any shape you desire so long as it is vertical.

A creature can pass through a wall of vermin with relative ease, but will suffer numerous bites and stings as a result. Moving through a wall of vermin inflicts 2d8 points of damage plus debilitating poison (Fortitude save DC 23, 1d6/1d6 Strength). Attacking the wall with most weapons is futile. Furthermore, anyone striking the wall with a melee attack suffers 1d4 points of damage plus poison (Fortitude save DC 15, initial and secondary damage 1 point of temporary Strength damage). Large missile weapons, such as a hurled boulder, destroy a single 5-foot square. Normal fire cannot hurt the wall, but magical energy attacks destroy that portion of the wall with which they come into contact.

It is possible to catch a creature within a *wall of vermin*. A successful Reflex save enables the creature to avoid entrapment, whether this means being caught in the midst of the wall itself or surrounded by the wall, depending on the wall's shape and the creature's location when the wall is conjured.

Arcane Material Component: Any living vermin, whether monstrous or normal.

WEB WALKING

Transmutation
Level: Drd 1, Rgr 1, Sor/Wiz 1
Components: V, S, M/DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level

With this simple spell, you can move within or through any area of webs as if the silken strands did not exist. This includes those created by a *web* spell or natural webs created by spiders. Note that if you are still within the confines of the webs when the duration of *web walking* expires, you are automatically trapped within.

Material Component: A spider, living or dead.

WEIGHTLESS CUBE

Transmutation
Level: Brd 2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: 20 ft. cube in which gravity does not exist
Duration: 1 minute/level
Saving Throw: See text
Spell Resistance: No

This spell creates an invisible 20-ft. cube in which normal gravity does not exist. The cube completely negates all gravity effects in the affected area. A character that pushed off the ground would sail to the full height of the cube, where he would float half in and half out of the cube as if submerged in water. If placed over a pit, chasm, or other obstacle, the weightless cube would allow characters to sail across as if flying, landing on the other side of the cube harmlessly.

Any character entering the cube without knowledge of its presence must make a Reflex save or spin out of control, landing forcefully on the other side of the cube and sustaining 1d4 points of subdual damage. The creature also falls prone. A creature that runs or charges into the weightless cube automatically fails its Reflex save and is thrown 10 ft. past the cube's edge on the opposite side, suffering 2d4 points of subdual damage and falling prone.

Arcane Material Component: An empty box.

WHIRLWIND OF ICE

Evocation [Cold]
Level: Drd 1
Components: V
Casting Time: 1 action
Range: 5 ft.
Area: 5-ft.-radius spherical emanation centered on you
Duration: 1 round/level (D)
Saving Throw: Reflex half
Spell Resistance: Yes

This spell creates a whirling cloud of icy shards about you. All creatures except you caught within or moving into the area of effect take 1d4 points of cold damage and 1d4 points of slashing damage. A successful Reflex save halves all damage.

WHISPERING BRANCHES

Divination

Level: Drd 1, Rgr 1**Components:** V, S, M/DF**Casting Time:** 1 action**Range:** Personal**Target:** You**Duration:** 10 minutes/level

This spell allows you to hear about recent events from the wind blowing through tree branches. It only functions when cast in an area with at least a half dozen trees. The conditions need not be windy for the spell to function, however. You can learn of events that recently took place in the area, including the presence of creatures and their general demeanor. All events that took place within 100 ft. of your location within the past two hours may be divined by this spell. It does not identify specific markings, colors, equipment, or people, but may discern different types of creatures, their numbers, and the actions they took while in the spell's area.

This spell is a useful investigative tool, as it can be used to find out the details of a recent fight or any other activity.

Material Component: A special leaf that must be used as a whistle during the spell's casting.

WIND TUNNEL

Evocation [Air]

Level: Air 3, Clr 4, Drd 4, Sor/Wiz 4**Components:** V, S, M/DF**Casting Time:** 1 action**Area:** 5 ft. wide line out to the spell's range**Range:** Close (25 ft. + 5 ft./2 levels)**Duration:** Concentration, up to 1 round/level**Saving Throw:** Reflex partial**Spell Resistance:** Yes

You create a constant blast of wind that can disrupt and knock down your enemies. Any creature within the area of the wind tunnel must make a Reflex save or be knocked to the ground. Those that make their save are still subject to a bull rush from the spell, which acts as a Large creature with Strength 25. Leaving the area of the wind tunnel is a move-equivalent action that allows the affected creature to move only 5 ft. in one direction.

Creatures that were knocked prone must

either use a move-equivalent action while prone to leave the wind tunnel's area as outlined above or try to stand up against the powerful winds. Doing so requires a successful Strength check (DC 20), and unless the target then moves out of the wind tunnel it will be subject to a bull rush as outlined above.

The caster of the spell may not move for as long as he maintains the wind tunnel, though he may perform other actions as normal. As a standard action, he may redirect the wind tunnel up to 45 degrees. All those in the path of the moving tunnel must make Reflex saves as above or be knocked prone, but only those in the spell's area when it finally comes to rest are subject to the bull rush attack.

Arcane Material Component: A small fan, which must be held for the duration of the spell.

ZONE OF VISIBILITY

Abjuration

Level: Sor/Wiz 3**Components:** V, S**Casting Time:** 1 action**Range:** 10 ft.**Area:** 10-ft.-radius spherical emanation centered on you**Duration:** 1 minute/level (D)**Saving Throw:** None**Spell Resistance:** None

By means of this spell, the wizard creates an area that temporarily negates the effects of invisibility (including etherealness), the Hide skill, or spells such as *obscuring mist* that provide concealment. Any creature coming within the area of effect becomes plainly visible to all that care to look. The effect moves with you. *Zone of visibility* does not actually negate invisibility, etherealness, or hiding. Thus, an invisible creature that enters and then leaves the area of effect becomes invisible again (unless it has already taken an action that would normally negate the invisibility, such as attacking).

CHAPTER TWO

THE CRAFT OF MAGIC

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ARCANE LIBRARIES

This section presents a discussion of libraries and their use in the fantasy setting. Rules are given for finding books, randomly generating book qualities, and creating personal libraries. The text of this section is designated closed content. The NPC stat block and rules and terminology derived from the d20 System Reference Document are designated as **Open Game Content**.

Magical libraries are a common but under-utilized aspect of fantasy gaming. They tend to show up basically as plot devices or convenient ways to impart information to the party. However, with a little thought the library can be as important a focal point for the campaign as the tavern and the temple. Adding depth and color to such repositories of knowledge can greatly enhance a campaign. The following discussion helps DMs to create libraries as memorable and realistic as their players' favorite inn.

ANATOMY OF A LIBRARY

One of the most important things to remember is that every page of every book is a unique creation, hand copied and illustrated in painstaking detail. Each finished book is one of a kind, and may very well not be identical to any other copy of that book. A scribe may have missed a page, left out a word, or deliberately made editorial changes to the text. If the book is a translation of a work in a different language, the odds of errors creeping in are even higher.

Because there is no mass production of books, libraries become virtually the only place where it is possible to have access to a large number of them. Almost no one except for wizards, sages, and the like owns more than a handful of books; most people own none. Exceptions can exist, of course, as some cultures value learning, or at least the appearance of being educated. In such societies, the upper class often maintain private libraries and even middle-class homes will be stocked with a half dozen common books.

Lending libraries are very uncommon due to the rarity of the books found within. At best, a library associated with a magic school or common university might permit stu-

dents or visiting mages to borrow a single book, but there is almost always a user's fee for such privileges. Indeed, mere use of any library costs a fair amount, again limiting their use to the wealthy and intensely curious.

MUNDANE LIBRARIES

Libraries can exist in any literate culture, but are usually found only in the largest towns and cities. A typical library contains only a few hundred books. Exceptions to this exist, of course, but the DM should place such libraries for specific purposes, and are probably repositories of magical knowledge as well. The largest magical academies, the capital cities of old and decadent empires, and the main temples of gods of knowledge are all good locations for larger libraries.

Most libraries, even if open to the public, do not allow unfettered access to their books. Universities, churches, and merchant guilds may all run libraries for various reasons, and might only permit outsiders the use of the facilities in exchange for outrageous sums. The works in such libraries are often fairly narrow in scope, especially libraries run by guilds, which contain books focused solely on a guild's specific area of business.

MAGICAL LIBRARIES

Most of the time PCs will be interested in magical libraries rather than mundane ones. Libraries containing spellbooks, grimoires, tomes of forbidden lore, and books chained to the shelves, these hold the secrets that adventurers and wizards seek. Even so, most of the books in a magical library will feature mundane information rather than spells and other arcane formulas.

At first glance, magical libraries might not seem very different from their mundane counterparts, but upon delving more deeply into the stacks one can begin to see the difference. For example, the Compendium Herbonica might include details on plants for use in arcane rituals; history books might include details on cultures that sank beneath the sea four millennia ago. The binding on some of the books is faintly disturbing, and the words on the pages seem to run away from the eyes. Some books vanish as soon as they are put down; others seem to always be on the shelf a patron is looking at,

no matter where he wanders. A shadow moves in the corner, but nothing can be seen casting it, and the candles never quite burn out.

The DM should consider the culture and purpose of the library in his game. How are the books arranged? Are there books, as we use the term, or scrolls, or clay tablets? Are patrons free to wander the stacks, or must they request each individual work from a librarian? Does the library resemble a luxurious sitting room, with comfortable chairs and soft carpets, or is it harsh and utilitarian, with only hard desks for furnishings? Is the interior dark except for candle and torchlight, or are there large windows letting in the sunlight? Is there obvious magic in the library? Do books fly off the shelves at command? Is the illumination provided by *continual flame* spells?

Actual spellbooks will almost never be found openly in a library, even in a magical academy. Access to a spellbook containing a specific spell must be negotiated. Libraries often charge high fees (up to 50 gp per spell level) for such access unless the wizard is a guild member or frequent library patron. Most libraries will also accept a spell trade, wherein the wizard offers to scribe a spell out of his own spellbook for the library's collection. This spell must be one the library does not already offer, and must be of a minimum level equal to the spell being sought. The wizard transcribing the spell will be closely watched and monitored at all times and his writing inspected to make sure he is copying the correct spell.

USING LIBRARIES FOR MAGICAL RESEARCH

Research begins and ends with the written word. Books and libraries are the greatest source of information a researcher can exploit. Why spend months studying the mating habits of griffons when someone else has probably already done it for you?

TYPES OF LIBRARIES

Most small towns have some form of a library, although larger towns are more likely to have a selection that appeals to a spellcaster. Occasionally, a rare gem of a book finds its way into the hands of a small town bookshop, but cases such as these are sheer luck. In any case, a spellcaster must spend 1d4+1 hours to

TABLE 2-1: GENERAL LIBRARY DESCRIPTIONS

Type	# of Books	Nothing	Common	Uncommon	Rare	Legendary
Small Town	10-50	50%	45% (1d2)	5% (1)	n/a	*
Large Town	50-1,000	30%	55% (1d4)	10% (1d2)	5% (1)	*
Royal	500-10,000	5%	60% (1d6)	20% (1d3)	15% (1d2)	*
Wizard	50-1,000	5%	60% (1d8)	25% (1d4)	10% (1d2)	*
Church	100-2,000	10%	50% (1d3)	25% (1d2)	15% (1)	*
Legendary	10,000-200,000	0%	40% (2d6)	30% (2d4)	30% (1d4)	*

* Legendary books turn up in the strangest of places and should be placed at the DM's discretion.

sort through 1,000 books. This initial search turns up potentially useful books, allowing a roll on Table 2-1 to determine whether or not relevant material was found. A successful Knowledge (arcana) check can reduce this time by one minute for every point above 10 on your roll. For each relevant book found, the spellcaster must spend an additional 1d6+1 hours reading in order to gain the appropriate bonus for their final Spellcraft roll. This can mean long hours poring over books for the researching character, but the benefits of finding relevant material offset any concerns about time. Table 2-1 gives descriptions of each library type and the percentage chance to find a relevant book. The maximum number of useful books a researcher can find in a particular library is given next to the percentage chance to find a book of that rarity. The bonus for finding a particular book is found in Table 2-4.

Small Town Libraries: Often doubling as the local general goods store, small town libraries carry very little and are least likely to provide good research material. However, rare books have been known to turn up in odd places, so a traveling academic would be wise not to overlook these establishments.

Large Town Libraries: Most large towns, from seaside ports to sprawling capital cities, have a decent-size library available to the public. The city pays for the upkeep and charges a small entrance fee instead of maintaining a regular membership. These libraries tend not to carry valuable books for long because they sell them to interested parties in order to fund the purchase of more common and popular books.

Royal Libraries: Dukes, barons, and kings almost always have a library, even if it is just for show. These books are passed down over many generations and are usually attributed to

one particular ancestor who had a fetish for reading. These libraries are great for research material and the owners might be persuaded to let a researcher purchase one or two books, if not give them access to the entire collection for a few days.

Wizard Libraries: Perhaps the best libraries available are at wizard schools. These libraries carry huge collections of arcane books, although forbidden and dangerous texts are usually kept in special sections that require permission to enter. Magic schools never give access to their libraries freely, making these the most expensive to visit. Individual mages sometimes have extensive personal libraries, but these too are usually closed to the public.

Church Libraries: Churches keep books for years and sometimes amass an enormous collection. These libraries are not usually open to the public, but the church might allow a devout contributor a few hours to browse their materials. Churches, unless evil, rarely stock books describing the dark arts.

Legendary Libraries: Some libraries have been around so long or have gotten so large that they earn the title of legendary. These are the most beneficial libraries to visit, almost always having useful books to aid in research. Each legendary library is unique and controlled by powerful individuals or forces.

EXAMPLE LEGENDARY LIBRARY

The Library of Garavah: Considered one of the largest collections of books to ever exist, the Library of Garavah towered seven stories high and attracted wizards from all over the world. When invaders sacked the city of Garavah 3,000 years ago, seven arch-wizards managed to save the library from



destruction by sending it to an alternate dimension. They fashioned seven magic keys so that they alone could enter it. By placing a key against any solid wall, a magical gateway appears and allows entry to the library. Over the years, four of the keys were lost or destroyed and the remaining three are now in the possession of the leaders of three prominent wizard schools. Each of these three works to keep the library's existence a secret, and they sponsor constant expeditions to retrieve the four lost keys. Should another party find one they would do everything within their power to acquire the key while attempting to guard the secret of its true purpose.

THE PERSONAL LIBRARY

As wizards, and to a lesser extent clerics, grow in power, they may find themselves in need of a library of their own. Such a library can help prevent lengthy journeys to do research, and can be tightly focused to the character's own needs. Characters generally expend a lot of effort designing the library, acquiring rare and exotic tomes, and protecting it against harm (see Chapter 1: Spells and the ward magic section in Chapter 3 for help in protecting

valuable books). DMs should give players considerable leeway as to the exact design of their characters' libraries, filling them with any number of odd bits and pieces. However, in game terms, the creation of a personal library can be summed up fairly simply.

The character building the library should choose a primary skill and two subsets of that skill. These subsets become the library's focus. For example, the primary skill could be Spellcraft, and the focus could be spell research and innate magic. Other possibilities include Knowledge (arcana) with a focus on magic rings and magic swords or Alchemy with a focus on poisons and herbology. The character may select any skill, provided extensive study and reference materials could help in the application of that skill. Active skills such as Climb and Jump are rarely helped by study, but nature-based skills such as Heal and Wilderness Lore certainly benefit from applied knowledge.

The character may also select a secondary focus for his library, representing a lesser but still significant number of books on another subject. The size of a library affects the bonus

TABLE 2-2: PERSONAL LIBRARY CONSTRUCTION RULES

Library type	Base Bonus*	Cost**	Construction Time
Small (10 to 25 books)	+10	1,000 GP	3 month
Medium (26 to 100 books)	+15	5,000 GP	6 months
Large (101 to 250 books)	+20	15,000 GP	9 months
Grand (250+ books)	+30	35,000+ GP	12 months
Addition	var	var	var

* This bonus is added to any skill check that falls under the library's primary focus. The character must make the skill check in the library at the end of a one-hour study period. If the check falls within the primary skill but outside the library's focus, subtract 5 from the bonus. For checks on the secondary skill, use half the base bonus. Thus, a large library devoted to Alchemy (poisons and herbology) and Spellcraft grants +20 to checks related to poisons or herbs, a +15 on other Alchemy checks, and +10 on Spellcraft checks.

** This number represents the baseline cost for construction of the facility (or room), including chairs, desks, candles, quills and ink, a supply of parchment, and a standard assortment of books as shown in the following table. This sum also covers the cost of a bookhunter to find the proper number and type of books. Stocking the library with additional books, a greater number of uncommon and rare books, and other enhancements may add to the cost of the library.

it confers, as well as the cost in time and money that must be paid toward the library's construction. See Table 2-2 for details on library construction.

The character may build an addition onto his library at any time. Additions come in two types: focus and secondary focus. Each type costs half the value of the original and takes half the amount of time to complete the collection of books and construction of additional space. New focus additions allow the character to choose one new subset of the library's primary skill for which he may gain the library bonus. Secondary focus additions allow the character to choose an entirely new skill, which acts just like the original secondary focus.

When dealing with a library, the term "books" does not necessarily mean only bound volumes, but also includes scrolls, collections of notes, sample materials, and so on. Often times a book will simply be a collection of metal sheets or thin layers of wood bound by string or iron rings. Unless specific rare or legendary tomes are sought for a library, the owner is likely to accumulate a random assortment of works. See Table 2-3 to help determine the rarity of a book found in an unknown library.

The construction of a library means far more than building the structure that will house the collection; it also includes the collection of the

books. Books vary in expense by their rarity, with some extremely rare volumes fetching more than 10,000 gp on the open market. The cost of establishing a library includes only the cost of purchasing common books. A character wishing to stock his library with anything more must either seek out the books himself or hire a bookhunter to do the job for him. Depending on the number and rarity of the books involved, a bookhunter can save a busy wizard both time and money. The DC to find a particular book is covered in Table 2-4.

USEFUL BOOKS

Books vary in their usefulness, and depending on the size of a library it can take days to sort them out and discover any helpful information. Sometimes an exceptionally rare book details exactly what a wizard wants to know, such as how to construct a specific type of golem. The search for relevant books can send a wizard halfway across a continent or even to another plane. Table 2-4 provides information regarding useful books, the Gather Information DC to locate such books should a library not be available, and the bonus they give to relevant Knowledge (arcana) or Spellcraft checks.

ACQUIRING A BOOK

A spellcaster may acquire a book by buying, borrowing, renting, stealing, or finding it. Big cities often have booksellers

TABLE 2-3: BOOK RARITY

Library Type	Common	Uncommon	Rare	Legendary
Small	70%	30%	0%	*
Medium	60%	35%	5%	*
Large	55%	35%	10%	*
Grand	45%	40%	20%	*

* Legendary books can be found in any size library, and their whereabouts are generally well known. Possession of such a book can bring about a lot of trouble, as thieves, rival wizards, and even extraplanar entities all vie for possession of the book.

or antique shops that carry valuable tomes, especially in towns with a school of magic. Sometimes a minor noble, deep in debt, will sell the family collection at auction. Libraries do not sell books but often allow patrons to rent or borrow them. You are least likely to find a book while traveling since most monsters cannot read and other adventurers do not often lug huge bags of books with them. Stealing is illegal in most places but that has not stopped some mages from purloining the occasional book or hiring someone else to do it for them.

BOOKHUNTERS

Busy wizards sometimes employ a bookhunter to bring them a hard to find tome. These individuals are well learned and resourceful; they often know the personal collections of most royal libraries better than the owners do. As experts in a very narrow field, bookhunters charge steep prices for their services. They expect full recompense for all expenditures including lodging bills, fancy dining, and the cost of the book itself, as well as an additional charge of 10-20% of the book's value as a finder's fee.

EXAMPLE BOOKHUNTER: LUMIYA FIREMANE

Lumiya Firemane, female elf Exp12; CR 11; Medium-size humanoid; HD 12d6; hp 47; Init +1 (Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 leather armor); Attack +10/+5 melee (1d6+1 *short sword* +1), or +10/+5 ranged (1d8 longbow); SV Fort +6, Ref +7, Will +10; AL N; Str 10, Dex 12, Con 10, Int 19, Wis 14, Cha 15.

Skills and Feats: Appraise +15, Bluff +6, Craft (bookbinding) +18, Decipher Script +11, Diplomacy +7, Gather Information +15, Innuendo +7, Knowledge (arcana) +8, Knowledge (history) +9, Knowledge (religion) +8, Perform +5, Profession (librarian) +14, Sense Motive +8, Search +7, Spellcraft +7; Alertness, Great Fortitude, Lightning Reflexes, Skill Focus (Profession (librarian)), Skill Focus (Gather Information).

Languages: Abyssal, Celestial, Common, Draconic, Dwarven, Elven, Gnome, Giant, Halfling, Orc, Sylvan, and three human dialects.

Possessions: *short sword* +1, longbow, 20 arrows, leather armor, *headband of intellect* +2, *goggles of minute seeing*, backpack, walking stick, 10 various books, common lamp, sewing needle, thread, traveler's outfit, royal outfit, small silver flute, magnifying glass, 300 gp, and a light horse.

Description: An elven scholar of good reputation, Lumiya speaks over two dozen languages fluently and her knowledge of booklore is unequaled. The daughter of a simple bookbinder, Lumiya has a keen eye for valuable tomes. She is 230 years old, stands about four feet seven inches tall, and has thick, braided black hair and piercing blue eyes.

Lumiya travels extensively in her search for new languages and might be found on the road or visiting a noble. Most elven bookbinders can direct an inquisitive mage to her current location. Lumiya charges a 20% finder's fee for each book she is contracted to find.

SPELLBOOKS

The spellbook presented in the PHB is a generic representation of what is usually a unique and personal possession of each wizard. Wizards are an individualistic, eccentric lot, and many hold strange beliefs about the nature of magic. Some feel that ink made with powdered rubies is required to scribe any spell deal-

TABLE 2-4: BOOKS

Availability	Number Produced	Value	DC to Find	Skill Bonus
Common	100+	1-100 gp	25	+1/2
Uncommon	51-100	100-1,000 gp	30	+2
Rare	4-50	1,000-10,000 gp	35	+4
Legendary	1-3	*	20-40**	+8

* Legendary books are rarely found for sale. If one were lucky enough to find such a book, however, the asking price could be anywhere from 20,000 gp to 100,000 gp, depending on the volume.

** Some legendary books are easy to find because almost every educated person knows where they are. Others are incredibly difficult to find, having been lost for centuries or hidden away by greedy collectors.

ing with fire, for example, while others believe binding a spellbook in leather made from sharkskin will keep a book safe from water damage. A spellbook found in a lost tower or forgotten city will be a thing of wonder and strangeness. The following charts allow the DM to create interesting and memorable spellbooks with a few quick dice rolls. As always, feel free to ignore the dice in favor of inspiration. This system can be used to generate the appearance of non-magical books as well.

Number of Pages: 3d6 x 10

Table 1: Book Shape (d10)

- 1-7: Rectangle
- 8-9: Square
- 10: Exotic, roll 1d6:
 - 1-2: Triangle
 - 3-4: Circle
 - 5: Pentagon
 - 6: Octagon

Table 2: Cover (d%)

- 01-05: None
- 06-65: Leather (normal)
- 66-80: Cloth
- 81-85: Wood
- 86-95: Metal (roll on table 2a)
- 96-99: Leather (exotic, roll on table 2c)
- 00: Exotic (roll on table 2b)

Table 2a: Metals (d6)

- 1: Brass
- 2: Iron
- 3: Bronze
- 4: Copper
- 5: Lead
- 6: Tin

Table 2b: Exotic Leathers (d12)

- 1-4: Furred winterwolf skin
- 5-6: Human, elf, or dwarf skin
- 7-8: Orc, goblin, or hobgoblin skin
- 9-10: Demon or devilhide
- 11-12: Dragonhide

Table 2c: Exotic Materials (d6)

- 1: Glass
- 2: Crystal
- 3: Large leaves
- 4: Preserved flesh
- 5: Gold, silver, or mithral
- 6: Ivory or bone

Table 3: Pages (d%)

- 1-60: Parchment
- 61-80: Paper
- 81-95: Vellum
- 96-99: Metal (Roll on table 2a)
- 00: Exotic (Roll on table 2b)

There is a 5% chance of a book having a special feature. If one exists, roll on the following table:

Table 4: Special (d8)

- 1: The cover contains the image of a beast, which roars, growls, and otherwise reacts when the book is handled.
- 2: The book will not stay open unless weighted.
- 3: The pages of the book reorder themselves at random.
- 4: Anyone not of the same alignment as the book's author takes 1d6 points of subdual damage upon first reading the book.
- 5: The book will turn its own pages on command.
- 6: The book is immune to fire.

- 7: The illustrations and illuminations in the book are animated, the figures constantly moving about the pages.
- 8: The book screams if it is moved without a passphrase being spoken.

MAGICAL RESEARCH

This section gives rules for magical research, its uses, costs, and benefits. The text of this section is designated closed content. The item names, item descriptions, and rules and terminology derived from the d20 System Reference Document are designated as **Open Game Content**.

Nothing compares to the satisfaction of completing an arduous research project, not to mention the fame, glory and financial reward that often follows a great discovery. Every mage dreams of having a spell named after him or uncovering some lost secret that solidifies his place in history. Some wish to savor the taste of vengeance as their undead creation wreaks havoc on the local populace. But how does one accomplish these lofty goals? Luck? Money? Divine intervention? Perhaps a bit of all three, but one ingredient surpasses all others in importance: magical research.

Magical research helps a spellcaster discover new spells, analyze magical objects, and increase his arcane and divine knowledge. Even sorcerers who rely on gut feelings and innate abilities for their powers must concede the value of magical research to their continued development. Golems do not build themselves after all, at least not yet, and a dedicated student of the magical arts should always push the envelope of knowledge to newer heights. Research gives bonuses to creating magical items, raising the undead, building powerful constructs, and unraveling the mysteries of the universe. It is a powerful tool in the spellcaster's arsenal, and one that is ignored at the peril of the arrogant or foolish.

DETERMINING A GOAL

All research has an end goal in mind, something that the spellcaster wishes to accomplish. A mage does not just wake up one

morning and decide to create a spell or imbue an item with magical properties. The process is long and particular, and several things must be determined before it begins. What is the purpose of the research? Has such research been done before? What should the research entail, and where should it begin? A solid goal helps the researcher determine an appropriate course of action. Does she need to raise funds? Hire outside help? Research a new metal or alchemical process? Having a goal from the very beginning saves valuable time and money, which could be better used to further the research itself.

PAYING FOR RESEARCH

Research materials are not cheap. A decent laboratory alone could cost a fortune to put together but such sacrifices are negligible to the determined researcher. Raising the necessary funds, however, could prove almost as challenging as the research itself. There are several methods a researcher can use to tackle money issues.

Church Backing: Researching for a church is singularly advantageous because the church will usually front some, if not all, of the total cost. However, the goal of the research must be of interest or value to the church. A temple to Sulis, goddess of healing, would reject a request for money to build an undead monster. They would be more inclined to help in the discovery of a new type of healing salve. The drawback to church backing is that they often take full credit for any discoveries and pay little in the way of a monetary reward.

Royal Backing: Whether through backhanded dealing, a common goal, shared benefits, or family connections, a resourceful researcher can acquire decent funding from royalty. Why not use the tax money for something worthwhile? However, gaining an audience with a noble and convincing him of the great benefit of your research is no easy task. It may require some fancy footwork, a well-placed bribe, or perhaps a little of both.

Self Backing: The preferred method to complete a research project is to pay for it oneself. The advantages are manifold. No hassling with outside interests. No questions over who receives the credit and benefits. And if the research fails, no one comes after you with a

TABLE 2-5: ARCANÉ RESEARCH LABORATORY

Laboratory Size	Cost to Outfit	Cost to Rent	Bonus
Small	500 gp	25 gp/week	+2
Medium	1,250 gp	60 gp/week	+4
Large	2,500 gp	125 gp/week	+6
Grand	5,000 gp	300 gp/week	+10

blood price. A resourceful researcher can even keep the costs down to a reasonable level.

Loan Sharks: Greedy barons, banks, powerful wizards, and local thieves' guilds can all be persuaded to make a loan under the right circumstances. Those circumstances, however, rarely favor the wizard taking the loan. Loan sharks will offer a loan to just about anyone but they always expect prompt payment and a substantial return on their investment. The danger in using a loan shark is the threat of physical retribution should the loan not be repaid.

ARCANÉ LABORATORIES

The signature of a successful mage, the arcane laboratory is filled with books, alchemical kits, and shelves overflowing with spell components both rare and mundane. Large-scale experimentation demands the kind of space only available in a laboratory, and the space is often necessary to safely conduct the often-dangerous experiments of mages, alchemists, and sorcerers alike. Building and maintaining a decent laboratory requires long hours and much gold, but the benefits of having a safe, private place in which to experiment are undeniable.

A researcher on a budget or one not interested in long-term commitments may rent out a suitable laboratory, provided that the owner is not currently using it. Renting a laboratory only allows one access to the tables, bed, and tools. A renter must provide all his own materials and components. Sometimes the eccentric owner may demand a small favor in addition to the rent money. This can come in the form of assisting him in a project, acquiring a rare spell component, or accompanying him to a social function. Refer to Table 2-5 for costs to build or rent an arcane laboratory.

TOOLS OF THE TRADE

Every professional needs the right tool for the right job and magical researchers are no excep-

tion. From hammers and tweezers to magical candles, there are many tools to aid the researcher's task. Sometimes these tools are mundane, meant to help the researcher focus and best utilize his time. Others are magical and help where normal tools cannot. A sampling of research tools is found below.

TABLE 2-6: RESEARCHER'S TOOLS

Tool	Weight	Cost
<i>Cold stone</i>	3 lb.	2,800 gp
Cuckoo clock	25 lb.	150 gp
Gem cutter	2 lb.	1,200 gp
<i>Magic candle</i>	—	2,500 gp
<i>Mirror of truth</i>	5 lb.	25,500 gp
<i>Necromancer's scissors</i>	—	6,600 gp
<i>Portable forge</i>	1 lb.	18,000 gp
<i>Shrink jar</i>	1 lb.	1,100 gp
Tavasa	—	1 gp per bag

Cold stone: A *cold stone* emits a small aura of cold air that can keep a 5 ft. x 5 ft. room chilled to a temperature of five degrees below freezing. Mages frequently use *cold stones* to keep delicate ingredients from harm and dead body parts from smelling too rotten.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *ray of frost*; *Market Price:* 2,800 gp.

Cuckoo clock: Without these wonderful inventions, many a mage would probably have died from starvation or passed out from sleep loss. The cuckoo clock can be a valuable tool to measure the precise times for rituals or to keep a researcher from spending too long on a specific subject.

Market Price: 150 gp.

Gem cutter: The gem cutter is a small, four-inch-long tool with a cylindrical stone handle and a tiny enchanted silver tip. Upon command, the silver tip grows extremely



hot and can cut through steel or stone. Mages use the gem cutter to add creative designs or cut arcane symbols into a construct or magic device. This device can carve anything up to hardness 10, but is generally too small to be useful for tasks like cutting through dungeon walls. The gem cutter does provide a +2 bonus on Craft (gemcutting) or Craft (engraving) checks.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, *heat metal*; **Market Price:** 1,200 gp.

Magic candle: A *magic candle* never burns down and can be lit or extinguished with a word or gesture. It appears to be a normal candle with a delicate silver holder and a slight drip of wax on the side.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, *produce flame*; **Market Price:** 2,500 gp.

Mirror of truth The *mirror of truth* reveals the true form of anything seen through it. It can see through illusions, polymorph spells, and true forms such as that of a doppelganger or a dragon in human form. A *mirror of truth*

can also reveal curses such as lycanthropy.

Caster Level: 14th; **Prerequisites:** Craft Wondrous Item, *true seeing*; **Market Price:** 25,500 gp.

Necromancer's scissors: These useful tools appear to be a normal set of silver scissors such as those a seamstress would carry. *Necromancer's scissors* are unusually sharp, however, and can hew through skin, muscle, and bone with little difficulty.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *keen edge*; **Market Price:** 6,600 gp.

Portable forge: The traveling blacksmith's best friend, a *portable forge* seems to be a tiny gold statue that depicts a hammer on an anvil. When it is placed on the ground and the command word is spoken, the *portable forge* grows into a small metal forge with glowing furnace, water bucket, hammer, and anvil. Speaking a separate command word returns the *portable forge* to its miniature form.

Caster Level: 6th; **Prerequisites:** Craft Wondrous Item, *shrink item, enlarge*; **Market Price:** 18,000 gp.

Shrink jar: The shrink jar's magic allows it to store an object three times its own size. Most shrink jars are only large enough to hold Tiny creatures. Creatures stored in this manner are safe from harm but still require food and water. Any object stored in the *shrink jar* will be forcibly expelled should the jar break. This deals 1d4 points of damage to the stored object and stuns creatures for 1d4 rounds in addition to the damage. A normal *shrink jar* can hold up to 1.5 cubic feet of material.

Caster Level: 7th; **Prerequisites:** Craft Wondrous Item, *shrink item*; **Market Price:** 1,100 gp.

Tavasa: Tavasa is a small, four-leafed plant that, when ground into a powder and mixed with hot water, produces a wonderful drink. A cup of tavasa can help ward off sleep for an hour or so and goes wonderfully with a plate of oat crackers. In game terms, a wizard who drinks tavasa needs only seven hours of rest to regain his spells instead of eight, leaving more time for research or other activities. However,

TABLE 2-7: NEW SPELL MATERIAL COMPONENT USE

Level	Abjur	Conj	Div	Ench	Evoc	Illus	Necro	Trans
0	0%	0%	0%	0%	0%	0%	0%	0%
1	10%	5%	0%	5%	10%	0%	5%	10%
2	20%	10%	0%	10%	20%	0%	10%	20%
3	20%	10%	5%	10%	20%	5%	10%	20%
4	30%	20%	5%	20%	30%	5%	20%	30%
5	30%	20%	5%	20%	30%	5%	20%	30%
6	40%	30%	10%	30%	40%	10%	30%	40%
7	50%	30%	10%	30%	50%	10%	30%	50%
8	60%	40%	10%	40%	60%	10%	40%	60%
9	60%	40%	15%	40%	60%	15%	40%	60%

tavasa can become an addiction with extended use, and the wizard loses 1 Constitution point until the addiction is broken, usually by avoiding the drink for one month. Seven consecutive days of use addicts a character, as does 15 non-consecutive days of use within a given month.

Market Price: 1 gp per bag.

SPELL COMPONENTS AND ARCANÉ FOCI

Proper material components are an important part of spells, potions, powders, and magical objects. A spellcaster often carries several small pouches filled with the ingredients necessary to complete his spells, since many require an activation agent. Spell components range from everyday household items to obscure oddities. Arcane foci differ from spell components in that they are not used in the activation of a spell but in controlling and directing it, much like a cleric uses her holy symbol.

DETERMINING COMPONENTS AND FOCI FOR NEW SPELLS

When developing a new spell, spellcasters must determine what kind of material components they might need, if any. Abjuration, evocation, and transmutation spells are most likely to require material components because they manipulate the natural world. Necromancy, enchantment, and conjuration spells sometimes require material components because they affect the mind and body of their targets. Divination and illusion spells rarely require material components because they concern only the mind. Use Table 2-7 to determine if a new spell requires a material component. In

addition, all spells have a 5% chance of requiring an arcane focus.

POWER COMPONENTS

Power components are rare and exceptionally potent in their magical qualities. They can replace or substitute for common components, and can be used to make potions or spells stronger. These materials are expensive to buy and challenging, if not outright dangerous, to acquire. Troll's blood, for example, can boost the strength of a healing potion. A griffon feather increases the duration of a *fly* spell, but only if plucked from a live griffon. The scale of a sleeping bronze dragon gives a small bonus to *mage armor*.

Power components are in high demand for spellcasters who are researching new spells, and tracking down a rare component is often worth the trouble. Combining a power component and a successful Alchemy check (DC 15) gives the spellcaster a +4 circumstance bonus on all Spellcraft checks related to the creation of a new spell or magic item. The DM should feel free to determine his own power components and the availability of such.

EXPERTS

Sometimes seeking the advice of an expert can help a researcher overcome an obstacle to his progress, be it a material or mental problem. Experts are specialists that a researcher can turn to for valuable information or help in completing a task. A spellcaster making a construct, for example, might hire a blacksmith to build the body. A spellcaster analyzing a new potion might want to talk to an

alchemist before tasting it. Each expert that offers useful advice gives a +1 bonus to any Spellcraft check dealing with magical research. The total bonus from experts may not exceed +5, and only one expert in a given field may give a bonus.

There are possible drawbacks to utilizing an expert during research. The possibility that an interested party might sell the contents or ideas of a mage's research always exists. In addition, unless the visiting researcher is familiar with a particular expert's work, there is always the possibility that the person is a fraud. When dealing with any expert who does not provide tangible results there is a 15% chance that the person is a fake. Utilizing advice from such a person bestows a -4 penalty to the ensuing Spellcraft check rather than a bonus. In order to successfully con the researcher, the fraud must roll a Bluff check opposed by the appropriate Knowledge skill (or Intelligence if the researcher has no ranks in the appropriate skill) of the researcher.

Getting advice from an expert generally costs 1 gp as long as no more than a couple of hours are spent in consultation. For longer engagements, refer to page 149 in the DMG for pricing examples.

DIFFERENT TYPES OF EXPERTS

Alchemist: Masters of chemicals, poisons, and powders, alchemists know all about material components and their uses. If a new spell needs a material component and the spellcaster is at a loss as to what to use, an alchemist can make a suggestion.

Artisan: Pot makers, glass blowers, wood carvers, stonemasons, and many others fall under the category of artisans. Spellcasters turn to an artisan to give beauty and style to their magical creations.

Astrologer: In terms of stars and divination, astrologers have few equals. If an ancient curse was cast on a specific day, and a spellcaster needs to know the alignment of the stars on that day in order to determine a good time for a counter spell, then an astrologer would be the one to ask.

Blacksmith: A blacksmith wields and shapes metal into many forms including wheelbarrow spokes, swords, or even the bands

around a magic wand. Spellcasters often turn to a blacksmith in the construction of metallic magic items.

Botanist: Plants, their habitats and habits, are the botanist's field of study. A spellcaster may ask a botanist for advice on where to find a rare plant or what time of year it is best to harvest a particular root or berry.

Herbalist: An herbalist studies the uses of plants and their effects on people and animals. A spellcaster might ask an herbalist for advice on which plants are useful for building strength or improving constitution.

Historian: Students of all that was and will be, historians are good sources for questions regarding the history of buildings, people, and places. An ancient artifact might have found a place in history, and historians are good people to ask about the last known whereabouts and powers of such objects.

Jeweler: A jeweler appraises, sells, and cuts jewels. Since valuable jewels are an important part of many magical objects, jewelers are often hired to cut and fit the gems. A knowledgeable jeweler might be able to identify the magical properties of various jewels (see Magical Materials in Chapter 4), or be able to cut them in such a way as to enhance their magical properties.

Specialists: Specialist mages are great sources for information about their respective schools of magic. Researchers who gain the aid of a specialist mage can significantly reduce the amount of time it takes to create a spell or item within the specialist's school. In addition to the skill bonus, reduce the necessary amount of research time for this project by 10%.

Tailor: Tailors weave and sew clothing. A spellcaster often needs the aid of a tailor in the construction of magical cloaks, hats, robes, and other clothing.

Taxidermist: A taxidermist stuffs and immortalizes dead animals for display. They are often experts on the muscle and bone structure of various animals, and can greatly aid a spellcaster working with the anatomy of a beast. Necromancers often hire taxidermists to aid them with their research, as their specialized knowledge most applies to that school of magic.

ASSISTANTS

Large projects sometimes call for the aid of one or more assistants, and several spellcasters may work together on a particularly difficult project. Having help improves the final Spellcraft check, but might reduce the amount of personal credit a spellcaster can claim if the project succeeds. Assistants with at least 5 ranks in Spellcraft automatically confer a +2 bonus on the final check. Non-spellcasting assistants can also provide a bonus, since they can take care of the mundane tasks associated with research endeavors. The number of assistants that a researcher may hire depends on the task and should be determined by the DM. Regardless, the bonus from assistants may not exceed +5. Use Table 2-9 for the costs and bonuses of hiring help.

SUCCESS OR FAILURE

Once the spellcaster has completed all research, he must roll to see if it aided him in his task. Use Table 2-9 to find the maximum bonus he may apply to his roll, and to see if the bonuses are reusable for his next attempt. For creating a magical item or improving one's arcane knowledge, add the magical research bonus to the Spellcraft check. Failure does not mean that the research was a waste. The player may reuse the bonus acquired through research on any successive attempts, although material and power components will need to be replaced. Continued failure indicates the need for more research.

TABLE 2-8: MAGICAL RESEARCH BONUSES

Bonus Type	Max. Bonus	Reusable
Assistant bonus	+5	No
Book bonus	+8	Yes
Expert bonus	+5	No
Laboratory bonus	+10	Yes
Library bonus	+30	Yes
Power components	+4	No
Tools bonus	+5	Yes

USES FOR MAGICAL RESEARCH

Creating new spells: For much of a young mage's life he pores over tomes and endures countless embarrassing sessions with an arcane tutor, all to master the spells created by other mages. At some point in every mage's career, he encounters a situation that requires a com-



pletely new spell. For reasons of glory, money, or simple utility, most mages undertake the grueling research necessary to create a new spell at some point in their careers.

Cost: 10 gp/day; **Time:** 1 week/spell level; **Spellcraft DC:** 30 + spell level.

Creating new metamagic or item creation feats: Sometimes a scroll or potion is not enough. Perhaps a mage wants to add a signature visual effect to all of his spells, but does not want to research all new spells. Mages interested in research often work toward the creation of new feats to allow them to do such things.

Cost: 20 gp/day; **Time:** 6 weeks; **Spellcraft DC:** 35.

Magic item analysis: Given enough time and the ability to detect, read, and wield magic, a researcher can identify the various properties of a magic item without using the *identify* spell. Such research takes much longer than *identify*, but is useful for items that resist the spell or for mages that do not have the time or ability to cast it. Performing this research requires the character to have at least a small arcane laboratory.

Cost: 20 gp/day; **Time:** 3 weeks;

TABLE 2-9: RESEARCH ASSISTANTS

Type of Help	Cost to Hire	Bonus
Cheap Labor	1 gp per day	-1 (inept) to +1 (helpful)
Good Labor	5 gp per day	+1/2
Spellcaster	15 gp per day	+2

Spellcraft DC: 25 + caster level.

Material analysis: Often in the course of their adventuring careers, a mage will run across a material that is either alien or unknown. He may take it back to the city and deliver it to the local mage's guild, or he may sit down and try to determine the properties of the material himself. Performing this research requires the character to have at least a small arcane laboratory. **Cost:** 10 gp/day; **Time:** 1 week; **Spellcraft DC:** 30.

TAINT AND TUNE

This section presents a discussion of the spontaneous magic of bards and sorcerers. The text of this section is designated closed content. The feat names, feat descriptions, and rules and terminology derived from the d20 System Reference Document are designated as **Open Game Content**.

Some folks have it easy.

Most people who wish to perform magic must spend years in training merely to cast the simplest of spells, and even then they must engage in complex rituals each day in order to have their spells ready. A few rare individuals, however, can wield power by sheer force of will, or even weave magic out of nothing more than a simple song.

So what allows a sorcerer to call forth magic with no preparation and no forethought? The most common claim is that it is a taint in the blood, that the sorcerers' ancestors consorted with dragons, or demons, or fey, and that this long-ago coupling still stains the sorcerer's soul generations later. Others claim that this is the conceit of the caster, that the origin of sorcery is more mundane. These people can simply cast spells intuitively, they say.

Dragonblood is just an old wives' tale.

Another idea to consider is that sorcerers, bards, and wizards all cast the exact same spells; that is, a *magic missile* cast by a sorcerer is identical to the spell cast by a wizard. This has an interesting implication, that magic is an objective, universal force, and that to perform a given effect, there are certain words and gestures that must be performed. What if the *charm person* of a bard, a sorcerer, and a wizard were not the same spell? The bard sings a brief, enchanting tune or makes complex hypnotic gestures while juggling; the wizard repeats the ritual he learned during his years of study; the sorcerer says a few brief words in Common while making a subtle gesture and focusing his will. At the DM's discretion, these could all have subtle, yet tangible, differences.

The correct interpretation is up to each DM, of course, but the idea of tainted blood has a lot of potential to make for better roleplaying and more interesting game mechanics. This section looks at the idea of magic in the blood, and offers some interesting twists and variations.

BARDIC MAGIC

Bards do not prepare spells as do wizards, nor do they have the blood taint that grants innate magical power. Rather, they have learned to channel and focus mystical energy through their songs and tales. As part of their training, bards learn to grant power to their words and to tap into magical energies and place them into their songs. An untrained person who repeated a bard's song perfectly would not accomplish any magical effect. The mental control and the knowledge of what is being done are far more important than the exact words and tune.

Which leads to another point: not all bards sing. Each bard, once he has learned the basic principles of interweaving performance and magic, quickly develops his own style of magic. While most find it simplest to channel power through song, others follow different paths.

NEW BARDIC MAGIC STYLES

A bard's art is more than his life; it is his power. While any commoner can whistle a happy tune or juggle a few beanbags, only bards have learned to use their art to inspire, awe, and sometimes kill. Within this fusion of magic and entertainment each bard finds his own path.

Upon taking his first level of bard, a character should choose what type of performance drives his magic. This is known as his artistic focus, and, typically, this is the type of performance first chosen when the character learns the Perform skill. The exact means by which a spell is cast does not generally alter the spell, except as noted below.

ARTISTIC FOCUS

Bards generally choose one of four types of art through which to channel their magical abilities. The decision can be a personal one or a result of the school or mentor from which a particular bard learned his craft. These four styles are outlined below.

Music: This is the standard for bards, and offers no advantages or drawbacks. The verbal component of a spell is the song itself, the somatic component is fulfilled by the playing of the instrument, or gestures in the case of a capella performances, and the material component must be held or touched during the song.

Dancing: This method of casting spells involves complex, full-body motion. The caster controls the ebb and flow of magic with her whole body, shaping it with intricate motions and turns. Dancing bards calculate the effects of all Enchantment spells as if they were one level higher, but suffer an additional armor check penalty of +5%. If such bards wear no armor, they still have no chance of spell failure. The somatic component of this type of casting is, of course, the dance. The verbal component is brief, usually a few quick monosyllables to emphasize certain motions, and the material component must be held in the hands while the dance is performed. Dancing bards may never use the Still Spell feat.

Juggling: While rarely used as an artistic focus, there are a small number of bards who swear by it. A juggling bard is quite spectacular to see, magical energy leaping between the flying objects as the spell takes form. The extra-



ordinary dexterity needed to juggle well enough to cast spells has some fringe benefits. A juggling bard gets a +1 competence bonus on all attack rolls with thrown weapons, and all spells that allow a Reflex save have their save DC increased by one. Unfortunately, it is very easy to disrupt a juggler during casting, so all Concentration checks for casting suffer a -2 circumstance penalty. The somatic component of a spell is, of course, the juggling, the verbal component is a short interjection as the spell is released, and the material components of the spell are juggled along with whatever other objects the bard uses. Juggling bards may never use the Still Spell feat.

Storytelling: Given the short casting time of a spell, bards who use storytelling as an artistic focus actually use key phrases and aphorisms, or fragments of a tale appropriate to the spell. One can weave both tales and illusions, and, as such, bards who use storytelling to invoke their magic calculate the effects of all Illusion spells they cast as if they were one level higher. Storytelling bards may also never use the Silent Spell feat. The story itself is the verbal component; the somatic component consists of enthusiastic gestures to illustrate a point; and the material component must be held and shown during casting.

SORCERERS

Sorcerers are even more individualistic than bards; no sorcerer was taught to cast magic. Even if they have a mentor, that mentor appeared only after the sorcerer had already cast his first spell. Thus, each sorcerer taps into magical energies in a different way, even if the end result is the same. Some babble in a nonsense language of their own invention, some invent short rhymes to focus their power, some speak simple phrases backwards. None of this has any bearing on the difficulty of using a Spellcraft check to identify a spell being cast, however. A sorcerer should specify his magical style when he gains his first sorcerer level. Unlike bards, there are no advantages or disadvantages for different styles of magic—it is just a matter of flavor.

At the DM's option a sorcerer may choose a personal style for his magic. This alters the appearance of his spells to conform to a specific tone or flavor. For example, one sorcerer might always manifest a violet aura when he

casts spells, and all his spells that have visual effects are tinted violet or purple to some degree. Another sorcerer may cause the temperature near him to drop 10 degrees while a spell is being cast, and all of his spells, even the fire-based, cause a chill breeze to follow them when they strike. Once such a style is chosen, it may not be altered, and under no circumstances should the DM allow the player to gain any game-effect advantage, except for possibly circumstance bonuses to interpersonal skills if the mage uses his special effects wisely. The cold sorcerer described above, for example, would not deal extra damage to any creature, no matter how vulnerable to cold.

SORCERERS AND SOCIETY

Some may ponder why sorcerers are generally perceived as different from wizards. Both, after all, wield roughly the same power, and there are as many evil wizards as evil sorcerers. The reason for the distinction is that the sorcerer's power is seen as unnatural or derived from inexplicable sources.

Magic itself is seen by many to be the harnessed power of demons or devils; in all but the most magic-rich civilizations, the general population finds it disturbing and dangerous by virtue of its difficulty and rarity. Nothing stirs the fears such as that which one does not understand. Combined with the incredible destructive capability of magic, its wielders often find themselves outcast or pushed to the fringe.

This is even more the case for sorcerers.

Wizards at least attempt to interact with society, forming guilds, schools, and other organizations much like a merchant or artisan may do. Their powers come from something demonstrable: the meticulous gestures, incantations, and material components that mark the casting of a wizard's spell. Sorcerers, on the other hand, manifest their powers naturally. While they may still use the trappings of wizardry, they do so without understanding or care. They flaunt the casual nature with which they cast spells, and their inability to understand the patterns of each spell they cast engenders distrust from the mundane and wizard alike.

In some societies, of course, the onus is reversed. In those societies, the sorcerers are rulers, men and women gifted with great and terrible power. Wizards are seen as pedantic

and often stupid, spending years to learn by rote what a sorcerer knows by his very nature.

VARIANT SORCERERS

As noted above, many believe that sorcerers are the distant children of dragons, and it is this that gives them their power. However, it is possible this is only part of the truth. It might well be that many types of crossbreeding could produce a quirk of the blood, a means by which someone could instinctually wield magic. Different taints produce different breeds. A sorcerer whose magic springs from a distant ancestor's liaison with a polymorphed storm giant will be just slightly different from one whose power flows from a long-forgotten dryad, many times their great grandparent. Some suggestions for possible effects of different blood types can be found below.

VARIANT TAIN†

When the first level of sorcerer is taken, the character should decide what sort of odd ancestral romance left him with his unusual powers. The choice has minor, but noteworthy, effects.

Faintblood: Whatever taint granted the character her sorcerous abilities, it has faded so much that no special advantages or disadvantages are gained. This allows a DM to use the variant taint mechanics without disrupting existing characters; they are all faintbloods. Optionally, a DM may allow a character to retroactively choose an ancestral type; the power has simply been latent all this time. The character should begin using the new rules as soon as she gains a new level in sorcerer.

Dragon: If a sorcerer is dragonblooded, she has the potential for extraordinary power, as dragons are creatures of great magic (hence the belief that all sorcerers are dragonbloods). The cunning and ferocity of the dragon comes through in some of the sorcerer's personal interactions, granting a +2 racial bonus to Intimidate and Bluff skill checks. However, animals sense the predator within and react poorly, resulting in a -2 to Handle Animal, Ride, and Animal Empathy checks.

Fey: Many types of faerie creatures seek to mate with mortal beings, and often traces of that mating linger for centuries. Feybloods have a unique gift; they may choose a single 1st-level spell of the Enchantment or Illusion

schools and cast this spell once per day as a spell-like ability. This spell cannot be changed once the choice is made. The sorcerer's connection to the fey is a two-headed spear, however. Feybloods are notoriously weak at resisting faerie magic, and suffer a -4 racial penalty on all saves against spells, spell-like powers, or extraordinary abilities used against them by any fey. They also have little connection with necromantic spells. Any spells they learn from the school of necromancy are cast at -1 caster level.

Giants: Storm and cloud giants both possess innate magic, and this power can be passed on to the descendants of unusual liaisons. A polymorph spell can be an amazing adjunct to romance. Upon taking their first level of sorcerer, giantblooded sorcerers may choose to be able to cast either *shocking grasp* or *obscuring mist* once per day as a spell-like ability. Giantbloods tend to have voracious appetites, causing them to consume 50% more food than normal. Furthermore, they tend to be a bit clumsy, suffering a -1 racial penalty on Pick Pocket, Move Silently, and Disable Device checks.

Demon: If there is a sin worse than having the blood of dragons in your veins, it is being demonblooded. This is the charge levied at those with powers derived from beings that live beyond the mortal realm. While not all such beings are demons or devils, it does seem that beings from the darkling realms are more likely to consort with mortals than their loftier counterparts. Demonblooded sorcerers gain either cold resistance 5 or fire resistance 5, and have a +1 natural bonus to armor class. Because of their nature, however, they are more susceptible to spells of the Good or Evil subtype than others. Good-aligned demonbloods suffer a -2 penalty on their saves against Evil spells, evil-aligned sorcerers suffer this penalty against Good spells, and neutral sorcerers suffer the penalty against both. In addition, demonbloods gain one less point of healing from healing spells, potions, and the like.

SORCEROUS FEATS

ABSORB SPELL [METAMAGIC]

You can absorb magical energy and use it to power your own spells. This is one of



the most powerful, and most dangerous, abilities a sorcerer or bard can learn. It is the ability to take pure eldritch power and reshape it, bending it to their will in a way no bookbound wizard could ever truly understand.

Prerequisite: Must be able to cast arcane spells without preparation, Bloodburn, Cha 17+.

Benefit: When a character with this feat is struck by a spell, he may choose to forego any saving throw and attempt to absorb the spell instead. If he is successful, a spell slot at least one level lower than the spell that was absorbed is replenished. In other words, one prepared spell that the sorcerer has already cast that day is once again prepared as if he had not cast it. This feat cannot be used if there are no empty spell slots to hold the magical energy.

Once the character is struck by the spell he is trying to absorb, he must make a Will save against a DC of $15 + 2/\text{level of the spell}$. If he succeeds, he absorbs the spell and must immediately decide which slot is replenished. If he fails, he is subject to the full effect of the spell, plus an additional 1d6 points of subdual damage per spell level.

A natural 1 on the Will save for Absorb

Spell always fails.

The level of the spell to be absorbed is calculated including any metamagic feats used. Thus, a maximized fireball spell is considered to be a 5th-level spell for all purposes, including the DC of the Will save and the damage dealt on a failed save.

Spells that allow no save or have the harmless designator under their saving throw entry may not be absorbed.

Example: Thrug the half-orc sorcerer has cast two 3rd-level spells so far today. He is then struck by a fourth level spell, which he successfully absorbs. This energy replenishes one 3rd level slot, in effect allowing him to cast an additional 3rd-level spell. If he had no empty 3rd-level slots, the energy could replenish a 2nd or 1st-level spell. If he had cast no spells of less than 4th-level that day, he could not use this feat.

BLOODBURN [METAMAGIC]

You may cast spells at a higher level than his caster level.

Prerequisite: Must be able to cast arcane spells

without preparation.

Benefit: A wizard summons power from outside himself, binds it with ritual, and then releases it. Sorcerers and bards, however, draw power into themselves, focusing it into a spell at the time it is called. This dynamic drawing and shaping of power allows such casters to sometimes increase the potency of a spell, though at some risk.

Using this feat, a spontaneous caster can increase his effective casting level when casting a spell, adding up to his Charisma bonus in levels. When they do so, though, they take 1d6 points of damage per effective caster level increase.

Example: Thrug, a 6th-level sorcerer, is facing down a white dragon. His comrades are badly wounded, and he knows he has to kill it now or die. He begins to unleash his *fireball* spell, but uses the Bloodburn feat to increase his caster level by 3. The fireball is cast as if he were a 9th-level sorcerer, and he takes 3d6 points of damage.

COMPOSE SONG OF POWER [ITEM CREATION]

You can write a song that duplicates a single magical spell.

Prerequisites: Spellcaster level 3rd+, Perform 8 ranks.

Benefit: You can compose a *song of power* that duplicates any single spell that you know. Composing a *song of power* takes 1 day. It has a base price of spell level times caster level times 50 gp. You must also expend 1/25 of this base price in XP. Any song of power that duplicates a spell with costly material components or an XP cost carries a commensurate cost to be paid by you.

A *song of power* is stored in your memory until activated by singing it. This is a standard action that does not provoke attacks of opportunity. You can have no more *songs of power* memorized at any given time than your Intelligence modifier. You can teach a *song of power* to another person that meets the prerequisites of this feat. Teaching a song of power takes 1 hour of instruction, after which the song passes from your memory to your pupil's, counting against his limit of *songs of power*. A *song of power* counts as a use-activated item for all purposes.

FAVORED INSTRUMENT [GENERAL, BARD ONLY]

The bard may gain bonuses to spell effectiveness by using a favorite instrument.

Prerequisite: Bardic music.

Benefit: This feat allows a bard to choose a single instrument as his favored instrument. This is his personal instrument, one that he has practiced with continuously, and he knows it so well it is practically a part of his body. As a consequence, all spells cast while using this instrument gain +2 to their save DC.

Should the instrument ever be stolen or destroyed, the bard suffers a -1 morale penalty on all attack rolls, weapon damage rolls, skill checks, and saving throws for the next week. After an additional month of training and practice, the bard may specify a new favored instrument.

IMPROVISE COUNTERSPELL [GENERAL]

The character may cast a counterspell even if he is not capable of casting the spell he wishes to counter.

Prerequisites: Ability to cast arcane spells without preparation.

Benefit: This feat allows a sorcerer to cast a counterspell without being able to cast the spell that he is trying to counter. To do this, the sorcerer must follow all the normal rules for casting a counterspell, except that he may use any spell he knows, provided the spell is at least two levels higher than the spell being countered.

The sorcerer must still have an unused slot of that level available. Thus, if a sorcerer wishes to counter a *fireball* spell, and has a 5th-level spell slot unused, he may use that slot to cast an improvised counter-fireball.

Normal: A character may only attempt to counter a spell by casting the same spell.

SORCEROUS QUICKEN [METAMAGIC]

The character may cast a spell as a free action.

Prerequisites: Cha 15+, ability to cast arcane spells without preparation.

Benefit: Once per day, a sorcerer may choose to quicken a spell he knows, casting it as a free action. Unlike other sorcerous metamagic feats, this ability does not take a full round; it is used at will. To use it, the sorcerer must have an unused spell slot four levels higher than the spell being cast.

Despite the name of this feat, bards can take it as well.



RITUAL: CLEANSE THE TAIN†

This dread magic ritual was created centuries ago by a cabal of wizards who felt sorcerers were too dangerous to be allowed to run free. They saw them as untrained, undisciplined, and unbound by oaths to guild and mentor, all sins in the eyes of the mage's council. However, the cabal drew the line at genocide, and so found a merciful compromise, the ritual known as *cleanse the taint*.

The ritual requires one wizard of at least 10th level, and five assistants of at least 5th level. It takes one hour to cast for each of the victim's sorcerer or bard levels, and the victim must be physically present during the casting. A pint of dragon's blood (or, if using the Variant Taint rules above, giant, fey, or demon blood, depending) is also required, as well as material adjuncts worth a minimum of 5,000 gp, all of which is consumed in the casting.

When this ritual is completed, the victim loses all ability to cast arcane spells without preparation. He retains all other features of his classes, but cannot cast spells unless they have been prepared. In effect, a sorcerer or bard loses all magical ability, while still technically

retaining their class and level.

Over the ensuing centuries, this ritual has been adopted by sorcerers themselves as a means of policing their own and avoiding the sort of hatred that led to this ritual being created in the first place. Most of those who are affected by this rite end up killing themselves within a few weeks; the rest become vengeance-obsessed madmen who channel their rage into martial or even wizardly pursuits, all in the name of revenge.

OLD SKILLS, NEW USES

This section presents a discussion of novel applications of existing skills and describes one new skill. The text of this section is designated as **Open Game Content**.

This section offers several new combinations of spells and skills that can make spellcasting classes more versatile and deadly. The synergy between skills is well noted, but how can a mage use his mundane skills to enhance his spellcasting, and vice versa? The following discussion answers these questions. Also presented is a new skill that anyone from a bard to a court wizard may find useful when trying to determine the mood and motivations of their enemies.

APPRAISE

Though typically used to determine the worth of an antique or jewel, Appraise can aid a spellcaster who may need to use a bit of trickery to earn a few extra coins.

Antique Bluff: When used in conjunction with a *minor creation* spell, the Appraise skill allows you to reproduce the look of a finely crafted antique for short periods of time.

First you must make a successful Appraise check while studying an item similar to the one you are going to attempt to recreate. Consult Table 4-11 to determine the degree of success and modifiers to apply for the antique bluff.

If successful, you may then cast *minor creation* to create items that resemble the original

TABLE 4-11: ANTIQUE BLUFF MODIFIERS

Quality of Item	Opponent's Modifier	DC to Recreate
Poor, -50% of market value	+10	30
Flawed, -30% of market value	+5	25
Normal	None	20
Good, +30% of market value	-5	15
Exceptional, +50% of market value	-10	10
Masterwork	-15	5

antique, subject to the limitations of the spell as normal. You then make another Appraise check to determine the quality of your work. If you have 5 or more ranks in a Craft skill that pertains to the item you are choosing to create you may add a +2 synergy bonus to this roll.

If the buyer of such an object also has the Appraise skill, they can make a roll opposed by the check you made after casting the spell. If he beats your roll, he spots the object as a fake, with consequences appropriate to the situation.

Of course, this combination can be used for far more than passing off fake merchandise. It can also be used to buy time with an employer for whom you have failed to recover an object, to pass off a party invitation as the real deal, or to emulate the seal of a noble house. There is obviously quite a bit of danger associated with being caught using this technique.

When combined with a *major creation* spell, this technique can be used to faithfully recreate valuable gems and jewelry. This is guaranteed to cause an uproar upon the expiration of the spell, so spellcasters should be very judicious in their application of such a scam.

BALANCE

While the Balance skill is most useful for rogues, it can also be a very handy tool in a spellcaster's arsenal.

Improved Concentration: If you are in a situation where an uneven floor or a narrow path is hampering your spellcasting abilities, having a high Balance score can help you to concentrate. If you have 5 or more ranks in Balance, the DM may apply a +2 synergy bonus to Concentration checks made while in a precarious situation. This bonus also stacks with the Combat Casting feat if applicable.

Improved Grease: If you have 5 or more ranks in the Balance skill, you may add a +2 bonus to the save difficulty of any *grease* spell that you cast. This bonus is a reflection of your well-defined sense of balance and your understanding of how to place the grease so as to cause the targets the most possible trouble.

BLUFF

While the Bluff skill is very effective for characters such as rogues and bards, Bluff can also become very useful for spellcasters that are facing a wily opponent.

Spell Bluffing: There are two uses for this combination. First, it is possible to use illusion magic to recreate more powerful spell effects, possibly frightening opposing mages or other foes. This allows you to make use of a *silent image* or similar spell to recreate a more dangerous looking spell effect, such as *mord's sword*, to frighten those who are less educated in the ways of magic. A successful Bluff check (DC 15) allows you to add a +2 bonus to your spell save DC for the Illusion spell used. You may freely recreate any spell that you know. To recreate a spell that you do not know you must make a successful Spellcraft check to recreate the effect. The DC is 15 + the level of the spell you are attempting to recreate.

Alternatively, when used in combat with another mage, Bluff can be used to hide a spell, making it more difficult for the opposing caster to counter. You may make a Bluff check when casting any spell requiring somatic components. The result is the Spellcraft DC necessary to identify the spell you are casting for purposes of counterspelling.

HANDLE ANIMAL

For a ranger or druid, the Handle Animal skill is necessary for many everyday

tasks. When used in tandem with a few of these classes' exclusive spells, it is even more useful.

Improved Friendship: If you have 5 or more ranks in Handle Animal you may add a +2 bonus to the spell save difficulty for an animal to resist any *animal friendship* spell you cast.

Trusting Presence: A ranger or druid who possesses 5 or more ranks in Handle Animal may add a +2 bonus to any Charisma check when dealing with a summoned ally conjured by the use of any *summon nature's ally* spells.

INTIMIDATE

This skill, while more commonly used by thugs and rogues, can be a useful tool in the spellcaster's arsenal.

Fear Effect: Many spellcasters draw upon fear-inducing spells, such as *cause fear* and *scare*, to resolve threatening situations. If you have 5 or more ranks in Intimidate you may add a +2 bonus to the save difficulty of any fear-inducing spells you cast.

INTUIT DIRECTION

This skill is essential to any druid or ranger character. A strong knowledge of direction can not only guide a character to safety, but may also aid his animal companions when combined with a few exclusive spells.

Helpful Guide: When a ranger or druid makes use of the *animal messenger* spell, he places his trust and talent for direction into the abilities of an animal ally. To help ensure that his message reaches its destination, a ranger or druid with 5 or more ranks in Intuit Direction may grant a +2 bonus to his messenger should it need to make an Intuit Direction check while en route.

PERFORM

This is typically the skill of rogues and bards who rely heavily on talent and charisma to captivate onlookers. However, the use of the Perform skill is useful to a spellcaster who relies on sleight-of-hand and trickery to fool opponents.

Master Puppeteer: If you have 5 or more ranks in Perform (ventriloquism), you may add a +2 bonus to the save difficulty of any sound-based Illusion spells you cast, such as *ghost sound* or *ventriloquism*.

Storyweaver: Modify memory is an essential spell for most bards. Though the spell is effective as normally cast, when in the hands of a capable storyteller it can be even more effective. If you possess 5 or more ranks in Perform and have storytelling as a performance type, you may add a +2 bonus to the save difficulty to resist any *modify memory* spell you cast.

SENSE MOTIVE

This may be one of the most essential skills for any character to have, as the villains, and in some cases the heroes, of the world tend to rely on falsehoods to promote their plans and ideology. And when used in conjunction with a select number of spells, this skill can become even more valuable to a character.

Judge of Character: Though many clerics and paladins make use of spells such as *discern lies* to weed out the falsehoods of villainy, a few ranks in the Sense Motive skill can improve a divine character's chances for identifying a person's true nature. If you possess 5 or more ranks in the Sense Motive skill you may add a +2 bonus to the save DC of any *discern lies* or *zone of truth* spells you cast.

NEW SKILL

KNOWLEDGE (PSYCHOLOGY) (Int; TRAINED ONLY)

Knowledge (psychology) focuses on understanding the inner workings of the mind and how mental processes can affect everyday behavior, ranging from common phobias to behavioral patterns.

Check: As with any other Knowledge check, answering a question within the character's field of study has a DC of 10 (for easy questions), 15 (for basic questions), or 20 to 30 (for tough questions).

Retry: No. The check represents what the character knows, and thinking about a topic a second time does not let the character know something the character never learned in the first place.

Special: An untrained Knowledge check is simply an Intelligence check. Without actual training, a character only knows common knowledge.

CEREMONIES AND RITUALS

This section gives rules for creating and using divine ceremonies. The text of this section is designated closed content. The rules and terminology derived from the d20 System Reference Document are designated as **Open Game Content**.

On a dusty street, an old lady throws several bones onto a small table and reads the fortune of the young man sitting before her. Miles away on a cliffside near the sea, three clerics chant over the still body of an elf as the surf crashes on the rocks below. What do these two scenes have in common? Both the fortuneteller and the clerics are using rituals. Such ceremonies have both common and divine uses, though only those performed by divine spellcasters hold any power.

A common ceremony can be used to affect life in small ways such as a farmer praying for a good harvest. Anyone who takes part in a divinely inspired activity, including those based on superstition, is performing a type of ceremony. Throwing salt over your shoulder to ward off evil and saying your evening prayers are both examples of common rituals.

Divine ceremonies are used to achieve lofty goals like curing a disease or sanctifying a patch of ground. Clerics, druids, paladins, and rangers all view ceremonies as an important part of the spellcasting process. A ceremony allows a divine character to communicate with and give thanks to her source of power. Clerics and druids often perform rituals between adventures while the wizard studies her spellbook and the fighter sharpens his blades. Each ceremony requires a successful Spellcraft check to complete, and every qualified spellcaster beyond the first adds +2 to this check. The following sections explore divine ceremonies in more detail.

GENERAL USES OF CEREMONIES

Acquiring New Divine Spells: Unlike arcane spells, which come from practice and study, divine spells are gifts from the gods. If a divine

character wishes to understand or create a new spell, she must first research it just like a mage. While mages study particular material foci or arcane syllables, clerics must study to better understand their connection to the power they worship. Once the divine character completes her research, she should perform a short ceremony to ask permission to learn the new spell. Sometimes a deity rejects the request for a new spell. The reasons for this may include the danger that using the spell presents, lack of faith on the part of the priest, or the mere whimsy of the cleric's god.

In-Class Abilities and Leveling: As characters grow and learn, they gain new powers and levels. Divine characters may mark these changes with a ceremony to give thanks to their deity for heightening their powers. For example, a druid seeking an animal companion performs a short ceremony to assure the summoning of a strong new friend.

Using Class Abilities: Ceremonies aid class abilities such as the paladin's healing or the druid's *wild shape*. By showing the proper respect and due attention that these abilities require, divine characters improve the potential of their powers.

Cure or Cause Curses and Diseases: Divine characters are best known for their healing powers. Ceremonies play an important role in the cleansing of certain diseases and curses. Victims of lycanthropy, for example, are often made to undergo a complex ritual under every full moon until their affliction is cured.

Recovery Spells: Whether resurrecting the dead or healing a small wound, divine characters call on the aid of supernatural powers. Prayers and rituals are the foundation of recovery spells and the reason that they are inaccessible to wielders of arcane magic.

Affecting the Spirit World: No mortal can truly affect the spirit world, but ceremonies allow a character to ask for a change. Conversing with a spirit to ask for advice is an example of working on the spiritual level. Ceremonies reduce the gap between the material and spiritual worlds, allowing a character to establish a closer connection to the other side.

Creating or Destroying Holy Items: A weapon, piece of armor, or item imbued



with a supernatural power is a dangerous instrument. These powerful tools and relics are not easy to create or destroy, almost always requiring a ceremony to do either.

Becoming 1st Level: Even if they receive a calling, a common person does not just wake up one day and decide to become a cleric or a paladin. The indoctrination into a divine class is a special event, as it marks an important change in one's life. Most churches and groups have a ceremony to celebrate this life step. These can range from a joyous celebration to a solemn observance, but in any case, the ceremony is an important part of bringing a new person into the organization.

Social Functions: Weddings, funerals, and coming of age celebrations are part of almost every culture. A divine character often presides over these important events because she embodies the purity and essence that such an occasion demands. Leading these ceremonies is also an important method of fundraising for most churches.

Bonuses to Spellcasting: Possibly the greatest benefit of using a ceremony is the boost that they give to spellcasting. A ceremony

not only provides a strong focus, but it also praises the supernatural beings that power the divine domains. The rewards for such actions include stronger, longer-lasting, and farther-reaching spells.

RITUAL AND CEREMONY DESIGN

Designing a specific ritual for your game is a good way to add depth to a divine character, give focus to a quest, or provide an exciting conclusion to an adventure. Will the ceremony work? Are the evil spirits gone for good, or is the volcano going to blow? Sending players out to gather ingredients or necessary information for a ritual offers countless possibilities for adventure. Rituals can be divided into several domains in order to give them better focus and themes. The ceremony level narrows down caster requirements as well as any time, place, and material components.

CEREMONIES BY DOMAIN

Alignment: The alignment domains are chaos, evil, good, and law. Alignment ceremonies have powerful effects and often take a lot of time to complete. Material components are usually symbolic such as a scale for law or weapons for evil.

Arcane: The arcane domains are knowledge, magic, and travel. Arcane ceremonies require a focus to complete such as bones for divination or a door for dimensional travel. Words are also an important part of every arcane ceremony.

Body: The body domains are healing and death. Body ceremonies have time requirements and material components suitable for the ceremony. A healing ceremony often calls for prayer and water while a death ceremony uses prayer and blood.

Elemental: The elemental domains are air, earth, fire, water and any combination thereof. Elemental ceremonies have specific place requirements based on the element. Fire ceremonies often call for lava, air ceremonies wind, water ceremonies pools or oceans, and earth ceremonies forests and mountains. The elemental theme also plays a part in its components. A fire ceremony might need a flaming sword or an air ceremony could use music and song.

Guardian: The guardian domains are luck, protection, and strength. Guardian ceremonies are the most common and have few requirements. However, all guardian ceremonies only offer temporary benefits.

Nature: The nature domains are animal, plant, and sun. Nature ceremonies are very growth-oriented and often require specific plant or animal components. Sun ceremonies may only be held during the day.

Pain: The pain domains are destruction, trickery, and war. Pain ceremonies can summon or release a powerful monster or goad a king into greedily attacking his neighbors. These ceremonies take a lot of time to perform and require a single material component, which can subsequently be used to reverse the ritual.

CEREMONY LEVEL

The level of a ceremony is based on its strength and power. The ceremony level can be determined by the number of components, the caster requirements, and the difficulty to use the ritual. If the ceremony duplicates an existing spell, the ceremony level is the same as the spell level. Common ceremonies are always level 0 because they have little or no power. Table 2-10 lists the ceremony levels, descriptions, minimal ingredients, and the DC to the



Spellcraft check needed to successfully perform the ritual. More than one spellcaster performing a ritual drops the DC by four for each capable assistant (max. 2), but does not affect the components or caster requirements.

CASTER REQUIREMENTS

The caster requirements include the who, what, and how of a ceremony. Who can use the ritual, what must they do, and how can they perform it? How many spells are necessary for the ritual? Spell requirements determine the minimal level that the spellcaster has to be to perform the ritual. How many times can the ritual be performed and what happens if it fails? The more powerful the ritual, the more dangerous the consequences if it goes awry. Rituals that permanently change an ability score or level should be limited to one use only. Does the spellcaster have to do something personal in the ritual such as cutting himself for blood, praying, dancing, drinking, wearing a specific outfit, or preparing a component ahead of time? Personal involvement often lengthens the time of the ceremony.

TABLE 2-10: RITUAL COMPONENTS AND DIFFICULTY

Level	DC	Example	Caster Requirements	Time	Place	Materials
0	NA	Pray for luck	None	NS	NS	NS
1	10	Bless a weapon	None or 1 spell	NS	NS	1
2	12	Turn extra undead	P or 1 spell	SS	NS	1
3	15	Rain dance	P or 1 spell	SS	NS	2
4	18	Summon a spirit	P & 1 spell	SS	S	2
5	22	Raise the dead	P & 1 spells	SM	S	3
6	25	Boost an ability score	P & 2 spells	SM	S	3
7	28	Destroy a cursed item	P & 2 spells	SM	S	3
8	32	Summon a demon	P & 3 spells	SL	S	4
9	36	Stop a tidal wave	P & 3 spells	SL	S	4
10	40	Become an avatar	P & 4 spells	SL	S	5

NS – Not Specific. Does not require component.

S – Specific. Requires component.

SS – Specific Short. Requires a short ceremony.

SM – Specific Moderate. Requires a moderate ceremony.

SL – Specific Long. Requires a long ceremony.

P – Personal. Requires personal caster involvement.

TIME, PLACE, AND MATERIAL COMPONENTS

The components determine where and when a ceremony can take place and what is necessary to complete it; the more challenging the components, the more powerful the ceremony.

When does the ceremony start and when can it end? Time plays an important role in all ceremonies. Does the moon have to be full or does it require a solar eclipse? How long will the ceremony last? A short ceremony lasts 0-5 hours, a moderate ceremony lasts 5-12 hours, and a long ceremony lasts 12 or more hours.

Where can the ceremony take place? Does it require a specific environment such as a lake or a forest? A ceremony draws a certain degree of energy from its location, which is why most ceremonies are performed in places of power like temples, altars, and holy ground.

What material ingredients are required to perform the ceremony? Are they expensive or hard to find and how many are there? Like spells, material components add strength and focus to a ceremony. Most ceremonies involve the use of at least a few material components.

CLERIC CEREMONIES

Of all the divine character classes, clerics

are the most involved with the public and therefore the common folk expect more from them than they would a paladin or a member of the lay clergy. As such, clerics have very rigid ceremonies. Since they represent the divine, clerics must act with a dignity and grace acceptable to their chosen deity and their fellow worshipers. Even clerics with no sworn allegiance to any one god live by moral rules and regulations. Priests of chaotic deities may have less strict guidelines, but followers of the tenets of unpredictability can still have ritualistic expressions just like any faith.

Clerical ceremonies are elegant, if not beautiful, and they are marked by a precision and focus not found in those of the other divine classes. Most clerical ceremonies are detailed in religious texts so that future generations might learn and follow. Whether these texts are divinely inspired or not, a cleric follows their instructions to the letter. Temples often have numerous rituals and common ceremonies, from waking everyone up at dawn with church bells to giving the daily prayer service. Powerful rituals are usually reserved for the clergy and are rarely open to the public. Some clerical rituals are described below.

PRAYER TO THE MIGHTY

From time to time, a cleric may need spiritual guidance on how to walk the right path.

Communing with a deity directly may answer a difficult question or help when something dreadful shakes a priest's faith to the core.

Caster Requirements: A cleric of any level or faith.

Time Requirements: This ceremony is usually performed on the night of a half moon, signifying indecision, and lasts three hours.

Place Requirements: Outside.

Material Components: a holy symbol, the petal of a pink rose, a stone basin, a strand of the cleric's hair.

Preparations: The stone basin must be filled with water and allowed to sit under the stars for two hours.

The Ceremony: The cleric must pray over the bowl for several minutes and then gently touch the surface of the water with the rose petal. The cleric cuts a strand of hair and places it on the edge of the water, asking for help or guidance while clutching his holy symbol. If the deity deems the questioner worthy, a divine manifestation appears within the watery basin and answers one question to the best of its ability.

Ritual DC: 15.

BREAKING OF THE CIRCLE

Rarely does the Church of Dimna, goddess of life, allow for the resurrection of the dead. Life must always come to an end, and accepting that grim fate is part of living. However, under extreme circumstances, the church can perform a Breaking of the Circle ceremony to bring back a life extinguished too soon. This ritual is common to most faiths, but it cannot be performed by clerics with the Death domain.

Caster Requirements: A 12th-level cleric to lead the ceremony and two 7th-level cleric assistants.

Time Requirements: This ceremony takes two days of preparation and eight hours to complete.

Place Requirements: A stone altar.

Material Components: A book detailing the necessary prayers (600 gp), 10 yards of white cloth (preferably fine silk or linen), a candle of death, a candle of birth, a pitcher of blessed water, and a loved one of the deceased.

A candle of death is a simple white candle dipped in white wine and buried in a cemetery for three days. The candle must have been burning in the presence of someone as they died. A candle of death burns white during the ceremony.

A candle of birth is a small red candle dipped in red wine and placed on a temple altar for three days. A baby no more than one day old must touch the candle before it is ready for use. The candle burns red during the ceremony.

Preparations: The body of the deceased should be complete and a *gentle repose* spell must be cast on it within three hours of death. The body must be wrapped in white cloth and placed on the altar. There it must sit undisturbed for two days, where temple guards or lay priests often guard it.

The Ceremony: The ceremony begins three days after the body's preparation, when the sun reaches its highest point in the sky. The candle of death is lit and placed at the foot of the body, at which point the priests begin a four-hour prayer vigil. At the end of this vigil, the candle of birth is brought and lit at the head of the body. The priests then hold another vigil, this time for two hours. Once these prayers are complete, the corpse's hands and feet must be washed in freshly blessed holy water. The priests then pray for another two hours. At the end of these prayers, the candles burn themselves out with a flash. The loved one must then plead with the deceased to return (although the loved one is only necessary for the last 10 minutes of the ceremony, clerics of Dimna usually require him to be present for the entire ceremony). If these pleas are heard, both candles flare with a red flame and the spirit of the deceased returns to the body. A person returned in this way is cured of all disease and damage, suffers no ability or experience loss, and has no memory of being dead.

Ritual DC: 22.

DANCE OF THE SHATTERED MOON

No curse is more difficult to remove than that of lycanthropy. On nights of the full moon, victims of this curse transform into powerful, raving beasts capable of great feats of murder and destruction. True lycanthropes are born with such powers and have no need for cures, but those tortured souls who become afflicted through some violent act cry nightly for an end to their cursed existence. A few scattered texts exist that detail this curse and offer some possible solutions. The Dance of the Shattered Moon is found in one such book, "The Madness of Camber Ridge."

Caster Requirements: A 12th-level

cleric that can cast *break enchantment*, *remove curse*, and *remove disease*. Two assistants of at least 5th level, one of which must be able to cast *remove curse*.

Time Requirements: This ceremony lasts six hours and must take place on the night of a full moon.

Place Requirements: A stone altar placed on a high hill with silver chains to contain the lycanthrope.

Material Components: A book of prayers (50 gp), seven torches and stands, a silver dagger, the heart of the creature that inflicted the victim with lycanthropy, a stone bowl, and a basin of water and a towel.

The Ceremony: The ceremony can only begin after the victim has transformed into animal form. Around the altar, the seven torches are placed in a circle and lit. The head priest reads from a book of prayers while the first assistant casts *remove curse* on the victim. Upon completion of the spell, the lead cleric must set fire to the heart, which is placed in the stone bowl, and dip the silver dagger into it. Taking the blade, the head priest must stab the afflicted being in the chest, being careful not to strike the heart or lung. The head priest then casts *dis-*

pel magic, *remove curse*, and *cure disease* on the afflicted, in that order. The second assistant then dresses the wound with a mixture of fresh belladonna and blessed honey (see MM 219 for the effects of belladonna upon the afflicted). One minute later the person transforms back into a human and the curse is lifted.

Ritual DC: 20.

EXORCISM

It takes a cleric of immeasurable courage to drive an evil spirit or demon out of an object or person. The Exorcists are an order of clerics that follow Boran Mol, the god of death. They are highly trained individuals who track down evil entities and capture them so they may never again tempt mortals with their promises and lies. Any cleric may attempt an exorcism, but such a decision should never be taken lightly. Creatures with the power of possession are very dangerous and some have no physical form, so they can never be destroyed.

Caster Requirements: A cleric with a Will save of at least +8, the ability to speak both Abyssal and Infernal, and the ability to cast *hold spirit* (see Chapter 1: Spells).

Time Requirements: An exorcism lasts one



hour per HD of the possessing spirit. Depending on the power of the spirit, an exorcism can last days. Knowing the entity's name in life shortens the exorcism by one hour.

Place Requirements: None.

Material Components: Spirit wards, a *binding book*, and a Book of Redemption.

Spirit wards are small, paper-like sheets of pinewood, each painted with the divine symbol of imprisonment. It requires a Knowledge (religion) check (DC 15) to draw the appropriate symbols on the wood.

A Book of Redemption is a prayer book containing phrases and verses designed to encourage redemption for sins. Exorcists have little need for this book, having memorized all of the prayers as part of their training. They still keep one on hand at every ritual so that an acolyte may take over in the event that the exorcist is rendered unconscious or dead. The market price for such a book is 500 gp.

A *binding book* is crafted of fine leather with thin threads of silver running through the spine and a silver strap that locks the book tight. A small, silver key comes with the book. An unused book has fifty blank pages.

Caster Level: 15; *Prerequisites:* Craft Wondrous Item, Craft (bookbinding), *antimagic field*, *find the path*, *death knell*; *Market Price:* 8,000 gp.

Preparations: The cleric must first determine the authenticity of the possession. Too often commoners mistake a physical condition like epilepsy, a mental disorder, or a magical item for an evil spirit. A true possession, however, is unmistakable to a trained exorcist. *Detect magic* reveals nothing. *Detect evil* and *detect undead* sense a presence but nothing more. Cats and other animals may also sense the evil entity. Some physical signs include curdling milk, clocks moving backwards or stopping altogether, or a child suddenly speaking fluent Infernal. Once the cleric confirms the presence of a possession, the exorcism may begin. The exorcist next quarantines the area by removing all people and sharp objects or weapons in order to confine the possessed object. The more freedom it has to move, the more dangerous the evil spirit can be. The cleric then places the spirit wards in a circular pattern surrounding the room or building. Each ward must be no

more than 3 ft. from another. He then casts *hold spirit* on one of the wards. This ward acts as a conduit and creates a circular prison that the evil entity may not escape.

The Ceremony: The ritual begins the moment the exorcist steps into the binding field. The exorcist must bring the *binding book* and the Book of Redemption with him into the circle. A single acolyte may follow but only if he too carry a Book of Redemption and wear a holy symbol. Anyone else who crosses the threshold is completely within the power of the evil spirit. Keeping the *binding book* open at all times, the exorcist begins reading from the Book of Redemption. Letters in red ink magically appear on the pages of the *binding book* as the exorcist slowly uncovers the true name of the evil spirit. Once the spirit's true name is completely written in the *binding book*, the exorcist must speak the name to draw the spirit into the book. In order to trap the spirit, the book needs to be locked immediately and the key subsequently destroyed. Throughout the exorcism, the spirit may try any number of evil tricks to get rid of the exorcist or get them to close the *binding book*. Pretending to be a dead loved one, animating nearby objects, spitting fire, and seduction are just a few of the spirit's temptations. At the DM's option, the exorcist may have to make one or more Concentration checks (DC 10 + the spirit's HD) during the ritual in order to maintain control.

Destroying a *binding book* frees the spirit that is trapped within, so the Exorcists of Boran Mol store the trapped spirits in a dark vault buried miles beneath the surface of the world.

Ritual DC: 10 + the spirit's HD.

DRUID CEREMONIES

Calm as a rock or fierce as a storm, druidic ceremonies take many shapes, and those who perform them care less about the appearance of the ritual than about the results. Druids carefully guard the secrets of their ceremonies and teach them only through word of mouth. The ceremonies often take place at night in secluded areas away from civilization, such as a wooded glen or a sacred tree. Druids do not concern themselves with time as much as the other divine classes, so a druidic ceremony may last minutes, hours, days, or even weeks. The ceremonies themselves are enchanting and sometimes frightening to watch. A



great gathering of druids, called a conclave, is rare and never open to outsiders. Some druidic ceremonies are described below.

SUMMONING AN ANIMAL COMPANION

A druid sometimes seeks a forest friend to follow him in his journeys. These animals are loyal, helpful, and caring. In order to find the best companion available in an unfamiliar area, a druid may perform a short summoning ritual.

Caster Requirements: A druid of any level.

Time Requirements: This ceremony takes about half a day.

Place Requirements: A deep forest.

Material Components: A piece of chalk, a jar of honey, four leaves from four different trees, a smooth rock, a blade of grass.

The Ceremony: The ceremony begins at dawn with the druid setting out on a thoughtful walk in the forest. During this walk he must acquire the four leaves to be used in the ritual. Around noon and away from civilization and roads, the druid must find a place to write, such as the trunk of a large tree, a boulder, or a sandy surface. Once a suitable place is found, the druid takes out the chalk and draws a triangle inscribed in a circle. After completing the drawing, a smooth stone must be placed in the center. Then the druid takes seven steps away and sits down, placing the four leaves facing north, south, east, and west around him. The druid must then meditate on the desired animal companion for one hour. After meditation, the druid places some honey on his tongue, being careful not to swallow it. Then, holding the blade of grass with both hands, the druid blows through it like a whistle. The grass emits a shrill sound that echoes for miles around. If the desired animal companion is within 10 miles, it speeds to the druid with all haste, arriving in 1d4 minutes. The summoned animal is a fine specimen that has +2 to the ability score of the druid's choice.

Ritual DC: 15.

PLANTING IN A SACRED GROVE

The backbone of druidic faith is the purity of nature and the clarity one gains from embracing it. All druids have one place that they turn to for meditation and reflection. A sacred grove is to a druid as a temple is to a cleric. They are places of power, beauty, and knowledge. A naturally formed grove takes centuries to grow, but a druid may shape and develop a new one

more quickly. These groves represent the labors of the druid's life and are not just created anywhere. A druid often scours far and wide to find new plants and new dirt to strengthen a new sacred grove or repair a damaged one. However, the druid must sanctify and bless each new plant and clump of earth to keep the balance of a grove intact.

Caster Requirements: A druid that can cast *hallow* and *plant growth*.

Time Requirements: This ceremony takes a little less than one hour to complete.

Place Requirements: A sacred grove.

Material Components: The new plant or dirt, a wooden bowl, fresh spring water, and a pinch of sundust.

Sundust is dust that has been held under a sunbeam peeking through the leaves of a tree at dusk.

Preparations: The new plant or dirt must be placed in a wooden bowl and prayed over for ten minutes.

The Ceremony: Once preparations are complete, the bowl is placed upon the ground and the druid slowly dances around it. After dancing seven complete circles around the bowl, she sprinkles fresh water over it and praises the rain for giving life. She then dances seven more circles around the bowl. After the second dance, she sprinkles the sundust over the bowl and praises the land and sun for giving strength and prosperity. Again, she must dance seven times around the bowl. After the final dance, she casts *hallow* and *plant growth* over the bowl. The new plant or dirt may now be carried into the grove for planting.

Ritual DC: 10.

THE SHATTERING

Many druids have little use for weapons of war and see such instruments as dangerous to nature. Powerful relics or holy items, whether good or evil, can be very destructive and these druids would prefer to eliminate such things. Druids of the White Lady use the Shattering to destroy minor holy relics, weapons or armor with a +2 bonus or less, and minor wondrous items.

Caster Requirements: Three 5th-level druids that can cast *call lightning*, *produce flame*, and *soften earth and stone*.

Time Requirements: This ceremony begins at midnight and lasts for one hour.



Place Requirements: A grove in which there are currently no magical items or effects.

Material Components: Three handbells and a block of limestone upon which the item can be placed.

Preparations: The holy item must be placed on the block of limestone with widening circles of mud smeared around it.

The Ceremony: The ceremony begins at midnight with the druids chanting prayers of peace. Each druid rings one bell and walks around the holy item counter-clockwise. After 15 minutes, all three druids turn, face the holy item, and cast *soften earth and stone* on the limestone. As the holy item slowly sinks into the limestone, the druids return to walking and ringing the bells, only this time they move clockwise around the item. After 15 more minutes, the druids turn again and cast *produce flame* to harden the limestone and solidify the holy item within. The druids then return to walking and ringing the bells in a counter-clockwise direction. After 15 more minutes, the druids stop, face the holy item, and cast *call lightning* on the limestone. If the holy item is not too powerful, the lightning destroys the item along with the stone.

Ritual DC: 28.

PALADIN CEREMONIES

Paladins are warriors for justice and therefore walk a difficult path. Most paladins have a patron deity who gives them guidance and strength. Each deity has rules and codes that the paladin must uphold in order to maintain his powers. It is a strict life, but a good one for those who can walk it. As champions of stricture and lawfulness, paladins have the most formal ceremonies of all the divine characters. Some paladin ceremonies are described below.

PALADIN LEVELING CEREMONY

When a paladin achieves enough experience to advance a level, he may perform a leveling ceremony. The benefit of performing the leveling ceremony is that the patron deity often rewards its humble servant. The paladin could receive the full hit points possible for the new level, a magical item, a bonus to an ability, or any other possible reward. Individual rewards are up to the DM, and most of the time they reflect some aspect of the paladin's god. Of course, placing oneself in judgment risks the displeasure of a patron as well. If the DM thinks that the paladin has not lived up to his code then he might penalize the character in some way.

Caster Requirements: A paladin who has received enough experience to gain a level.

Time Requirements: This ceremony lasts two hours.

Place Requirements: A temple to the deity of the paladin.

Material Components: The paladin must donate at least 10% of his wealth to the temple at which the ceremony is performed.

Preparations: Upon achieving enough experience for a new level, the paladin declares that he wishes to perform a leveling ceremony. He does not go up a new level at that time and receives no new experience until finding a temple to his deity.

The Ceremony: The paladin must enter the temple and make his donation. The ceremony begins as the paladin goes to the head altar, removes any helmet or hat, and places his weapons on the ground. The paladin prays for two hours giving thanks for his courage, power, and the blessings of the deity. If the paladin shows proper respect and goodness of character, a holy light fills the chamber for a few moments as the paladin receives his reward.

Ritual DC: 15.

ATONEMENT FOR A FALLEN PALADIN OF SULIS

If a paladin of Sulis, goddess of healing, loses sight of her duties and performs an evil and hurtful action, the deity may strip the paladin of her holy powers. Such a blow sometimes drives the paladin to become a blackguard or a worshiper of the dark arts. However, the ex-paladin may attempt the more difficult path and attempt to atone for her sins.

Caster Requirements: Only a fallen paladin can conduct this ceremony.

Time Requirements: This ceremony lasts only one night but the preparations can take months or years.

Place Requirements: A temple to the deity of the fallen paladin.

Material Components: Three symbols (one each of strength, honor, and love), a pair of white gloves, an expensive outfit (200 gp), a pitcher of black ink, and a pitcher of holy water.

After being stripped of her power, an ex-paladin must seek out a priest of her deity and confess her sins and crime. After hearing the confession, the priest directs the paladin to complete three unique quests. She must return from these quests with three items: a symbol of strength, a symbol of honor, and a symbol of love.

Preparations: Before performing the ceremony, the paladin must confess to a priest, complete three unique quests, and abstain from food or drink for one day before the ceremony.

The Ceremony: The ceremony begins at a time appropriate to the faith, at the temple of the paladin's deity. The paladin first kisses the floor before the altar and then puts on the white gloves and dips them into the ink. For the rest of the night, the paladin kneels before the altar and prays for forgiveness. At dawn, the paladin stops praying and dips the ink-stained gloves into the pitcher of holy water. If the gloves come out completely clean, the paladin is forgiven and the paladin's powers are restored. If the gloves remain stained with ink, however, the paladin is not forgiven.

Ritual DC: 20.

RANGER CEREMONIES

Hidden from civilization, rangers have few ceremonies, and they are usually introspective.

Rangers do not gather together and therefore have no group ceremonies. Most rangers have no use for such rituals and see them as unnecessary displays of worship. All ranger ceremonies are short, to the point, and rarely impressive. Some ranger ceremonies are listed below.

PREPARING FOR BATTLE

If provoked, a ranger can fight with unusual strength and resolve. By performing a small preparation ceremony, the ranger may temporarily change a first favored enemy. For example, Brem Whitestaff, a 4th-level ranger, intends to combat some goblins that have ravaged his forest. Although his chosen favored enemy is giant spiders, Brem can temporarily substitute goblinoids for spiders through the preparation ceremony. A ranger using this ceremony can also target individuals, whether monster or humanoid.

Caster Requirements: A ranger who has been wronged in a personal way.

Time Requirements: This ceremony takes 10 minutes.

Material Components: A piece of the new creature (any sample will do for a general target, to switch to an individual target the ranger must have something personal from his intended foe), helian dye, a fire, and a dagger.

Helian dye extract is used to make a thick, red dye used by wilderness warriors as camouflage and decoration. To make the red face paint, the ranger must track down the two-leafed helian bush and cut off a single branch. A Wilderness Lore check (DC 15) enables a character to find the plant. Grinding the leaves into a powder and mixing it with water produces a mild face paint that wears off in a few days.

The Ceremony: The ranger first mixes the red paint and uses a stick or brush to mark his face. Then the ranger holds the identifying object of the new creature and concentrates his anger on it for 10 minutes. Once the focus is complete, the ranger must take his knife, slash the object in half, and toss the pieces into the fire. The change of first favored enemy lasts for one day + one day per Charisma modifier before returning back to normal. All other favored enemies shift down one step, so in the above example giant spiders would become the second favored enemy. If goblins were not already a favored enemy, the ranger's most recently selected enemy would temporarily disappear from his list.

Ritual DC: 18.

PURIFYING THE LAND

Druids and rangers tend to see themselves as guardians of nature and defenders of life, but when creatures or natural disasters disturb the land it can take years or sometimes centuries for the land to repair itself. Rangers use a small purification ceremony to help speed the healing process.

Caster Requirements: A ranger who can cast *plant growth*.

Time Requirements: This ceremony takes less than 5 minutes.

Place Requirements: The injured land.

Material Components: Fresh water and nature's kiss.

Nature's kiss is a bag of mixed seeds specially prepared and blessed. The seeds of 10 different plants are gathered together and left in a pile under a sacred grove for one night. While the seeds are still covered with the morning dew, they are gathered together and placed in a bag.

The Ceremony: The ranger begins by sprinkling the nature's kiss over the land and following it with the water. The ranger then casts *plant growth* over the area. Within seconds of completing the spell, new sprouts emerge from the land.

Ritual DC: 10.

CHAPTER THREE

NEW TYPES OF
MAGIC

WARD MAGIC

This section presents a new magic item creation system. The text of this section is designated as **Open Game Content**.

WEAVE WARDS [ITEM CREATION]

You can create semi-permanent areas of magical effect by tying spells to a particular location via wardstones.

Prerequisite: Intelligence 13+, arcane spellcaster level 5th+.

Benefit: You can imbue a location with a range of Abjuration and Divination spells by weaving a ward into a central arcane anchor point. Warding a location takes 1 day per 1,000 gp in the ward's base price. To weave a ward, the spellcaster must spend 1/25 of the ward's price in XP and use up raw materials costing half of this price. See page 85 for details on pricing wards. The market value of weaving a ward is equal to its base price.

A new ward has 50 charges.

Any ward that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the

costs derived from the base price, you must expend the material component or pay the XP when weaving the ward.

WARDS

A ward is a location-based enchantment that, when used in conjunction with a hand held *ward token*, may be used to cast pre-determined spells much like a staff. An active ward might repel evil creatures or it might allow a token bearer to shrug off the effects of a *fireball*. While many common wards have been streamlined into everyday spells such as *arcane lock* and *glyph of warding*, others require extensive preparation and expensive components.

Wards are activated and controlled via *ward tokens*, small magical devices that are crafted at the time of a ward's creation. By holding a token forth, its bearer may discharge the ward's spells. Ward spells may be used by more than one person at a time, as long as each is holding a token.

There are two types of ward tokens. Keystones channel low-level spells (up to 2nd level). They may be used by anyone bearing the token, but the bearer must spend at least one hour within the ward to attune himself to a particular keystone. After attuning himself he may leave the

ward without having to reattune when he re-enters the ward. The bearer may choose up to three spells that he will be able to activate when he first attunes himself to a particular ward. He may reattune himself to a ward at any time, allowing him to change his available spells.

Master keystones, the second type of *ward token*, are more potent, and allow their bearers to fully access all of a ward's powers. Only spellcasters of the same type (arcane or divine) as the ward weaver may use a master keystone.

PHYSICAL DESCRIPTION

Wards may be visible or invisible at the weaver's pleasure. Visible wards appear as complex and colorful runes and icons painted on a wall, floor, or other feature of the target location. *Ward tokens* may be fashioned from stone, wood, metal, or whatever material appeals to the caster. Sword pommels are popular choices for guards protecting a warded gate. Tokens are covered in runes that bind them to their wards, but they do not reveal a particular ward's capabilities.

IDENTIFYING WARDS

Any spellcaster with the Weave Ward feat may readily discern the function of any ward he can see. He must make a Spellcraft check to do so, and for each point by which he exceeds 20 on the check he can identify one stored spell, starting with the least powerful and moving up. Other means must be used to determine the function of invisible wards. Rendering them visible by such spells as *dispel magic* or *true seeing* is the most straightforward method. An *identify* spell allows the caster to determine one spell per caster level, starting with the least powerful. A *detect magic* spell indicates the presence of an invisible ward, but reveals neither its form nor function. *Ward tokens* may likewise be identified and linked to specific wards.

ACTIVATION

Wards use the command word activation method, so activating a ward's spell is usually a standard action that does not provoke attacks of opportunity. If the spell being cast has a casting time longer than 1 action, of course, it takes that long to cast the spell from the ward. To activate a ward, the bearer of a token must be holding the *ward token* and be within the ward's radius, usually 30 ft. from the anchor

stone. Spells are cast at the level of the original weaver of the ward.

WEAVING WARDS

To weave a ward, the caster needs a supply of special arcane inks and dyes, brushes and scribing tools, and relevant spell components. The cost for the materials is subsumed in the cost for creating the ward. Weaving a ward costs 100 gp per level of the highest-level spell in the ward times the level of the caster, plus 75% of the value of the next most costly ability, plus 50% of the value of any other abilities. Zero-level spells count as one-half when figuring costs based on spell level. Wards have 50 charges when created.

The spellcaster can reduce the cost of creating a ward by having powers drain two charges whenever they are used. For each power that uses two charges instead of one, reduce that power's cost by 50%. A single function can cost no more than two charges. The caster level of all spells in a ward must be the same.

The ward weaver must prepare the spells to be stored in the ward each day, or must know the spell in the case of a sorcerer or bard. He must also provide 50 of each component necessary for each spell. If casting the spell would reduce the caster's XP total, he pays the cost (multiplied by 50) upon beginning the ritual in addition to the XP for weaving the ward. Material components thus used are consumed when he begins writing the ward. The act of weaving the ward triggers the prepared spells just as if they had been cast, making them unavailable for that day.

Weaving a ward requires one day for each 1,000 gp value of the completed ward. It takes a minimum of one day to weave a ward.

The ward must be inscribed on an arcane anchor point, an immovable object or feature of a structure or the landscape such as walls, pillars, flagstones, and cave entrances. Living objects such as trees may not serve as an anchor point, nor may a surface or object already bearing some enchantment. If an anchor point is moved, its wards fail immediately; bearers of its tokens are immediately aware of a ward's destruction.

Wards extend 30 ft. in all directions from



the anchor point, and pass through all non-magically shielded materials and barriers without impediment. Activating a ward from an upper or lower floor is therefore possible. This range may be extended in increments of 10 ft., but every extension adds 20% to the cost of the ward, calculated separately.

A caster may create a number of keystones equal to his spellcaster level, one of which may be a master keystone for every three levels of spellcasting ability. At least one master keystone must be created. Each token of either type costs 15 XP and 50 gp in materials to create. These costs in gold and XP are in addition to the costs incurred during the ward's creation. It adds one day to the ward's creation time for every four ward tokens created.

Like most charged magic items, wards fade away into nothingness when their charges are expended. Intelligent wards are the only exception. However, as long as a ward retains at least one charge, it may be renewed by a spellcaster of equal or greater power than the one who created it. The weaver must possess a master keystone for the ward in order to undertake this task.

Recharging a ward requires the spellcaster to go through the entire creation process again, except that this time the process costs only a fraction of the original ward's cost. This cost is equal to the percentage of charges that are being restored. Both the gold and XP costs must be paid again. The caster must restore the ward fully each time, no matter how many charges remain. Material components are required for every charge to be restored. New ward tokens may not be created in the renewing process; if the caster desires more tokens, his only option is fully discharging the existing ward and weaving a new one with the desired number of tokens in its place, at full cost.

WARD SPELL LIST

Most Abjuration and Divination spells listed in the PHB are eligible for incorporation into wards. Several of the new spells presented in Chapter One are also included in this list and are marked by an (*).

0-LEVEL

detect magic, detect poison, read magic, resistance.

1st-LEVEL

alarm, comprehend languages, detect undead, endure elements, hold portal, identify, protection from chaos, protection from evil, protection from good, protection from law, shield, true strike.

2nd-LEVEL

arcane lock, detect thoughts, protection from arrows, resist elements, see invisibility, tongues (Brd).

3rd-LEVEL

dispel magic, magic circle against chaos, magic circle against evil, magic circle against good, magic circle against law, protection from elements, shadow sight, tongues (Sor/Wiz), zone of visibility*.*

4th-LEVEL

break enchantment, detect scrying, minor globe of invulnerability, privacy, repel undead*, stonewall.*

5th-LEVEL

dismissal, greater dispelling (Brd), Rary's telepathic bond.

6th-LEVEL

analyze dweomer, antimagic field, globe of invulnerability, greater dispelling (Sor/Wiz), repulsion, true seeing.

7th-LEVEL

banishment, spell turning.

8th-LEVEL

prismatic wall, protection from spells.

9th-LEVEL

prismatic sphere.

EXAMPLE WARDS**BANKER'S WARD**

Well-to-do citizens requiring magical security for lockrooms or living suites often find minor wards an economical option. The banker's ward offers a modicum of security, and is

usable by nearly everyone in a position to need one.

Tokens: 1 keystone, 1 master keystone.

Radius: 30 feet.

- *Alarm* (1 charge)
- *Endure elements* (1 charge)
- *Hold portal* (1 charge)
- *Protection from chaos* (1 charge)

Caster Level: 3rd; *Prerequisites:* Weave Ward, *alarm, endure elements, hold portal, protection from chaos; Market Price:* 825 gp.

GREATER GATE

Large cities often ward their gates to allow for defense and ready interrogation of suspicious passersby. The greater gate ward actually consists of two overlapping wards, one intended primarily for use by gate wardens to interact with travelers, and the other for use by city spellcasters during an attack. Splitting the wards in two makes it much more cost efficient to renew charges for the left gate ward, which is in use much more than the right. This ward would serve just as well for the gate to an evil despot's fortress by exchanging the *magic circle against evil* for a *magic circle against good*.

Left Gate:

Tokens: 9 keystones, 1 master keystone.

Radius: 30 feet.

- *Alarm* (1 charge)
- *Comprehend languages* (1 charge)
- *Detect magic* (1 charge)
- *Detect thoughts* (1 charge)
- *Hold portal* (2 charges)
- *Protection from arrows* (1 charge)

Caster Level: 5th; *Prerequisites:* Weave Ward, *alarm, comprehend languages, detect magic, detect thoughts, hold portal, protection from arrows; Market Price:* 3,000 gp.

Right Gate:

Tokens: 3 master keystones.

Radius: 30 feet

- *Protection from elements* (1 charge)
- *Magic circle against evil* (1 charge)
- *Minor globe of invulnerability* (1 charge)
- *Rary's telepathic bond* (1 charge)
- *Tongues* (1 charge)

Caster Level: 9th; *Prerequisites:* Weave Ward, *magic circle against evil, minor globe of invulnerability, protection from elements, Rary's telepathic bond, tongues; Market Price:* 11,400.

JESTER'S KNOT

An invisible sentinel, the jester's knot ward stands guard over a ruler's throne. His guards and advisors, who flank the throne while he holds court, are ever ready to tap into its power to defend their liege or support him in interacting with petitioners and ambassadors.

Tokens: 10 keystones, 5 master keystones.

Radius: 30 feet.

- *Detect poison* (1 charge)
- *Detect scrying* (1 charge)
- *Detect thoughts* (1 charge)
- *Globe of invulnerability* (1 charge)
- *Greater dispelling* (2 charges)
- *Magic circle against evil* (1 charge)
- *Repulsion* (2 charges)
- *Shield* (1 charge)
- *Spell turning* (2 charges)

Caster Level: 13th; **Prerequisites:** Weave Ward, *detect poison*, *detect scrying*, *detect thoughts*, *globe of invulnerability*, *greater dispelling*, *magic circle against evil*, *repulsion*, *shield*, *spell turning*; **Market Price:** 25,450 gp.

LESSER GATE WARD

For fortresses that admit few strangers or towns in peaceful areas, the lesser gate ward offers a variety of services and protections for a fair price.

Tokens: 6 keystones, 3 master keystones.

Radius: 30 feet.

- *Alarm* (1 charge)
- *Comprehend languages* (1 charge)
- *Detect magic* (1 charge)
- *Protection from arrows* (1 charge)
- *Protection from elements* (1 charge)
- *Rary's telepathic bond* (2 charges)

Caster Level: 9th; **Prerequisites:** Weave Ward, *alarm*, *comprehend languages*, *detect magic*, *protection from arrows*, *protection from elements*, *Rary's telepathic bond*; **Market Price:** 6,750 gp.

INTELLIGENT WARDS

Unlike most magic items imbued with charges, wards may be enchanted as intelligent magic items just like swords and rings, using the rules in the DMG. An intelligent ward can communicate telepathically with someone holding one of its tokens; the communication options presented in the DMG on page 228 apply to the ward's ability to speak to passersby.

Intelligent wards may activate their own

spells at will, but require spellcasters to restore charges. A sentient ward with spent charges cannot use its spells or allow token bearers to do so, of course, but it does remain active and able to communicate (a speaking ward might shout warnings, even if deprived of magical abilities). It can also use any additional magical capabilities invested in it during the process of imbuing it with intelligence.

GORMASH'S MAW

An ancient orc ward of near-epic creation, Gormash's Maw came into being during a protracted siege against the elves that threatened the Gormash orc nation's undermountain capital. Desperate in the face of imminent defeat, dozens of the nation's greatest orc shamans and sorcerers spent the better part of a year weaving an intricate and intelligent ward to protect the main approach to their mountain city. The mighty Gormash tribe survived the battle in part thanks to their baleful ward, but the sheer cost of weaving it nearly bankrupted the orcs and civil war ensued. For long centuries the malignant Gormash's Maw had lain in silence, carefully conserving its charges, awaiting the return of the orcs or the arrival of the despised elves. The Maw, which protects an immense



underground iron door set directly into the mountainside, is wily and evil, and even above its hatred desires to recover one of its master keystones so that it might be recharged. It is willing to reveal hidden caches of orc treasure for those willing to search for it. It speaks Common, Orcish, and Goblin. The Maw has 14 charges remaining.

Tokens: 50 keystones, 5 master keystones (presumed lost).

Radius: 30 feet.

- *Alarm* (1 charge)
- *Comprehend languages* (1 charge)
- *Hold portal* (1 charge)
- *Magic circle against good* (1 charge)
- *Magic circle against law* (1 charge)
- *Protection from elements* (1 charge)
- *Break enchantment* (1 charge)
- *Detect scrying* (1 charge)
- *Stoneskin* (1 charge)
- *Dismissal* (1 charge)
- *Greater dispelling* (1 charge)
- *Analyze dweomer* (1 charge)
- *True seeing* (1 charge)
- *Banishment* (1 charge)
- *Repulsion* (1 charge)

Gormash's Maw: SA: Speech, *see invisible*, sense motive, *true seeing*; special purpose power: disintegrate elves (DC 15); AL CE; Int 14, Wis 16, Cha 14. Ego 45.

Caster Level: 15th.

CHAOS MAGIC

This section presents a new spellcasting option for arcane spellcasters. The text of this section is designated as **Open Game Content**.

There is great power locked in the seething energies of the cosmos. Those who learn to unleash this chaos are capable of impressive effects, though this craft lacks the dependability and safety of other types of magic.

GAINING CHAOS MAGIC

Only arcane spellcasters may wield chaos magic. A character must take the Chaos Magic feat in order to wield these forces. Thereafter, sorcerers may designate any new spells known slots as chaos slots, designating a single chaos spell as his choice. Wizards may learn chaos spells normally, and the wizard can choose to learn a chaos spell as one or both of the new spells he gains at each level. A character who

takes Chaos Magic at or before his first level of a spellcasting class may become a chaos mage. All spells of a chaos mage must be chaos spells, but the chaos mage has greater control over them.

CHAOS MAGIC [GENERAL]

This feat allows the character to cast chaos spells.

Benefit: The character may now choose chaos spells any time he gains a new spells known slot or learns a new spell. If the character chooses this at or before his first level of a spellcasting class, he may become a chaos mage.

Normal: A spellcaster must choose specific spells to fill his spells known slots, and may not choose to cast chaos spells.

CHAOS SPELLS

A wielder of chaos magic aims to shape the fundamental energies of magic into discernible effects. Chaos spells are then really just controlled explosions of raw magic. Whereas a normal spellcaster performs gestures and speaks words in order to precisely draw upon the correct mixture of elemental magic forces, a chaos mage taps into one type of magic in order to release its effects on the world.

New chaos spells still need to be researched, but the research takes a different path than for traditional wizards. Normally a wizard must try to understand the complex movements and components necessary to shape their spells. In order to understand a chaos spell the wizard must come to understand the properties of elemental magic and how to tap into distinct arcane effects. Only then can he release those elements of magic that he wishes to manifest.

SPELL FORMS

All chaos spells have a central focus. This focus may be purpose (Damage, Aid, Enhance, Learn, Communicate, Influence), element (Frost, Force, Fire), or another aspect (Hand, Sphere, Necromantic, Color, Shadow). Other foci are possible as those previously given represent only a fraction of the applications of magic.

Chaos spells also have an effect type: harmful, helpful, or neutral. Harmful spells interfere with others, either through damage, enchantment, illusion, or other harmful effects such as ability drain. In general, changing something dramatically is considered harmful, as is summoning a creature to attack one's enemies. Helpful spells protect and aid, such as *bull's strength* or *stoneskin*. Spells that enhance mobility such as *fly* or *expeditious retreat* are also considered helpful. Neutral spells change, communicate, or have other functions that do not directly help or harm. Most spells that enhance communication, scrying, and the like are neutral spells. Transformations are usually considered neutral as well. Some examples include *alarm*, *erase*, *faerie fire*, *light*, *message*, and *phase door*. Some spells may seem to fall in more than one category. In this case the DM may decide to allow them in a chaos spell of either type, or in neither if he feels the spell is inappropriate.

Chaos spells each have six manifestations. A manifestation is a regular spell, and may be from any arcane spell list. The spell's focus and effect type determine the logic behind what manifestations are possible within a particular chaos spell. All of the manifestations in a particular chaos spell need not be of the same level. Spells chosen may be of up to one level higher than the chaos spell level, as long as the average spell level of all the manifestations is equal to or lower than the level of the chaos spell. So, a 5th-level chaos spell could have two 4th, two 5th, and two 6th-level manifestations. The level of the chaos spell itself is one level below the highest level spell included. So, a chaos spell with two 1st, two 2nd, and two 5th-level spells would be a 4th-level chaos spell, even though the average level of the manifestations is only 2.6.

The level of the manifestation cast, rather than the level of the chaos spell, is used to determine all effects that utilize the spell level, such as the save DC.

SAMPLE CHAOS SPELLS

The Myriad Evasions

1st-level protection-helpful chaos spell
endure elements, *expeditious retreat*, *mage armor*, *obscuring mist*, *protection from good*, *shield*

Wheel of Woe

1st-level harmful chaos spell
burning hands, *cause fear*, *color spray*, *magic missile*, *ray of enfeeblement*, *sleep*

Entrancement

2nd-level harmful chaos spell, bard only
blindness/deafness, *daze*, *enthrall*, *hold person*, *scare*, *sleep*

Doctrine of Flame

3rd-level fire-harmful chaos spell
burning hands, *fireball*, *fire shield*, *flame arrow*, *flaming sphere*, *pyrotechnics*

The All Call

3rd-level summoning-harmful chaos spell
evard's black tentacles, *summon monster I-IV*, *summon swarm*

Invocation of Dreams

3rd-level mind-harmful, sor/wiz only
daze, *detect thoughts*, *dream*, *nightmare*, *sleep*, *suggestion*

Arcane Wall

4th-level wall-neutral, sor/wiz only
wall of fire, *wall of ice*, *wall of iron*, *wall of stone*, *wall of force*, *wind wall*

Lesser Arcane Sphere

4th-level sphere-helpful, sor/wiz only
fireball, *flaming sphere*, *invisibility sphere*, *minor globe of invulnerability*, *otiluke's freezing sphere*, *otiluke's resilient sphere*

Serpent's Journey

4th-level travel-neutral, sor/wiz only
dimension door, *expeditious retreat*, *fly*, *phantom steed*, *shadow walk*, *teleport without error*

Temporal Dissuasion

4th-level helpful, sor/wiz only
expeditious retreat, *feather fall*, *haste*, *mass haste*, *slow*, *time stop*

Arcane Manus

5th-level hand-harmful, sor/wiz only
bigby's forceful hand, *bigby's grasping hand*, *bigby's interposing hand*, *finger of death*, *mage hand*, *spectral hand*

Greater Arcane Sphere

6th-level sphere-helpful, sor/wiz only
delayed blast fireball, *globe of invulnerability*,

invisibility sphere, otiluke's freezing sphere, otiluke's resilient sphere, prismatic sphere

Effusion of Death

7th-level death-harmful, sor/wiz only
circle of death, cloudkill, finger of death, horrid wilting, power word kill, wail of the banshee

CASTING CHAOS SPELLS

A chaos spell is treated normally in most ways, including the use of metamagic to alter the spell. The main difference is the random effect generated each time the caster attempts to wield it. Each time a chaos spell is cast, the caster must roll on the Chaos Effect table.

TABLE 3-1: CHAOS EFFECT

d20	Result
1	Spell fails, no effect is generated.
2	Spell 1, harmful mutation
3	Spell 1, no mutation
4	Spell 1, beneficial mutation
5	Spell 2, harmful mutation
6	Spell 2, no mutation
7	Spell 2, beneficial mutation
8	Spell 3, harmful mutation
9	Spell 3, no mutation
10	Spell 3, beneficial mutation
11	Spell 4, harmful mutation
12	Spell 4, no mutation
13	Spell 4, beneficial mutation
14	Spell 5, harmful mutation
15	Spell 5, no mutation
16	Spell 5, beneficial mutation
17	Spell 6, harmful mutation
18	Spell 6, no mutation
19	Spell 6, beneficial mutation
20	Roll again, spell generates spontaneously and does not use up the mage's spell slot. Ignore rolls of 1 and 20 on the reroll.

Harmful Mutations

d6 Result*

- 1 Duration halved (spells with a duration of Instantaneous are simply lost).
- 2 Range decreased by one step (short becomes touch, touch becomes self; spells with a range of self are simply lost, as are spells whose target is out of range).
- 3 Casting time increased by one step (a free action becomes one action, one action becomes full round, etc.).
- 4 Shape of effect changed in a harmful way (line becomes burst, burst becomes line,

cone becomes cylinder, etc.).

- 5 Save difficulty reduced by 5 (if no save is normally allowed, the creature gains one appropriate to the spell).
- 6 Harmful effect (heal reversed to harm, attack targets self or ally, ability increase becomes decrease, etc.).

Beneficial Mutations

d6 Result*

- 1 Duration doubled (instantaneous spells affect the creature in the following round as well).
- 2 Spell effect increased by +50% .
- 3 Casting time halved (full round becomes one action, one action becomes free action).
- 4 Shape of effect changed in a beneficial way.
- 5 Save difficulty increases by 5.
- 6 Beneficial effect (spell affects multiple targets, travels around obstacles, target fails saving throw, etc.).

*If a mutation makes no sense or is inapplicable, simply raise or lower the spell's effect by 50%, depending on the situation.

Once the magic begins to take form, the caster can direct it properly, sensing how the magic is functioning. Decisions about the spell, including its target, are made after all rolls are finished. Note that harmful result 6 cannot be used positively. An inflict reversed to heal must help an enemy, a heal reversed to inflict must hurt the caster or an ally. The caster can decide which enemy or friend is affected, within the limits of the spell's range or area of effect.

CONTROL POINTS

Wielders of chaos magic become accustomed to altering undesirable effects in the instant between the realization that the magic has been warped and the manifestation of a spell. This awareness is represented by control points. Choosing the Chaos Magic feat gives a character a number of control points equal to his Wisdom modifier. Chaos mages also gain two control points per class level, starting at first. Control points are replenished at the same time each day that the spellcaster regains his spells.

A spellcaster may spend a control point to alter his roll on the Chaos Effect table. He may spend no more than one point per

spell. Spending a control point moves his result up one step, so a harmful effect becomes no mutation, once no mutation becomes a beneficial effect. The caster must decide whether or not to use a control point before the DM makes any decisions about the result of the mutation.

EXTRA CONTROL POINTS [GENERAL]

This feat gives extra control points to a mage wielding chaos spells.

Prerequisite: Chaos Magic.

Benefit: Each time this feat is taken, the mage gains a number of control points equal to his Wisdom modifier.

Normal: A mage gains a number of control points equal to his Wisdom modifier, plus 2 per level if he is a chaos mage.

CHAOS MAGIC AND MAGIC ITEMS

Chaos spells may not be woven into magic items of any type. Since the mage is dealing directly with fundamental magical properties rather than the detailed and precise application of such, there is no way to place this into an item.

COOPERATIVE MAGIC

This section presents rules for a new way to cast spells. The text of this section is designated as **Open Game Content**.

Cooperative magic is a powerful new option that allows spellcasters to combine their efforts to produce spectacular effects. Two casters can create larger and more damaging spells by combining their spellcasting efforts.

COOPERATIVE MAGIC [GENERAL]

This feat allows a character to cooperate with up to one other spellcaster in order to produce results greater than either could achieve alone.

Benefit: Up to two casters with this feat may cast any spell they both have prepared as a single spell with any one Metamagic feat applied to the spell. The spellcasters do not have to



have the Metamagic feat they wish to apply to the cooperative spell.

Casting a cooperative spell is a full round action, unless the spell being cast normally has a longer casting time, in which case that casting time still applies. Spells with a casting time of longer than one round add +5 to the initial Concentration check to cast the cooperative spell.

Spellcasters must be of the same type (arcane or divine) in order to cast a cooperative spell, but need not be of the same class.

USING COOPERATIVE MAGIC

In order for a spellcaster to participate in a cooperative casting, several conditions must be met. First, both participating spellcasters must have the Cooperative Magic feat. This enables each to understand the complexities of intermingling his arcane components with those of the other caster. Second, both spellcasters must cast their spells on the same initiative. This means that in most cases one caster will have to ready his action and wait until the slower of the two begins casting. The two spellcasters must also be within 10 ft. of one another. If one or the other is moved more than 10 ft. from his partner during the casting attempt, the casting process will be broken and both characters will lose their spells.

Once these conditions are met, the two casters can begin the cooperative casting. Each must make a Concentration check (DC 10 + the spell's level) in order to execute in unison the advanced words and intricate semantics of their spells. If both casters make the check, the enhanced spell goes off as desired. If either caster fails the initial Concentration check or has his spell interrupted (by taking damage, being countered, etc.) then the cooperative attempt is lost and both casters lose their spells.

If the spells go off, the combined spell uses the average of the casters' levels to determine its caster level for any relevant effects, including caster level checks to beat spell resistance. All other effects, such as range, area, or number of targets, are calculated using the highest of the casters' levels. The save DC to resist or avoid a cooperative spell is 10 + the spell's level + first caster's ability modifier + ½ of second caster's ability modifier. The first caster is the caster

with the highest relevant ability modifier. In addition, the casters may choose to apply any one of the following Metamagic feats to the spell: Empower Spell, Enlarge Spell, Extend Spell, Maximize Spell. This does not cause the spell's level to change.

COUNTERING COOPERATIVE SPELLS

With a higher degree of power comes a higher degree of difficulty when attempting to dispel or counter cooperative magic effects. To do so, a spellcaster follows the counterspelling procedure normally (PHB 152), but the DC of the Spellcraft roll to recognize the spell being cast is increased to 20 + the spell's level. If the Spellcraft check succeeds, the caster recognizes the cooperative magic effect and may counter it normally.

RELIGION

This section presents a discussion of religion in its many forms. The text of this section is designated closed content. All rules and terminology derived from the d20 System Reference Document are designated as **Open Game Content**.

The typical view of gods being worshipped and bestowing divine magic upon their clerics is only one of many relationships between mortals and supernatural agencies. Paladins enjoy a different relationship as chosen defenders of the faithful. Druids and rangers have a connection to the spirit of the earth and nature, gaining power from an understanding of a fundamentally spiritual world.

Religions can be described by three attributes: cosmology, order, and relationship. Cosmology concerns the nature of what divinities are and their place in the universe. Order distinguishes the structure and organization of divinities. Relationship determines the place of mortals in religion.

COSMOLOGY

In a detached cosmology, divinities or spirits are independent beings. The only distinction between mortals and divinities is a matter of power or substance. Divinities

are usually worshipped due to their strength or unique abilities. Animism and ancestor worship are the most common religions with detached cosmologies.

In a cosmology of rule, divinities are still somewhat independent, but they claim ownership or responsibility over some aspect of the world. This dominion may have an almost political dimension. If a divinity were destroyed, another god or child of a god could take over that domain. This is most common in polytheism.

Devas are spirits responsible for creating some part of the universe. In a devic system, divinities are identified with the parts of the world that they are responsible for creating or maintaining. If a deva could ever be destroyed, some part of the world might cease to exist, which could cause larger problems unless the deva was replaced. This role for divinities is most common in pantheism, but some polytheists and animists also believe it.

In iconic systems, gods are representations of some essential aspect of the universe. They may not be truly independent beings, but will act as such in a way consistent with their domain. Parlaying with a god is thus communicating with the universe. An iconic god is essentially an avatar of some non-anthropomorphic principle. If destroyed, a god will be replaced with another representation. Polytheism or pantheism may embrace this concept, as may dualism.

Elemental gods are literal parts of the universe. A god of fire *is* fire, and is called forth whenever fire is created. Frequently such gods cannot be destroyed, or if destroyed, eliminate some aspect of the universe. Elemental gods are most commonly regarded in polytheistic religions.

ORDER

In equally ordered religions, gods or spirits have no distinct superiority over one another. While some gods may be more powerful and lesser beings exist, for the most part gods are just different. This is common in pantheism, animism, and ancestor worship.

In hierarchical religions, one group of gods is superior to the others. They may have creat-

ed or given birth to the others, or simply may be the potent natural rulers of the gods. A religion with one supreme power and many lesser beings is called henotheism. Most polytheist systems are also henotheist. It is also common in pantheism. Many systems that are typically called monotheist are technically henotheist, because they believe in lesser beings and powerful spirits as well.

Singular religions believe in only one god (monotheism), dualist in two gods or forces, limited religions have a list of no more than ten to twenty gods, and open religions have potentially hundreds or more. A religion with more than two gods can be considered polytheistic, though open numbered religions are common to animism or pantheism.

RELATIONSHIP

In servile religions, followers are servants or petitioners to the power of gods. Mortals are considered lesser beings, and the help of divinities is a favor to be granted only to the most faithful. Many types of religion have a servile relationship.

In devoted religions, followers are more valued by gods. Whether the divinities have a tenuous claim to their position or derive vital energy from worship, the gods are protective of their followers. Divinities may be cruel or kind, but they care. This is most common in pantheism and ancestor worship.

In independent religions, the gods see themselves as above mortals. Some may befriend mortals, some may hunt them, and many will simply ignore them. Gods respond to proper requests due to spiritual laws, not out of love or fear. All religions may have this sort of relationship, though it is most common in animism.

DOCTRINE

Different shades of interpretation and takes on religious tradition usually lead to doctrinal conflict. Some religions are more open to divergent views than others, depending on their structure. Dualists are the least accommodating, with their view of reality as a war between competing ideologies.

Monotheists may be accepting so long as the primacy of one god is acknowledged. Some

versions of polytheism, particularly those with strong pantheist elements, are the most open. Animists and ancestor worshippers usually just ignore other doctrines.

Standard clerics are dedicated to one force within the religion. The religion may be polytheistic, animist, or a myriad of other forms. Though more appropriate to servile or devoted religions, a dedicated cleric in independent religions is allied or specialized in one type or group of beings. In the case of animists, pantheists, and ancestor worshippers, the character follows a patron spirit or totem. The cleric may also follow a particular code or ethos within a framework of a religion. In any case, the worship is singular.

Standard clerics are also most likely dualists. The division of good and evil, and the influence of undead, sets up a clear dualism. This isn't a requirement, however. An animist cleric that is good simply chooses another relationship with the spirits of the dead than an animist cleric of evil.

Druids are not required to dedicate themselves to a single deity. They are frequently animist, but may blend henotheism (mother earth, nature, or moon) or polytheism, or shift into a pantheistic framework. Rangers are similar, but are more likely to be henotheists in a polytheist framework.

Paladins are dedicated worshippers, much like clerics. Their religious doctrines are nearly always monotheistic or henotheistic, but it is possible to have paladins dedicated to holy work in animism or ancestor worship.

NEW DIVINE SPELLCASTER TYPES

This section presents three new types of divine spellcasters, all with unique advantages and drawbacks. All text of this section is designated **Open Game Content**.

SMALL GODS DISCIPLES

Not all sources of divine blessings are as potent and broad as those typically available to clerics. Whether lesser gods of a polytheistic religion, devas and totems of a pantheistic religion, or powerful spirits of animism or ancestor worship, worship of less powerful beings



TABLE 3-2: SMALL GOD QUALITIES

Small god CR	Highest Disciple Level	Number of Disciples*	Number of Worshippers Necessary
5	1	1	100
6	2	3	400
7	3	7	1,100
8	4	15	2,600
9	5	31	5,700
10	6	63	12,000
11	7	127	24,700
12	8	255	50,200
13	9	511	101,300
14	10	1,023	203,600
15	11	2,047	408,300
16	12	4,095	817,800
17	13	8,191	1,636,900
18	14	16,383	3,275,200
19	15	32,767	6,551,900
20	16	65,536	13,105,500
21	17	131,071	26,212,600
22	18	262,143	52,426,900
23	19	524,287	104,855,600
24	20	1,048,575	209,713,100

*Disciples refers to divine spellcasters.

has its own merits. These less powerful beings of worship are known as small gods.

Small gods are more likely to lend direct aid to their followers. They are concerned about the welfare of their people, though this can be a drawback at times. Small gods disciples are often subject to limits in how far their power may grow, but the benefits may be worth the limitation. Since small gods are more directly involved with their followers, they may expect more from them as well. Divine manifestations are much more common for worshippers of a small god, and the being may task his followers on a regular basis.

Most small gods can be based on outsiders listed in the core rules. Any creature of at least CR 5 may have a few worshippers, but most are at least CR 9. True gods, by comparison, are at least CR 24. The challenge rating of a small god is used to determine various effects.

DIVINE SPECIAL QUALITY

All small gods have the divine special quality. This quality allows a small god to sense requests for intercession and to channel the

power of believers into spells for her disciples. The domains that a small god may grant access to are indicated in parentheses. Divine creatures act as their own divine focus for spellcasting purposes. This quality is inherently linked to the number of followers that the small god has at any given time.

A small god can support a pyramid of disciples, starting with one who is at least four divine casting levels below its challenge rating. Each level below the first disciple has twice as many as the previous. So a CR 18 small god could support one 14th-level disciple, two 13th-level disciples, four 12th-level disciples, and so on.

For each level of spellcasting disciple, there must be 100 non-spellcasting members of the religion. Worshippers provide the spiritual energy that a spirit needs to bestow divine magic. A small god can only delegate as much spiritual energy as described above. Small gods with more worshippers may control larger territories, but cannot generate more energy for disciples. True gods may have many guises, and are worshipped across entire worlds and possibly on many at the same time. Not all small gods follow this pattern. In some cases,

gods can channel power to a smaller number of more powerful disciples. In this case, each shift down in the number of followers shifts up the highest follower level possible for that small god.

Killing off disciples is an effective way of eliminating the power of small gods. As the number of worshippers drop, they support fewer disciples. As the flow of divine energy falters, some followers may lose higher level spells, while others may be stripped of their spellcasting abilities completely.

DISCIPLE ABILITIES

Small gods disciples sacrifice long term power for more direct contact with their god. Only the most powerful small gods are able to grant access to domain spells and abilities, and the power of the spells they can grant is limited as well. However, small gods are more likely than true gods to intervene on behalf of their disciples, even allowing themselves to be called with some frequency. Although the form that their aid takes may vary, small gods disciples benefit from their more personal connection to their god.

INTERCESSION

Once a week, any follower of a small god may pray for an intercession. The disciple makes a divine spellcaster level check against a DC of the small god's CR +2. If successful, the divine being directly aids the worshipper in some way.

A character may attempt multiple intercession calls during a week, but each additional attempt in the same week (regardless of previous success or failure) adds a cumulative +5 to the DC. Most small gods will get annoyed at this, and often indicate their displeasure at being hounded by their followers.

If successful, the deity will intervene in some fashion. At the very least, a helpful effect is generated, which may range anywhere from an orison to the small god itself showing up and assisting directly. Under some circumstances, a small god will not react immediately but choose to act later. Additionally, if the event is important to the god in question, it may choose to intervene with no formal request. Small gods can and do intervene when the fate of a community is at stake, or when rival gods or other powerful beings are attacking their followers.



It must be stressed that most gods prefer to work through others. Much of the point of granting spells and powers to followers is so that they may perform the will of the god. A cleric that asks for intervention continually rather than using the gifts his god has granted him may be required to fulfill an *atonement*.

In animist or pantheist religions, the spirits do not necessarily have any particular liking for their disciples. Worship is more of an exchange. A follower may offer entertainment, some item the spirit desires, or may be assisted in exchange for not bothering the spirit. Ancestor worship is much the same. Though ancestors are interested in the general welfare of their family line, the form this takes may not please their descendents. In all of these cases, calls for intercession are often answered grudgingly or as the repayment of a favor.

GREATER SPIRITS

Any small god with a CR of 18 or greater is considered a greater spirit. Greater spirits are less likely to directly intervene in the affairs of their disciples, but they offer much greater power in return. Disciples of greater spirits are granted access to one domain, like the cleric of a true god. This domain

must be related to the spirit's area of influence, and the DM has final say on all small gods' domains.

RANGE OF INFLUENCE

The amount of territory in which a god is worshipped is based on its population. A CR 7 small god may be followed in a small number of hamlets, a rural region, or perhaps only in one small town. Greater spirits are conceivably worshipped throughout large nations or in broad regions. In effect, a small god has influence (can effectively channel power to disciples) in a radius equal to its CR multiplied by 10. So, a CR 7 small god has influence over an area equal to 70 miles in radius.

Where worship of a small god is not so strong, the effective CR for the small god is -4 for spell purposes. That is, the spellcaster's level is capped by that supported at the new CR for gaining new spells and number of spells gained daily, but is considered normal spellcaster level otherwise. Being far from the area of a small god's influence also increases the intercession DC by 4.

Some small gods may provide less magic than others, but may cover larger territories than usual. As a simple modification, lowering one value allows another value to go up a rank. A CR 15 totem can double the number of its worshippers by accepting a limit of 10th-level followers. This decision must be made by the small god, who can expand his territory at any time. This often causes disciples to work against their god to avoid a reduction in their personal power.

DRAWBACKS

The main drawback to following a small god is that such gods may be destroyed. Also, their interests and power are fairly localized. Though a character enjoys a closer relationship, this is a closeness that can involve great danger when a small god maneuvers against larger powers.

If a small god is destroyed, another soon rises to take its place. Disciples must petition the new being for patronage, but worshippers need not do anything. The new being simply takes over the spiritual void left empty by the other creature's death. Petitioning for patronage follows the same rules as serving out an

atonement, and all divine powers, abilities, and spellcasting are lost until the new being accepts the follower as his own.

In some religions, small gods may be part of a hierarchy. Individual gods may be less powerful fragments of greater beings. Worship of lesser gods is rolled up into the power of their greater selves. The local god of death might be a simple reflection of the overall manifestation of death. This manifestation may be a true god or other being of at least CR 30. Such a power may have two incarnations beneath it, four incarnations beneath them, eight beneath them, and so forth until you have a great number of death spirits of varying mien.

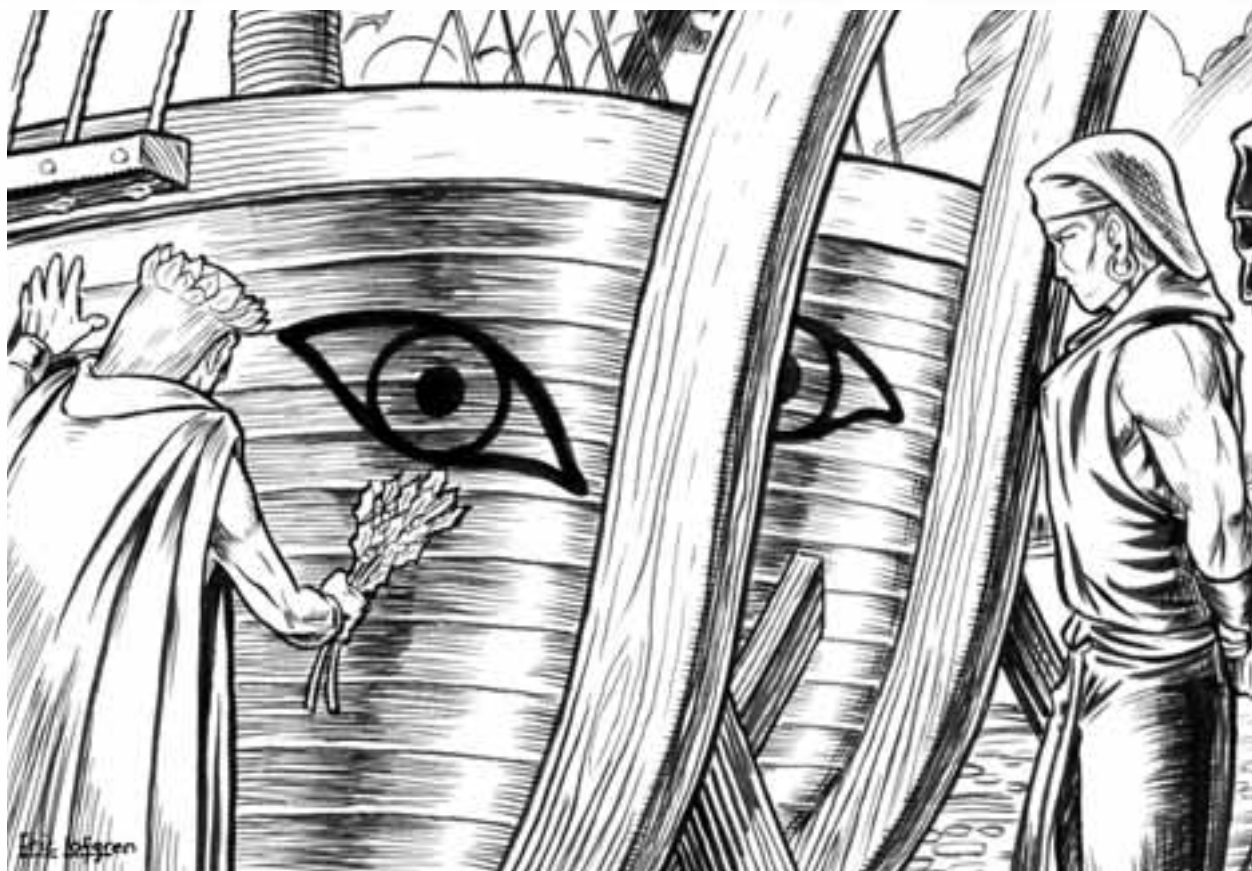
ELIBIA, GODDESS OF THE ERESPONT

Elibia, the lady of the Erespont River, is worshipped by communities all along the river. She is usually depicted as a blue-green maiden with flowing white robes, laying just under the water, an arm rising above the surface.

The leaders of her faith are two 5th-level clerics, each an elder of a village on opposite sides of the river. These two villages lie just down the river from each other, creating a friendly rivalry in both mercantile and religious matters. This rivalry comes to a head during the annual spring festival, where brightly colored boats made entirely of flowers are set out upon the river in Elibia's name. Her demands are not great, mainly coming in the form of music and festivals featuring flowers spread across the surface of the river. She is worshipped in small shrines tended by local families, usually near piers or otherwise close to the water.

Elibia regards her followers as her children, albeit children she does not understand very well. Her worship is found all along the river, both in the largest towns and in the smaller communities around them. Further inland and along the ocean coast her worship is weaker. If her clerics travel too far inland, they are limited to only 1st-level spells until they return closer to her domain.

Elibia, Goddess of the Erespont, CR 9; Medium-size water elemental; Clr6; HD 4d8+12+6d8+18; hp 82; Init +1 (Dex); Spd 20 ft., swim 90 ft.; AC 19 (+1 Dex, +8 natural); Atk +10/+5 melee (1d8 + 4 slam); SA Water mastery, drench, vortex; SQ divine being (Trickery, Water), elemental; AL N; SV Fort



+12, Ref +4, Will +10; Str 16, Dex 12, Con 17, Int 6, Wis 17, Cha 13.

Skills: Concentration +9, Listen +7, Spot +7.
Feats: Enlarge Spell, Extend Spell, Iron Will, Power Attack.

Special Attacks: Drench, vortex, water mastery.
Special Qualities: Divine being, elemental.

Small God Qualities: Number of followers: 52; highest follower level: 5; number of worshippers: 10,591; intercession DC: 12.

THEURGISTS

Theurgists are clerics who serve more than one god. Their job is to function as intermediaries between mortals and gods. Builders, shipwrights, farmers, and many others call upon theurgists, who ensure that gods are placated with proper rituals, and that none are inadvertently offended.

A player may choose to make a character a theurgist when a character is created or first gains a clerical level. Theurgists may choose spells from any domain when they are praying for their spells. This represents the theurgist's

ability to appease many different gods rather than just one. They must make a Knowledge (religion) check (DC 15 + spell level) for each spell, failure indicating that they have offended one of the gods and may not receive that spell for the day. As potent as this is, theurgists do not receive any domain abilities. Otherwise, theurgists are handled as normal clerics.

ANIMISTS

Animist clerics have a special relationship with spirits, distinct from the typical approach of standard clerics. They come from distinct cultures that often recognize several different types of spirits that inhabit the cosmos. For example, an animist from a mountain clan may recognize animal, plant, and elemental spirits, while an animist that inhabits a nearby village might worship the spirits of animals and undead.

A player may choose to make his character an animist when the character is created or first gains a clerical level. If he does so, he loses all access to domains and he must choose one type of creature that he can turn or rebuke, either animals, elementals (one type), plants, or undead. In addition, animists

start play with a Spiritual Awareness Rating of 4 (see below). Druids can also begin their careers as animists, but must give up one *wild shape* use per day. This means that a druid must wait until 6th level to gain the ability to *wild shape*, and then has one less use per day than normal. Animists also gain 1 point of spiritual awareness at every odd-numbered level after 1st (3rd, 5th, 7th, etc.).

SPIRITUAL AWARENESS

Common among animists, spiritual awareness demonstrates a mutual respect and power in the affairs of spirits. Pantheists and ancestor worshippers (normal clerics and druids) may also have this ability, but they must purchase it by selecting the Spirit Friend feat.

SPIRIT FRIEND [GENERAL]

By selecting this feat, the character offers his friendship to the spirits that inhabit the land and sea. He learns to communicate with these spirits, and in times of dire need call on them for aid.

Prerequisite: Divine spellcaster level 5+.

Benefit: The character gains a Spiritual Awareness Rating of 4.

Special: This feat may only be taken once.

Spiritual awareness allows the character to communicate with the nature spirits that surround him. He is able to ask them questions, call on them for various types of aid, and even petition them to protect him from enemies. The spirits called have all the attributes of a normal elemental of their type (MM 81), and the animist must be near a source of the elemental's type in order to call one. So, a druid that was standing on top of a mountain would have a hard time calling a water spirit, and an animist aboard ship would find it difficult to seek aid from an earth spirit.

Each time the character calls upon this kind of aid, he must use up one or more spiritual awareness points. These points replenish each day when the character regains his spells. The possible uses for spiritual awareness are as follows:

- **Ask a question of the spirit, which the spirit answers to the best of its ability via empathic link.** Spirits are in tune with their elements, and thus have knowledge of the area around them for up to one mile per HD of the spirit. So, a cleric aboard ship could

summon a water spirit to find out if there were any large water creatures in the area, and whether or not they are hostile. An air spirit would not have knowledge of what goes on beneath the waves, however. The spirit is not able to answer specific questions, such as the name of the captain of an approaching vessel, but might be able to discern the general mood or intentions of the crew.

Cost: 1 spiritual awareness point.

- **Have the spirit perform a task.** The animist could have an air spirit carry a message to his allies on the winds, or an earth spirit could bear an injured animist to the nearest town for healing. The task may take no longer than one hour per HD of the spirit, and may take the spirit no more than one mile per HD away from the location in which it was called. This task may not include combat of any kind, and if the spirit is attacked it will attempt to retreat as quickly as possible rather than defend itself. The effects of a spirit dying are explained below. **Cost:** 2 spiritual awareness points.
- **Have a spirit defend you.** This is the extreme of what an animist may ask of a spirit. The spirit will fight as directed by the animist, using all of its special abilities to help defeat the character's enemies. If the spirit is killed, however, no spirit of that type will be available for one week with the dead spirit's range. A spirit's range is a radius equal to one mile per HD from the point at which it was called. **Cost:** 1 spiritual awareness point per HD of the summoned spirit.

PLACE MAGIC

This section presents rules for creating places of awe-inspiring power. All text in this section is designated as closed content. Monster names, spells, feats, and rules and terminology derived from the d20 System Reference Document are designated as **Open Game Content**.

Shrouded in mystery and guarded from the world, locations filled with the power of magic or touched by divine influence are considered to be invaluable to many; some even consider them worth dying for. Whether it is a mind

flayer temple buried deep within the recesses of the underdark or a peaceful waterfall in the heart of a grove guarded by fey creatures, these arcane nexuses and shrines can bestow great gifts upon the faithful and terrible woe upon their enemies.

PLACES OF POWER

There are two different types of places of power: arcane nexuses and shrines. This section discusses the similarities and differences of each type, ranging from the abilities that a nexus or shrine grants to prime construction locations to options on how unwanted visitors are punished.

Arcane nexuses for the most part tend to be natural phenomena. Within the boundaries of an arcane nexus, spellcasters may find themselves to be more knowledgeable in the arcane arts or find the spells they cast to be more potent than normal. In many cases, when an arcane nexus is discovered wizards and sorcerers will build safeguards around the nexus to keep the curious away. It is a rare occasion that an arcane nexus is created by any other means than natural (or supernatural) occurrences. As a result, arcane nexuses are always neutrally aligned; good and evil may wield the power of magic equally.

Shrines, on the other hand, are almost always created by a deity's most devoted clerics or by the deities themselves to aid their followers. Unlike arcane nexuses, shrines always have a strong affinity to the patron deity's alignment.

The appearance and powers of a shrine are always a direct representation of the patron deity's beliefs. For example, a god of healing might utilize a pool of clear water to magically heal any wound or cure any disease that has stricken a follower. A deity of nature might create a small grove that grants a permanent *animal friendship* effect on a druid or ranger that consumes berries from the grove's sacred tree. A death goddess might bless her unholy worshippers with increased necromantic abilities when the rites are performed in a sacred mausoleum.

In the case of the unfaithful, shrines will always punish trespassers who tread upon their sacred ground. The healing pool mentioned above might freeze, trapping the trespasser within, or the sacred tree might release only



poisonous berries to one that bears ill will toward nature. For those who flaunt their apathy toward religion and the gods, shrines can be deadly places indeed.

DESIGNING AN ARCANEXUS

This section details quick and easy guidelines for DMs to follow when creating an arcane nexus for a campaign.

First, you must determine what the arcane nexus does. Keep in mind that an arcane nexus rarely has more than one benefit, and only the most powerful more than two. Nearly all arcane nexuses have at least one drawback associated with their use as well. Listed below are examples of some effects that an arcane nexus may provide:

Positive

- All spells cast from a particular school are considered empowered.
- All Knowledge (arcana) skill checks have a +20 circumstance bonus.
- No scrying attempts can penetrate the arcane nexus.

- A spellcaster is given use of the Spell Mastery feat when preparing his spells within the nexus.
- Casting a spell from within the arcane nexus does not use up a spell slot.
- Characters within the arcane nexus gain 1d4+1 points of Intelligence for 24 hours.
- Characters do not need to eat or sleep while within the arcane nexus.

Negative

- Only one school of magic functions within the arcane nexus.
- Upon entering the nexus, any non-spellcaster must make a successful Will save (DC 20) or suffer from a confusion spell.
- Any divinations attempted from within the arcane nexus fail.
- Spellcasters within the arcane nexus must make a successful Fortitude save (DC 20) or suffer from a random disease.
- All spells cast within one hour of visiting the shrine are uncontrolled chaos spells.
- Casting a spell within the nexus erases all prepared spells from the caster's mind.



EXAMPLE ARCANÉ NEXUSES

XEMPING'S GATE

Hidden deep within the recesses of a secluded, yet active volcano, Xemping's Gate is a large stone well that measures roughly 20 ft. in diameter. It rests in the center of the volcano, surrounded on all sides by lava. Covered in ornate carvings and runes that are clearly not of this plane, Xemping's Gate seemingly pulses with an evil energy. Inside Xemping's Gate is a thick, black substance that glows red due to the intense heat of the surrounding lava.

Xemping's Gate is just that: a gate to the pits of hell. Once every 1d4 days, Xemping's Gate summons forth a random denizen of the lower planes with which to spread destruction to the neighboring settlements.

TABLE 3-2: XEMPING'S GATE

d%	Creature Summoned
01-25	Lemure
26-40	Osyluth
41-60	Barbazú
61-83	Erinyes
84-95	Gelugon
96-00	Pit Fiend

While inside the volcano, all devils gain a +2 circumstance bonus to attack rolls, damage rolls, saving throws, and ability checks. Additionally, any spell or spell-like ability used by a devil is considered to be empowered, as the metamagic feat. All Summoning spells fail inside the volcano due to the power of the nexus, and fire spells have their areas doubled.

Penetrating to the depths of the volcano in which this nexus lies is no easy task. Many of the devils that the nexus summons take a liking to their new environment, making their homes here. In addition, the heat is so intense that characters must make a Fortitude save (DC 20) every 10 minutes or suffer 1d6 points of damage (the volcano's heat is too hot to merely cause subdual damage). Characters wearing metal armor automatically suffer 2d4 points of damage for every minute spent inside the volcano. The waves of extreme heat distort normal vision, causing targets more than 10 ft. away to have one-quarter concealment.

The origin and intent of Xemping's Gate

remain a mystery. The only clue to its origins is a tower that sits on the side of the volcano. Long forgotten and sealed to the world, the tower has no visible entrances or exits. In recent years, many heroes (and villains as well) have attempted to either enter the tower or destroy Xemping's Gate. None have returned to share any of the secrets of this deadly and terrifying nexus.

THE SITTING CIRCLES

Within a dark cave rests the Sitting Circles, comprised of four engraved ritual circles set within a larger engraving. The circles are marked with the arcane symbols for divination magic. Within the cave, faint signs of blood still cover the cave walls and decaying bits of fabric litter the cavern floor.

A group of long dead diviners created the Sitting Circles. The group constructed the circles so that they could fully serve the agenda of their king, using their abilities to see the future, spy on the king's enemies, and foresee coming disasters. The king himself ended up destroying his loyal servants, as he feared their knowledge and insight more than he trusted it. Upon their death, he ordered the Sitting Circles sealed away, never to be used again.

Anyone casting divination magic while inside one of the four circles casts those spells as if she were two levels higher. Any caster doing so, however, casts all other schools at -2 caster level for one hour after leaving the nexus. The full effects of the Sitting Circles are revealed if four spellcasters simultaneously sit in the circles. All spells cast by any of the four characters function at +2 caster level, with Divination spells functioning at +4 caster level. In addition, each of the four casters is protected by *protection from chaos* and *nondetection* for one full hour after leaving the nexus.

DESIGNING A SHRINE

Unlike arcane nexuses, shrines carry a significantly greater amount of control and purpose. Often the direct work of a deity, shrines only benefit loyal followers of the deity and severely punish non-believers.

Listed below are examples of the benefits and punishments that a shrine may bestow:



Benefits

- The shrine is *hallowed*.
- All turning attempts made in the shrine are considered to destroy undead rather than turn them.
- All Knowledge (religion) checks have a +20 circumstance bonus.
- Followers are automatically healed of all damage when they enter the shrine.
- Divine spellcasters of the same alignment regain one spell they have already cast that day.

Punishments

- The shrine is *unhallowed*.
- Divine spellcasters of different alignment than the shrine lose their ability to turn undead for 24 hours after visiting the shrine.
- No spells other than the patron deity's domains may be cast within the shrine.
- Non-followers must make a successful Will save (DC 20) or lose 1 point of Wisdom permanently.

EXAMPLE SHRINES

GAEA'S WATERFALL

Gaea's Waterfall is a seemingly normal waterfall that is 40 feet high and flows directly from a large river into a small pond. The pond, whose water is crystal clear and always cold, is roughly 15 feet deep at its center. Oddly, there are no fish or typical aquatic creatures found in the pond at all, though many local woodland creatures congregate near the pond to drink from it. The floor of the pond is made of a smooth stone that appears to be worked.

Despite these odd features, the most recognizable feature of the waterfall is the large carved stone statue of the nature goddess that rests at the top of the waterfall. Carved from a large stone that overlooked the waterfall and pond, the goddess stands smiling with her arms outstretched over the water. How and when this statue was carved is a mystery to all, as it shows no signs of aging or decay. Some of the local fishermen have claimed to see strange lights through the trees near the pond on nights of the harvest moon. They also report hearing the sounds of singing in the distance. It is rumored that if followers of the nature goddess stand on the thin, rock shelf that rests under the waterfall, the goddess will shower her affec-

tions down upon them.

If a cleric of the goddess stands under the waterfall she gains a permanent +4 bonus to all Charisma-based checks when dealing with animals. In addition to this, any hit point or ability damage that the favored character may have suffered recently is healed. Non-evil non-followers are unaffected by the fall. If the water is removed from the pond or waterfall, it acts no differently from normal water, other than being especially clean.

Any evil character that stands under the water suffers 10d6 points of damage as the water begins to glow with a golden, holy aura the color of summer wheat. Such characters must also make a successful Will save (DC 20) or fall under the effects of a *feblemind* spell cast at 20th level. Submersion in the pond results in the need for a Will save each round until the character can escape from the water.

If the shrine is attacked, it defends itself via a permanent *summon nature's ally IX* spell that it may call upon up to three times per day. The chosen ally is generally a greater water elemental who will attempt to slay the shrine's attackers or drive them away.

THE SHRINE OF LIGHT

Nestled in the high peaks of a mountain range, the Shrine of Light is a small stone temple built at the center of a centuries-old monastery. The shrine is a holy place dedicated to the god of light and healing and is protected by the Brothers of the Shining Star, the monks who live, train, and study in the surrounding monastery.

Constructed a century ago by the elder brothers of the monastic order to serve as a source of power and enlightenment from their deity, the Shrine of Light is a simple stone building roughly 30 feet to a side. The shrine consists of one large room with only a 15-foot-wide holy symbol carved into the floor and a 15-foot-wide circular hole cut into the ceiling directly above the holy symbol.

On the last day of each year a member of the brotherhood is chosen as the champion of the order, and is sent forth into the world to spread the teachings of the god of light. This champion undergoes training, both physical and mental, for most of his young life in preparation for



this moment, the Day of Awakening. On this day, the champion stands in the center of his deity's symbol, speaking the doctrine of his god. As the morning sun rises over the opening, a beam of brilliant light showers over the holy symbol and the new champion. At this moment, the champion is given the effects of a permanent *protection from evil* spell. In addition to this, the champion's Wisdom score is permanently increased by 2.

If an evil character should enter the temple, he must a successful Will save (DC 20) or suffer from a instant *mark of justice* spell cast at 20th level, which is activated any time the evil character attempts to harm one of the deity's followers. Additionally, a permanent *alarm* spell alerts the brothers to the presence of an enemy in the shrine.

CHAPTER FOUR

THE MUNDANE MADE MAGICAL

ALCHEMY

This section presents expanded rules for using the Alchemy skill as well as several related items and tools. The text of this section is designated as **Open Game Content**.

The process of mixing, measuring, preparing and combining specific ingredients to achieve a desired effect is the art of alchemy. An alchemist works with the natural properties of her ingredients to produce a multitude of extraordinary items and materials without the aid of magic. Where wizards master arcane energies and clerics learn to channel their faith, alchemists study and shape the properties of the natural world.

ALCHEMY SKILL COMBINATIONS

During the production of an alchemical item it may be necessary to apply additional skills to complete the process. Profession and Craft skills are useful when creating items that require non-chemical parts or processes to prepare a product for the market. An alchemist may learn these skills herself or seek outside resources to aid her in her task. If the alchemist

creating the item has at least 5 ranks in the additional skill necessary to finish the item and performs the skill check herself, she gains a +2 synergy bonus to her Alchemy check due to her related knowledge and skills. The proper tools and equipment are still necessary to perform these associated skill checks.

Many alchemists take up skills like Profession (apothecary, herbalist, or shopkeeper) to make a decent living peddling their creations. Alchemists may also find Craft skills like bookbinding and glassblowing useful in creating their own equipment.

SKILL COMBINATION EXAMPLES

The creation of concentration pie requires an Alchemy check (DC 20) and a Profession (baker) check (DC 15) to successfully complete. An alchemist with 5 ranks of Profession (baker) gains the synergy bonus to the Alchemy check because of her experience in combining ingredients to be baked.

Creating a green flarrow requires both an Alchemy check (DC 20) and a Craft (fletcher) check (DC 25). An alchemist without Craft (fletcher) must take the incendiary portion of the item to a fletcher in order to complete the process.

ALCHEMY EQUIPMENT

Alchemy equipment comes in many shapes and sizes for use in any number of situations. Equipment can be designed for a specific purpose, providing great advantages for a narrow range of alchemical tasks, or for general alchemical work, in which case it may fail when used in intricate or delicate tasks. With the right gear, adventurers with ranks in Alchemy can perform checks in the field or make money during their down time as an alchemy instructor.

Alchemist's Lab: This includes beakers, bottles, mixing and measuring equipment, and a miscellany of chemicals and substances. This is the perfect tool for any job. It adds a +2 circumstance bonus to Alchemy checks, but it has no bearing on the costs related to the Alchemy skill. Without this lab, a character with the Alchemy skill is assumed to have enough tools to use the skill but not enough to get the +2 bonus that the lab provides. The alchemist's lab must be stationary and requires at least 400 square feet of space, due to the necessity of storing volatile chemicals in separate compartments and the fragile nature of many of its tools and storage devices.

Alchemical Research Library: The volumes of an alchemical research library contain all of the notes from an alchemist's past experiments, both failures and successes. In addition, the notes and writings of other alchemists may be present to aid in new endeavors. Lists of ingredients, processes, measurements, and their combined results fill heavy tomes and cases of parchment. Many volumes are difficult to find outside of universities and organizations, and often access to these is limited to students or members only. Booksellers in larger cities may be able to compile the necessary volumes at a rate of 1d100 gp of the library's value each day until the 100 or more required books have been collected. Most booksellers will require a deposit on the library before beginning the accumulation process.

Field Lab: The field lab is a wood framed leather backpack that opens into a low worktable. Compartments and drawers hold beakers, flasks, a small oil burner, and a multitude of other tools to make alchemy easier while on the road. Most of the equipment in the field lab is smaller than the items found in a standard



alchemy lab, requiring users to repeat some steps in the item creation process to achieve a desired effect. Using a field lab adds a +2 circumstance bonus to Alchemy checks but requires one and a half the usual time to complete the process. Gnomes using the field lab can create items in the standard amount of time required while retaining the bonus to their skill check.

Field labs fulfill the requirement for having an alchemy lab for the purposes of taking alchemy courses and item creation.

Gnome Wagon Lab: This large lab-on-wheels is typically manned by three gnomes who travel through the countryside peddling their alchemical creations. The exterior of the wagon is a simple wooden building on wheels that has a sloping roof and small chimney, the walls of which are often painted brightly with advertisements. One side of the wagon can be propped open on poles to form a canopy when parked in a marketplace or roadside venue, creating a small storefront. A small door at the back of the wagon provides access to the interior of the wagon, which is cramped with alchemy equipment, a small living area, three bunks, and a fireplace. On the road, a team of ponies or oxen that are driven from a padded bench pulls the wagon. Each gnome has enough equipment to provide the standard +2 circumstance bonus to Alchemy checks.

Identification Lab Expansion: This small set of tools contains various dyes, filters, treatment papers, and lenses for use in identifying any type of material. Use of the identification lab expansion requires an alchemist's lab and incurs double the standard cost per attempt (2 gp per attempt or 40 gp to Take 20). Alchemy checks made using the identification lab require half the usual time (1/2 an hour instead of 1 hour) for identifying poisons, potions, or substances.

Production Lab: This alchemy lab consists of both larger equipment and multiple sets of standard equipment. Its purpose is to increase the speed and reduce the cost of creating one type of alchemical item. The type of item that the production lab is designed to produce (such as firebane parchment) is determined when the construction of the lab is contracted.

Construction costs of the lab include production of the necessary equipment and its

installation. The production lab requires a permanent location of at least 400 square feet with adequate ventilation. This location is not included in the lab's cost. The cost of an alchemical production lab is the cost of the item it is designed to produce multiplied by 20 (minimum production lab price is 500 gp).

Running a production lab requires a senior alchemist with a minimum of 10 ranks in Alchemy and a junior alchemist with at least 5 ranks. The salary of an NPC alchemist is equal to 1 sp per rank in Alchemy per day. The following rules for determining how much time and money it takes to create an alchemical item with a production lab supercede the rules listed under the Craft skill (PHB 65).

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

If the check succeeds, multiply the check result by the DC. If the result times the DC equals the price of the item multiplied by 5, then the alchemists have completed the item. (If the result times the DC equals double or triple the price of the item (multiplied by 5), then they have completed the task in one-half or one-third the time, and so on.) If the result times the DC doesn't equal the price multiplied by 5, then it represents the progress that has been made during the week. Record the result and make a check for the next week. Each week the alchemists make more progress until their total reaches the price of the item multiplied by 5.

If the alchemists fail the check, then no progress is made during the week. If the Alchemy check fails by 5 or more, the alchemists ruin half the raw materials and have to pay half the original raw material cost again.

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

Production Lab Expansion: A production lab expansion requires 100 square feet adjoining an existing production lab. The additional expansion allows the alchemical production lab

TABLE 4-1: ALCHEMY LABS

Item	Cost*	Weight
Alchemist's lab	500 gp	40 lb.
Alchemical research library	3,000 gp	300 lb. +
Field lab	650 gp	16 lb.
Gnome wagon lab	2,000 gp	650 lb.
Identification lab expansion	150gp	5 lb.
Production lab	**	1,000 lb. +
Production lab expansion	**	500 lb. +
Teaching lab expansion	200 gp	20 lb.

*A lab may be rented for 10 gp per day, plus the cost of any lab employees who must be utilized. The renter is also expected to provide all but the most basic materials and components. Any component with a cost must be provided.

**See the item description for details.

to produce one more alchemy item using the rules described above. Another junior alchemist with a minimum of 5 ranks in Alchemy is required for production duties.

An alchemical production lab can have no more than 4 expansions (enabling it to produce 5 products) before another full production lab must be added along with the required staff. The cost of an alchemical production lab expansion is the cost of the item it is designed to produce multiplied by 20 (minimum production lab expansion price is 350 gp).

Teaching Lab Expansion: An alchemical teaching expansion has all the teaching aids needed to instruct students in the creation of one type of alchemical item. Contents include diagrams, detailed notes, custom measuring and mixing equipment and a volume of research material on the properties of the item for which the expansion was designed. The teaching expansion must be used along with an alchemist's lab and is required to successfully instruct an alchemy course.

ALCHEMY COURSES

Many arcane universities and organizations offer courses on creating items and identifying substances through alchemy.

To become the instructor for an alchemy course, an alchemist must be able to successfully create the item or identify the substance that the course focuses on by Taking 10. The instructor is also required to have an

alchemist's lab, a teacher's expansion lab, and access to enough space for her equipment and that of the students. An instructor can successfully teach a course containing one student for every 2 ranks of Alchemy she has. Her Alchemy ranks are added to the market price of the item that she is giving instruction on and multiplied by the number of students in the course to determine her pay in gold pieces.

Each course details not only how to create the item, but how and why the process works at each stage of its development. This process takes a number of 4-hour course-days equal to half the DC to create the item, rounded up. At the end of the course, students must make an Alchemy check (DC equal to the item's creation DC) to pass the class. Students may Take 10 on this roll.

Identification Courses: This type of course focuses on identifying a potion from a specific school of magic, a substance from a specific classification (animal, mineral, plant, etc.), or types of poison. Students enrolled in a course are required to have 5 ranks in Alchemy and must provide their own alchemy lab. Identification courses require a week of 4-hour days to complete and a successful Alchemy check (DC 20 for poisons, 25 for potions and substances). Students may Take 10 on this roll. Successful students receive a +2 circumstance bonus on Alchemy checks made to identify the specific type of substances on which the course focused. Cost of an identification course is 1,000 gp for potions and 500 gp for poisons or materials.

Item Creation Courses: Each class focuses on the art behind creating a single type of item, and students who pass the course receive a +2 circumstance bonus when creating this item in the future. Students enrolled in a course are required to have ranks in Alchemy equal to the skill check DC of the item they are learning to create minus 20, must provide their own alchemy lab, and must cover all material costs. The cost for the course itself is 5 times the market price of the item being studied (minimum cost for any course is 100 gp).

RESEARCHING NEW ALCHEMY ITEMS

An alchemist with enough time and resources can create a new alchemical item. To complete the research, the researcher must have access to an alchemical research library, an alchemist's lab, and devote eight hours a day for a number of days equal to the item's creation DC. The DC for creating the item and its final market value must be set by the DM at the beginning of the research period. Costs for materials, ingredients, equipment and consultation are 75 gp per day. At the end of the research period, the alchemist must make an Alchemy check (DC = item's creation DC) to successfully complete his new item. Each additional researcher with a minimum of 5 ranks in Alchemy adds a +2 synergy bonus to the final check, provided he has worked for the full duration of the research. The daily research cost increases by 25 gp for each additional alchemist working on the item, and each alchemist must have an alchemist's lab.

Once an original item has been successfully constructed, it may be created normally thereafter.

WHEN ALCHEMY GOES BAD

Failing an Alchemy check while creating an item or identifying a substance can result in more than simply needing to try again. Alchemy involves the use of potentially dangerous substances and errors in judgment can have serious consequences. To determine the results of a failed Alchemy check, subtract the check result from the DC to determine severity of failure and consult the table below.

TABLE 4-2: ALCHEMY MISHAPS

Failure By	Result
1	Check is unsuccessful but has no negative results or costs.
2-5	Half of the raw materials for creating an item are ruined. Costs for identifying a potion or substance are consumed.
6-10	All of the raw materials for creating an item are ruined. Potion or substances are destroyed and all costs for identification are lost.
11-15	All of the raw materials for creating an item are ruined and the lab suffers 3d6x100 gp of damage*. Effects of potions or substances are released on the alchemist and all costs for identification are lost.
16-20	All of the raw materials for creating an item are ruined, the lab suffers 6d6x100 gp of damage, and the alchemist suffers 3d6 points of damage (Reflex save (DC = Alchemy check failure) for half). Effects of potions or substances are released on the alchemist and all costs for identification are lost.
21+	The alchemy lab is destroyed and the alchemist suffers 6d6 points of damage (Reflex save (DC = Alchemy check failure) for half).

*A damaged lab may not be used until it is fully repaired.

ALCHEMICAL ITEMS

Creating items that are superior to more mundane equipment is one of the high points of alchemy. Alchemical study combined with trial and error has produced many items that are valuable to adventurers. Items created through alchemy are extraordinary and will function even when magic is negated.

Like the components of powerful spells, not all alchemy ingredients are easy to come by, sometimes requiring a specific quest to acquire. An alchemist is as valuable to a group of adventurers as the adventurers are to the alchemist when it comes to acquiring monstrous ingredients. Items that require rare ingredients are more difficult to create and, therefore, more expensive. An alchemical item that



requires rare ingredients will have them listed at the end of its entry.

Concentration Pie: A favorite among wizards and sorcerers, concentration pies are small tarts stuffed with sweet fruit that has been treated in a delicate alchemical concoction. The sweet pies are a common snack during times of magic study and research, prompting bakeries near arcane universities to employ alchemists to keep them in supply. Baking the alchemical ingredients into a pastry allows the otherwise unstable properties to remain potent and unspoiled for up to 10 days.

When a concentration pie is consumed during a day spent studying a spell to be transferred into a spellbook, a +1 bonus is added to the Spellcraft check required at the end of the day. In periods of longer research, such as developing a new spell, a concentration pie must be eaten during each day of study to gain the +1 bonus.

Concentration pie does not give a bonus to identifying spells and magically altered material, even when combined with *read magic* or *detect magic*.

DARKFIRE ITEMS

Originally developed by subterranean races, darkfire is a combination of minerals and powdered fungi that have been compressed into different forms for various uses. As a standard action, darkfire can be struck against a rough surface, causing it to burst into flames that are visible only to creatures with darkvision. Darkfire can be used to ignite flammable material and causes 1d6 points of fire damage each round that a creature is in contact with it. All fires lit with darkfire burn normally and are visible by all sighted creatures. Darkfire may be extinguished normally.

Rare ingredients: The fungus used to produce darkfire cannot be exposed to light until it has been processed into a darkfire item. The fungus is only found deep underground, and may be purchased in many subterranean markets. It costs 5 gp to purchase enough fungus to create one darkfire item.

Darkfire Arrow/Bolt: These arrows end in blunted darkfire tips that burn for 2 rounds. The last few inches of the arrow are constructed of metal to prevent the darkfire from igniting the wooden shaft and this

added weight causes its range increment to be reduced by 20 ft. These projectiles are often used as signal flares and can be seen from as far away as 500 ft. by creatures with darkvision.

Darkfire Orb: Darkfire orbs are four inches in diameter and have been diluted with nonflammable mineral powder to give them a burn time of one hour. The orbs can be placed in lanterns, wall sconces, or other nonflammable receptacles and used as torches that increase the range of darkvision by 30 ft. Creatures with darkvision gain a +3 bonus on Spot checks when a darkfire orb is burning nearby. Darkfire orbs can be extinguished and re-lit multiple times, and they are frequently used as cooking fires for dark-dwelling races.

Darkfire Stick: These four-inch long sticks of darkfire are commonly used for signaling and burn for only five rounds. When lit, they extend the range of darkvision by 60 ft. and the glow is visible to darkvision from as far away as 500 ft. Creatures with darkvision gain a +6 bonus on Spot checks when a darkfire stick is burning nearby. The sticks cannot be held for more than two rounds before they cause fire damage to

the wielder. They are typically thrown or placed on nonflammable surfaces.

Feather Skin: This leather-like material is naturally buoyant in air, literally hanging in the air wherever it is placed. A suit of armor made from feather skin has the defensive values of leather without any weight, making it a favorite among rogues. The armor check penalty for Balance, Climb, Jump, Move Silently and Tumble checks is zero when wearing a full suit of feather skin, and falling damage is reduced 2 points per 10 ft. (minimum of one point per die). There are many other uses for feather skin, such as weightless spell books and saddles.

Rare ingredients: Feather skin is derived from the hide of a beholder. Its innate buoyancy can only be preserved when alchemically treated within 10 days of the beholder's death.

Firebane Parchment: This durable paper has been treated in a solution that gives it fire resistance 5. Important documents, scrolls, and religious scripture are frequently scribed on this parchment and wealthy wizards have spellbooks made from it.



Flarrow: These signaling devices are simply arrows with alchemically treated tips. The tip of the arrow can be struck against any rough surface as a standard action, igniting the flarrow for 5 rounds. Anyone struck with a flarrow takes an additional 1d6 points of fire damage and risks catching on fire. Because of the added weight of the inflammable tip, flarrows have their range increment reduced by 20 ft. Standard flarrows burn normally, though flarrows with blue and green flames are also available. Different colored flarrows are often used to signal different meanings among organized troops.

Flash Dragon: Flash dragons were originally developed by alchemists as a show piece for entertainers. When this egg sized orb of compressed powder is thrown into a fire it flashes into the shape of a 10-foot-tall dragon with a 20 ft. wingspan. The flash of white light lasts only an instant but leaves a bright dragon shaped spot in the vision of all who view it. Creatures within 20 ft. of the flash's center must make a Reflex save (DC 12) or suffer a -1 penalty on attack rolls for 1d4 rounds.

Although dragons are the most common shape created by the flash, other shapes can be designed. Simple religious symbols, runes, skulls, and stars are not uncommon. Creating more complex shapes may require larger or multiple flash dragons but have no additional effects beyond the ones listed above.

Gelatinous Breath: This foul-smelling slime comes in a watertight leather pouch and can be inhaled through the nose and mouth to grant its user the ability to breathe underwater for 3d6x10 minutes. Once inhaled, the user must enter the water within a number of rounds equal to his Constitution or begin drowning in the air. The gelatinous breath prevents air breathing for all but the last 1d6 minutes of its duration.

Rare ingredients: Gelatinous breath is a distillation of the mucous cloud secreted from an aboleth. This ingredient must remain submerged in water until it is ready to be processed by an alchemist for inclusion in gelatinous breath.

Loudfoot Paste: When buffed onto a stone or wood floor, this oily paste causes an obnoxious squeaking sound when it is walked across.

Creatures passing over a floor treated with loudfoot paste suffer a -10 circumstance penalty on Move Silently checks. One jar of the paste covers a 10-ft. square and requires two minutes to apply. The effects wear off after 2d6+6 creatures have walked through the area. A Spot check (DC 15) will reveal that an area treated with loudfoot paste is slightly shinier than untreated areas. If the floor surrounding a treated area has been polished or buffed, the Spot check DC becomes 25. It requires an Alchemy check (DC 25) to identify the loudfoot paste on a section of floor.

Paralysis Pellet: Effective only when their sticky contents come in contact with the skin, these one-inch-wide glass pellets require a successful ranged attack (15 ft. range increment) to hit an opponent. Creatures struck with the pellet must make a successful Fortitude save (DC 13) or be paralyzed for 1d6 minutes.

Rare ingredients: The paralyzing secretions of a carrion crawler tentacle are required to create a paralysis pellet. Enough material can be processed from a single tentacle to make one paralysis pellet. The paralyzing substance must be placed in a tightly sealed container within one week of its separation from the carrion crawler or become inactive.

Powdered Tears: When thrown into an opponent's eyes, this powder causes mild irritation and blurred vision. Throwing the loose powder is a ranged touch attack with a maximum range of 5 ft. This does not provoke attacks of opportunity. A creature struck with the dust must make a successful Reflex save (DC 14) or suffer a -1 penalty on attack rolls, damage rolls, and saving throws for 1d4+1 rounds. Failing the saving throw also causes blurred vision, resulting in all opponents being considered to have one-half concealment (20% miss chance) for the duration of the powder's effect. Sightless creatures are not affected by powdered tears.

Rust Orb: The alchemical concoction inside these three-inch-wide glass orbs causes metal to corrode very quickly. The affected item falls to pieces in one round, becoming useless. The size of the object is immaterial; a full suit of armor rusts away as quickly as a sword. Magic armor and weapons as well as other enchanted items made of metal must succeed at a Reflex save (DC 15) or be dissolved.

TABLE 4-3: ALCHEMICAL ITEMS

Item	Market Price	Weight	DC to create
Concentration Pie	25 gp	½ lb.	Alchemy 20 Profession (baker) 15
Darkfire Arrow/Bolt	75 gp	½ lb.	Alchemy 30 Craft (fletcher) 15
Darkfire Orb	50 gp	1 lb.	Alchemy 30
Darkfire Stick	25 gp	½ lb.	Alchemy 30
Feather Skin	250 gp (sq. ft.)	none	Alchemy 35 Craft (leatherworking) 15
	2000 gp (suit)	none	Alchemy 35 Craft (leatherworking) 20
Firebane Parchment	10 gp (sheet)	—	Alchemy 15
Flarrow Standard	2 gp	½ lb.	Alchemy 20 Craft (fletcher) 15
Blue / Green	8 gp	½ lb.	Alchemy 25 Craft (fletcher) 15
Flash Dragon	20 gp	½ lb.	Alchemy 20
Gelatinous Breath	250 gp	1 lb.	Alchemy 35
Loudfoot Paste	25 gp	½ lb.	Alchemy 25
Paralysis Pellet	100 gp	½ lb.	Alchemy 30 Craft (glassblowing) 15
Powdered Tears	50 gp	½ lb.	Alchemy 25
Rust Orb	550 gp	1 lb.	Alchemy 35 Craft (glassblowing) 15
Smokescreen Arrow	50 gp	½ lb.	Alchemy 25 Craft (fletcher) 15
Stronglock	10 gp	—	Alchemy 20
Thunder Arrow/Bolt	50 gp	½ lb.	Alchemy 25 Craft (fletcher) 15

Striking a target with a rust orb is a ranged touch attack with a 10 ft. range increment.

Rare ingredients: The primary ingredient used in creating a rust orb is a pair of rust

monster antennae. Removing the antennae from a dead rust monster requires a Strength check (DC 20) to pull them out or some non-metal means of cutting them off. Once a rust monster is killed, the antennae must be proper-

ly treated within two days or become useless for creating a rust orb.

Smokescreen Arrow: The smokescreen arrow must be lit before it is fired. Lighting one is a standard action. One round after it is lit, this non-damaging explosive emits a cloud of smoke in a 10-foot radius that persists for $1d3+6$ rounds. Windy conditions reduce the duration by 5 rounds. Visibility within the smoke is limited to two feet, and everything within the cloud has nine-tenths concealment. Smokescreen arrows suffer a 20 ft. penalty to their range increment due to the additional weight of the tip.

Stronglock: This transparent fluid is a mild adhesive that is dabbed into the keyholes of locks, making them harder for thieves to bypass. One hour after being applied, the stronglock increases the Open Locks DC of a keyed lock by 10. When using the appropriate key on a treated lock, a Strength check (DC 10) must be made to break loose of the adhesive. The effects of stronglock last until the lock has been opened, and therefore must be reapplied each time the lock is accessed. Stronglock is sold in glass vials that have a cork with a wooden applicator. Each vial contains 10 applications,

though multiple coats of stronglock have no additional effect.

Thunder Arrow: Similar to a thunderstone, the thunder arrow has a blunted point that creates a deafening bang when it strikes a hard surface. Creatures within 10 feet of the missile's impact must make a Fortitude save (DC 15) or be deafened. Deaf creatures, in addition to the obvious effects, suffer a -4 penalty on initiative and a 20% chance to miscast and lose any spell with a verbal component. Thunder arrows suffer a 20 ft. penalty to their range increment due to the additional weight of the tip.

METAL ALLOYS

One quest of the earliest alchemists was the search for a method to transform lead into gold. Although no alchemist is known to have perfected this process, many useful metals have been discovered in the process. All alchemically created metals require the Craft (metalworking) skill to process raw ore and smelt it into ingots.

Alchemist's Gold: Converted from lead, this golden metal can pass for its precious name-



TABLE 4-4: METAL ALLOYS

Alloy	Hardness	Hit Points/inch	Market Price	Alchemy/Craft DC
Alchemist's Gold	5	12	20gp/lb	20/15
Frost Steel	10	25	150gp/lb.*	25/20
Moon Silver	6	12	100gp/lb.*	20/15
Stormbane Iron	10	30	50gp/lb.**	20/15

* Weapons made from frost steel add 1,000 gp to the base cost. Moonsilver arrows cost 10 gp per arrow.

**Armor made from stormbane iron adds 3,000 gp to the base cost.

sake to the untrained eye. Coins or objects crafted from alchemist's gold can be discerned from real gold with a successful Appraise check (DC 15). One pound of alchemist's gold can be minted into 50 coins.

Frost Steel: This white metal has a continuous layer of frost across its surface. Frost steel inflicts 1 point of damage per round to any creature in direct contact with it. Weapons forged from frost steel deal 1 point of cold damage in addition to their normal damage. The contact and weapon damage bonus is doubled for creatures with the Fire subtype and fire-based attacks on the metal affect it as if its hardness were halved.

Rare ingredients: The alchemical ingredients in frost steel are distilled from the shattered remains of a frost worm. The shards of a single frost worm are enough to create several hundred pounds of frost steel and do not need to be kept frozen for processing.

Moon Silver: Moon silver is a luminescent silver alloy that sheds a dim blue light in a 5-ft. radius. Stonework within dwarven catacombs is often inlaid with moon silver runes, and although it is too soft to use for most weapons and armor, it can be used to decorate them. Moon silver arrows inflict +1 damage against lycanthropes and are considered silver weapons for purposes of bypassing damage reduction.

Stormbane Iron: This brass colored iron alloy acts as an insulator instead of a conductor. Creatures wearing armor forged completely of stormbane iron gain electricity resistance 15.

CONSTRUCTS

This section presents a new system for building constructs and golems. The text of this section is designated as **Open Game Content**.

As mages grow more powerful in their abilities they find themselves with conflicting desires and goals. On one hand they wish to establish secure locations in which to research and test new spells and magical creations. Many build secluded towers or winding subterranean complexes to meet this need. On the other hand, once they begin to understand the complexities of planar travel and other high arcana they desire to travel the dimensions in search of greater knowledge. It is plain to see that these two pursuits are hardly suited to one another, for once the wizard completes his stronghold he is lured away by the promise of splendid travel. It is at this point that the art of building constructs makes its utility fully known.

Constructs are mindless automata, designed to carry out every command of their creator. They can guard private towers and complexes, allowing only those designated by their creator to pass. Because of their tireless bodies and minds, golems are often used to build such structures in a fraction of the time it would take a normal crew. Some, such as the homunculus, are intelligent and able to carry out complex orders without direct supervision. Most, however, lack any intelligence at all and are only designed to carry out very specific orders one by one. All have strong bodies, special immunities, and unusual powers that enable them to fulfill their duties for many years, sometimes long past the death of their creators.

TABLE 4-5: CONSTRUCT BASE FORMS AND COSTS

Size	Base Cost	Hardness Cost (per point)
Tiny	50 gp	10 gp
Small	100 gp	20 gp
Medium-size	200 gp	40 gp
Large	400 gp	80 gp
Huge	800 gp	160 gp
Gargantuan	1,600 gp	320 gp
Colossal	3,200 gp	640 gp

BUILDING A CONSTRUCT

Mages who build constructs are referred to as creators. Although they are not breathing true life into an inanimate object, the end result is close enough for the name to be apt. A creator must have the Craft Wondrous Item feat in order to build constructs, and if he wishes to create the body himself he must also have the appropriate Craft skill. Creators wishing to learn the rituals associated with creating golems must also have the Craft Magic Arms and Armor feat.

The first thing a creator must determine is the size of his construct. This determines its base cost and its base form. The base form has nothing to do with the object's appearance. It is the set of attributes that the construct's creator builds upon. Think of it as its skeleton. These attributes and abilities may not be lowered from the given values; these are the minimum characteristics for constructs of each size. Ability increases, special qualities, and other additions are possible given the right amount of the creator's time, money, and experience.

Note: a construct's base form has nothing to do with its attributes. An animated longsword deals no more damage and attacks with the same bonus as an animated broom, though the hardness of the material used may affect these scores.

Basic constructs do not speak or communicate in any fashion, but they can understand verbal commands from their creator if he is within 60 ft. An uncommanded construct generally follows the last known order until it is prevented from doing so, it is attacked, or its creator gives it a new directive. A construct's creator may

also give it a standing order, such as "attack any creature that walks through the door without giving the proper password." These commands may only be one or two sentences long, but may be as specific as the creator desires. So the above example could be changed to "attack any hobgoblin that walks through the golden door while brandishing a weapon if he does not say the word 'amalgam.'"

MATERIALS

The next question facing a creator is the choice of material for his construct. Choosing softer materials is less expensive than the alternative, but the creature's natural armor and attacks may suffer penalties if the material is too weak. Harder materials, on the other hand, provide better protection for the construct but come at greater cost. Choosing a base material for a construct can be a difficult decision. Some of the factors involved in the decision are time, material availability (where are you going to get 500 lbs. of mithril?), and cost. The hardness of the material used (PHB 136) affects several of a construct's abilities and its cost:

- Constructs gain +1 natural armor for every 2 points of hardness (golems gain twice this amount)
- Constructs have a maximum Strength bonus to damage equal to the hardness of the base material
- A construct's base price is affected by its hardness as shown in Table 4-5. You multiply the hardness of the material by the hardness cost to find out how much to add to the construct's base price.

* see PHB 136 for the hardness of common materials

TABLE 4-6: CONSTRUCT BASE FORMS

	Tiny Construct	Small Construct	Medium-size Construct
Hit Dice:	1/2d10 (3 hp)	1d10 (6 hp)	2d10 (11 hp)
Initiative:	+2 (Dex)	+1 (Dex)	+0
Speed:	40 ft.	30 ft.	30 ft.
AC:	14 (+2 size, +2 Dex)	12 (+1 size, +1 Dex)	10
Attacks:	Slam +1 melee	Slam +2 melee	Slam +5 melee
Damage:	Slam 1d3-1	Slam 1d4+1	Slam 1d6+4
Face/Reach:	2 ft. by 2 ft./0 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	None	None	None
Special Qualities:	Construct	Construct	Construct
Saves:	Fort +0, Ref +2, Will -5	Fort +0, Ref +1, Will -5	Fort +0, Ref +0, Will -5
Abilities:	Str 8, Dex 14, Con —, Int —, Wis 1, Cha 1	Str 12, Dex 12, Con —, Int —, Wis 1, Cha 1	Str 16, Dex 10, Con —, Int —, Wis 1, Cha 1
	Large Construct	Huge Construct	Colossal Construct
Hit Dice:	4d10 (22 hp)	8d10 (44 hp)	16d10 (88 hp)
Initiative:	-1 (Dex)	-2 (Dex)	-2 (Dex)
Speed:	20 ft.	20 ft.	10 ft.
AC:	10 (-1 size, -1 Dex, +2 natural)	11 (-2 size, -2 Dex, +5 natural)	13 (-4 size, -2 Dex, +9 natural)
Attacks:	Slam +9 melee	Slam +15 melee	Slam +23 melee
Damage:	Slam 1d8+10	Slam 2d6+16	Slam 2d8+22
Face/Reach:	5 ft. x 10 ft./5 ft. or 10 ft. x 5 ft./10 ft.	10 ft. x 20 ft./10 ft. or 10 ft. x 10 ft./15 ft.	20 ft. x 40 ft./10 ft. or 20 ft. x 20 ft./20 ft.
Special Attacks:	None	None	None
Special Qualities:	Construct	Construct	Construct
Saves:	Fort +1, Ref +1, Will -4	Fort +2, Ref +1, Will -3	Fort +5, Ref +3, Will +0
Abilities:	Str 24, Dex 8, Con —, Int —, Wis 1, Cha 1	Str 32, Dex 6, Con —, Int —, Wis 1, Cha 1	Str 40, Dex 6, Con —, Int —, Wis 1, Cha 1
	Gargantuan Construct		
Hit Dice:	32d10 (176 hp)		
Initiative:	-2 (Dex)		
Speed:	10 ft.		
AC:	14 (-8 size, -2 Dex, +14 natural)		
Attacks:	Slam +35 melee		
Damage:	Slam 4d6+28		
Face/Reach:	40 ft. x 80 ft./15 ft. or 40 ft. x 40 ft./25 ft.		
Special Attacks:	None		
Special Qualities:	Construct		
Saves:	Fort +10, Ref +8, Will +5		
Abilities:	Str 48, Dex 6, Con —, Int —, Wis 1, Cha 1		

Any material can be used to create a construct. While golems are most often made of clay, stone, or iron, animated objects of all kinds can be found in wizards' towers and royal halls. Often the shape or purpose of an item is far more important to a creator than the material of which it is made. An adventuring wizard might animate a rope to make climbing an easy task, or a noble might have a self-pouring wine decanter created as a novelty for dinner parties.

BUILDING A BETTER CONSTRUCT

There are two basic types of enhancements that a creator can bestow upon his creations, framework enhancements and special powers.

Framework enhancements are upgrades to the body of the construct, making it tougher, faster, or more agile. A creator may choose any number of framework enhancements for his construct, but the price of each grows as he adds greater and greater complexity to the creation. The first framework enhancement costs 1 bp, where "bp" equals the base price of the construct. The second enhancement costs 2 bp, the third 3 bp, and so on. So, giving a small construct three framework enhancements would increase the base price by 600 gp (100 + 200 + 300). See below for a list of possible framework enhancements that a construct may be given.

FRAMEWORK ENHANCEMENTS

Increased Ability Scores: A creator may make his construct stronger or more charismatic than normal. He may increase any one ability score by +4 each time he buys this framework enhancement.

Increased Hit Dice: A creator may increase the construct's HD, up to a maximum of double its normal starting value. So, a Medium-size construct can have its HD increased by a maximum of two, giving it 4d10.

Improved Movement: A construct with this benefit gains an additional method of locomotion, granting it a bonus to its base speed or a new type of movement rate. The type of movement should be somehow represented in the construct's form, whether by giving it legs, wings, hooks, paddles, or some other physical manifestation of its new movement. This enhancement may be bought more than once, each time granting a bonus to an existing

movement rate or a new movement rate altogether. Each time this ability is purchased it counts as a new framework enhancement for cost purposes.

Base Speed:

Initial —
Increment: +10 ft.

Fly:

Initial 20 ft. (poor)
Increment: +20 ft. or +1 maneuverability class

Climb:

Initial 20 ft.
Increment: +10 ft.

Burrow:

Initial 20 ft.
Increment: +10 ft.

Swim:

Initial 20 ft.
Increment: +10 ft.

Extra Attack: The construct gains an extra slam attack at the same attack bonus and damage as its first. This framework enhancement may only be bought once.

Sentience: A construct with this enhancement gains Intelligence, Wisdom, and Charisma scores, which are generated by rolling 3d6 as for a normal character. The construct still serves its creator unquestioningly, but is able to carry out much more complex instructions and interact with other beings in a more meaningful manner. Sentient constructs often develop unique personalities and are capable of self-motivated actions, though these never countermand an instruction from the construct's creator. This framework enhancement may only be bought once.

Retain Structure: Normally, the process of creating a construct restructures the creature so that many of its original qualities are lost. If incredible quality materials are used, the construct is able to retain its original properties. This gives the construct a hardness rating equal to the material that was used to construct it. This framework enhancement may only be bought once.



SPECIAL POWERS

Special powers are supernatural abilities that may be given a construct, such as the ability to fly without wings or an improved empathic link between the construct and its creator. Such powers are always supernatural, though they may emulate spells of up to 4th level. An example of a special power is the clay golem's *haste* ability. A construct may only be built with one special power; there is a limit to the amount of magic that may be stored in such a creation. Golems gain a second extra power for free upon their creation.

A construct may be given any supernatural ability found on creatures in the MM, and DMs and players are encouraged to come up with their own. These powers work exactly as described in the creature entry, except that the DC to resist any such abilities is a function of the construct's HD, as shown in Table 4-8.

FINALIZING THE CONSTRUCT

Once the preceding decisions about a construct have been made, the creator may choose to make his construct into a golem. Golems are more advanced constructs, requiring a much greater expenditure of time, funds, and experience to build. In return the creator gains a more powerful ally or guardian. Any creator wishing to create a golem must have the Craft Magic Arms and Armor feat.

CREATING A GOLEM

Golem is a template that may be added to any construct (referred to hereafter as the "base creature") at the time of its creation. The template may never be added to an existing creature. The creature remains a construct and uses all of the base creature's abilities and statistics, with the following exceptions.

Hit Dice: A golem has twice the natural HD of a construct of its size, including framework enhancements. In addition, the golem gains +1 HD for every point of hardness of its base material.

Speed: A golem retains its base speed and any additional movement rates, but it may no longer run.

AC: A golem's natural armor bonus due to the

TABLE 4-7: COSTS OF SPECIAL POWERS

Effect	Cost
Emulates spell	50 gp x caster level x spell level x # of uses per day
Emulates monster ability	200-3,000 gp
Breath weapon	250 gp x # of uses per day
Immunity	500 gp

Emulates spell: The construct can cast any spell of up to 4th level as a spell-like ability.

Emulates monster ability: The construct has an ability that is similar to one found in the MM, such as a medusa's petrifying gaze. The save DC of the ability is found in Table 4-8. The DM should set the price according to the power level of his campaign.

Breath weapon: The construct has a breath weapon that deals one type of energy damage (acid, cold, electricity, fire, or sonic) and is in the shape of a cone. The cone's length is 10 ft. per size category (10 ft. for Tiny, 20 ft. for Small, etc.).

Immunity: The construct is immune to either one energy type (acid, cold, electricity, fire, or sonic) or one weapon type (bludgeoning, piercing, or slashing).

material of which it is constructed is twice that of the base creature. So, a construct made of iron gains +5 natural armor (iron is hardness 10), while an iron golem gains +10.

Attacks: A golem gains an extra slam attack, giving it a total of two. These are the golem's primary attacks, thus they suffer no penalty.

Special Attacks: All golems have the berserk special attack upon their creation (see MM 110). The golem's creator may forgo the golem's extra special power to remove this feature. Choosing to create the golem with a focus also helps keep the golem under control, thus nullifying the berserk trait.

Special Qualities: All golems gain immunity to nearly all magic. The DM should choose three spells or classes of spells that affect the golem: one that acts as a *slow* spell for 2d6 rounds, one that makes it vulnerable to attacks, and another that counteracts the *slow* effect and heals the golem for 1 point of damage for every 3 points the spell would have dealt (or 1 point per spell level, if it does not deal damage). These can be changed with the DM's permission. See the golem entry on MM 110-111 for examples. The golem is completely immune to all other forms of magic.

Golems also gain damage reduction based on their HD, as shown in Table 4-8.

Golems gain one additional special power at no cost. The creator may forgo this extra power in order to remove the berserk special attack. Abilities with limited uses are set to 3/day.

Abilities: A golem gains a bonus to its Strength equal to the hardness of its base material minus three. So a golem created of wood (hardness 5) would gain a +2 bonus to its Strength. If the golem's hardness is 2 or less, it does not lose Strength. In addition, all golems gain a Wisdom score of 11 (if the construct is sentient, use its rolled ability instead).

Alignment: Golems are always neutral.

INCLUDING A FOCUS

Some creators prefer to give their constructs additional powers or spellcasting abilities above and beyond those of a normal construct. The only way to do this is to create the creature with a focus. The focus can be anything from a precious gem to a magic ring, but the value of the focus must be at least 20% of the construct's cost without the focus (this is the cost of the construct not counting its transformation into a golem). Thus, if Nalia creates a construct with a cost of 3,000 gp and wishes to give the creature a focus, it must be a single item worth at least 600 gp, bringing the total cost of the construct to 3,600 gp. A con-

TABLE 4-8: GOLEM ABILITIES BY HIT DICE

Golem Hit Dice	DR	Special Power Save DC
Less than 1 to 4	5/+1	12
5-8	10/+1	14
9-12	15/+1	16
13-16	20/+2	18
17+	30/+3	20

struct can only have one focus.

Why include a focus? Constructs with a focus have several options that are unavailable to normal constructs.

Grant the construct a spell-like ability:

Normally constructs may only be given extraordinary and supernatural abilities, but when built with a focus they may be granted the ability to cast any spell the character may cast, once per day. The creature may cast the spell one more time per day if the value of the focus is doubled. Tripling the value of the focus allows the construct to use its spell three times per day, but this is the limit. The maximum spell level that a construct can cast is 4th level. A construct may never cast a spell with an expensive material component or an XP cost.

Take away a golem's Berserk quality: If a golem is given a focus, which is incredibly expensive, it may choose to not risk going Berserk when in combat.

Grant the creature an additional power:

Constructs may normally only be granted one power, two if the creature is a golem. A focus allows an additional ability to be built into the creature, making it a more capable guardian or more durable workhorse.

EXTERNAL FOCI

Some creators decide to create their constructs with an external focus, one they keep at all times and which links them more strongly with their creation. This usually takes the form of an amulet or ring that the creator wears at all times. These foci take up a normal magic item slot, so a creator could not wear a golem amulet and an *amulet of natural armor* at the same time. Creating a focus that does not take up a magic item slot doubles the cost of the focus.

A creator may control one external focus for each point of Charisma modifier.

Having an external focus gives the creator several advantages. First, he guards the expensive focus himself, so if the construct were ever lost the item would not be lost with it. Second, the construct and creator share an empathic link no matter the distance between them. The creator is able to communicate commands to the construct through this link, and the construct can always pinpoint the creator's location. Finally, the construct gains the ability to cast one of the following spells on the focus's bearer, once per day: *cure serious wounds*, *delay poison*, *lesser restoration*, *remove blindness/deafness*, *remove disease*, *remove paralysis*, *shield other*. The creator must choose which spell his construct can cast upon creation, and a scroll with the appropriate spell must be burned during the ritual.

The disadvantage to using an external focus is that the construct's creator is often more vulnerable than the creature itself. The focus is linked to the creator, so if the creator dies the construct ceases to function, losing all magical properties and becoming an inanimate object. If the focus is stolen, the creator loses control of the construct, which merely continues to follow its current orders. No other being may take control of a construct through its external focus, but the construct can be rendered nearly useless if its creator loses the focus.

CONSTRUCTION AND ANIMATION

Once all the decisions have been made and the necessary materials and components gathered, the creator must mold the construct into its final form. This requires an appropriate Craft skill check and the expenditure of time and money as per a normal skill check. The creator may have an outside expert craft the body for him, sometimes without even letting on about the object's final fate. The item to be animated must be of masterwork quality.

Once he has the completed object, the creator must perform a long ritual over it in order to

awaken its powers. This ritual takes one day per 250 gp value of the construct (minimum of one day) to perform, and the creator must labor for eight hours each day. Any interruption in this process other than normal sleeping and eating ruins the ritual. Half the base cost of the construct is lost, but XP are not spent, and the creator must begin the animation ritual anew.

The final cost of a construct is equal to its base cost plus any additions it may have been given. The creator must expend 1/25 of the final cost in XP in order to animate the construct. In addition, the creator must cast a spell that emulates the effect of any special powers its creator wishes it to have. So to give it a lightning breath weapon, the creator must cast *lightning bolt* during the ritual. Spells must be cast daily. Framework enhancements do not require any spellcasting.

Creating a golem uses exactly the same process, with the following exceptions. The creator must cast *geas/quest* and either *polymorph any object* or *resurrection* upon completion of the ritual. He may cast these off scrolls, but if he fails to activate the spell (DMG 203) then the ritual is ruined and must be restarted. To determine a golem's final cost, the creator must multiply the construct's final cost by 25. Upon completion of the ritual he must expend 1/50 of the golem's final cost in XP in order to animate the golem. The ritual lasts for exactly two months regardless of the golem's final cost.

CONSTRUCT CREATION EXAMPLE

Shandrika the gnome rogue/illusionist has trouble reaching things. To remedy her problem, she decides to create an animated rope that can also help her climb up to hard to reach windows. (Not that she does so often, mind you). Let's take a look at the process and decisions she must make about her new helper.

CREATING AN ANIMATED ROPE

Determine size: Shandrika wants her creation to be able to reach where she cannot, so she decides to make it Large (tall) so that it has a 10 ft. reach.

Choose material: Since she has plenty of rope around her home, she decides to make use of it



to save her some time and money. For the tasks she plans to assign her new friend, this will be a fine choice. Since rope has a hardness of 0, her new friend gains no bonus to its AC and cannot deal much damage with a strike.

Choose framework enhancements: She definitely wants her construct to be able to climb, so she gives it a Climb speed of 20 ft. with the first enhancement. Since it isn't very strong, she decides to make it agile so it can avoid damage rather than withstand it. To this purpose, she increases the rope's Dexterity by four with the second enhancement. Trying to keep costs down, she avoids increasing the rope's speed and leaves it as is.

Choose special abilities: The rope isn't made for combat, so she really doesn't need to give it any special abilities. She decides to go ahead and make it immune to slashing weapons so that it can't be cut while she's off plying her trade.

The final cost for the animated rope is 400 (base size) + 400 (Climb speed) + 800 (increased Dex) + 500 (immunity to slashing weapons) = 2,100 gp & 84 XP.

Now that she has that information, she must construct the body and then go through the animation ritual. In order to create the animated rope, she must succeed at a Craft (ropemaking) check to create a masterwork body from her available materials. She could hire an outside craftsman to complete the job, but she decides that she could use the time off anyway. Enough masterwork rope to create the body costs 200 gp, so she works at it for nearly three weeks before she has completed the task. Upon completing the construct's body, she gathers the necessary components and begins the creation ritual. Since her golem has a total cost of 2,100 gp, the ritual is going to take just over a week (2100/250 = 8.4 days). She works for eight hours each day casting spells and performing rites. At the end of this time, her construct stiffens up and awaits its first command.

ANIMATED ROPE

Large Construct

Hit Dice:	10d10 (55 hp)
Initiative:	-1 (Dex)
Speed:	15 feet, swim 40 feet
AC:	20 (-1 size, -1 Dex, +12 natural)
Attacks:	2 slams +16 melee
Damage:	Slam 1d8+9
Face/Reach:	10 ft. by 5 ft./15 ft.
Special Attacks:	None
Special Qualities:	Construct, magic immunity, damage reduction 10/+1, regeneration 5, swimming, aquatic native, reefseeming, water dependency
Saves:	Fort +3, Will +3, Ref +2
Abilities:	Str 28, Dex 9, Con —, Int —, Wis 11, Cha 1
Climate/Terrain:	Any aquatic
Organization:	Solitary or pair
Challenge Rating:	11
Treasure:	None
Alignment:	Always neutral
Advancement:	11–15 HD (Huge)

The animated rope appears as several coils of rope looped into one another. It can uncoil its arms and legs to aid it in climbing or combat.

COMBAT

The animated rope fights as directed by its creator, fighting indefinitely thanks to its inability to become fatigued.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immune to Slashing Weapons: Slashing weapons, even enchanted versions, deal no damage to the animated rope. Such weapons slip in between the coils of its body, leaving it unharmed.

CREATING A GOLEM

Applying the golem template to her rope creature is going to mean a lot more work for Shandrika, but it will also produce a much more potent follower. The construct undergoes the following changes:

- The rope golem's HD double to 8. It gains no hardness bonus to HD due to its poor hardness rating.
- The golem can no longer run, though its base speed remains the same.
- The golem's AC remains the same, since its hardness of 0 gave it no bonus to natural armor in the first place.
- The golem gains an extra slam attack, giving it 2 slams at +9 melee.
- The golem gains the berserk special attack. Since she isn't planning to have her golem fight, she doesn't mind this at all.
- The golem gains immunity to magic. It is still affected by fire spells, however, and a cone of cold acts as a *slow* spell. Since she has access to a lot of spells with the Force descriptor, she decides to allow the golem to be healed by such spells.
- The golem gains damage reduction 10/+1.
- The golem gains an additional special power at no cost. Shandrika decides to allow her golem to cast *rope trick*. It can cast the spell three times per day.
- The golem gains a Wisdom score of 11, but no Strength modifier due to its poor hardness rating.
- The golem becomes neutral, eschewing Shandrika's alignment.

The ritual has now become much more complicated as well. Shandrika must acquire a scroll of *geas/quest* and *polymorph any object* because she does not have them in her spellbook. She must also cast *rope trick* daily in order to give the golem this ability. The final cost for the golem is 52,500 gp (2,100 x 25), and Shandrika must pay 1,050 XP to complete the ritual. The ritual also now takes 2 months to complete.

ROPE GOLEM

Large Construct

Hit Dice:	10d10 (55 hp)
Initiative:	-1 (Dex)
Speed:	15 feet, swim 40 feet
AC:	20 (-1 size, -1 Dex, +12 natural)
Attacks:	2 slams +16 melee
Damage:	Slam 1d8+9
Face/Reach:	10 ft. by 5 ft./15 ft.
Special Attacks:	None
Special Qualities:	Construct, magic immunity, damage reduction 10/+1, regeneration 5, swimming, aquatic native, reefseeming, water dependency
Saves:	Fort +3, Will +3, Ref +2
Abilities:	Str 28, Dex 9, Con —, Int —, Wis 11, Cha 1
Climate/Terrain:	Any aquatic
Organization:	Solitary or pair
Challenge Rating:	11
Treasure:	None
Alignment:	Always neutral
Advancement:	11–15 HD (Huge)

The rope golem appears as several coils of rope looped into one another. It can uncoil its arms and legs to aid it in climbing or combat.

COMBAT

The rope golem fights as directed by its creator, fighting indefinitely thanks to its inability to become fatigued.

Berserk (Ex): When a rope golem enters combat, there is a cumulative 1% chance each round that it goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object small-



er than itself if no creature is within reach, then moving on to spread more destruction. Once the golem goes berserk, no known method can reestablish control.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immune to Slashing Weapons (Ex): Slashing weapons, even enchanted versions, deal no damage to the rope golem. Such weapons slip in between the coils of its body, leaving it unharmed.

Magic Immunity (Ex): Rope golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. Fire-based spells affect a rope golem normally. A *cone of cold* slows them (as the spell) for 2d6 rounds, with no saving throw. A spell with the Force descriptor counters the *slow* effect and cures 1 point of damage for each 3 points of damage it would otherwise deal (or one point of damage per spell level, if it does not deal damage). The golem rolls no saving throw against force effects.

MAGICAL MATERIALS

This section presents a discussion of the use of different materials to enhance magic. The text of this section is designated closed content. All text under the Sample Materials heading up to the end of this section and rules and terminology derived from the d20 System Reference Document are designated as **Open Game Content**.

Giving detailed descriptions of the magic items found by a party during a game can help add excitement and verisimilitude to a game. It can help make the gameworld seem deeper and more wondrous, and help to create the feeling of a world rich in magic and wonder. The use of various magical materials can add more than flavor, however: The DM can use them to give his magic items personality and uniqueness. This can be especially helpful in a low-magic campaign, where such items are rare and deserve to be treated with depth and detail.

Most of the materials covered in this section do not do anything in themselves. Rather, they enhance magical and mundane items that incorporate special materials into their construction. In most cases, this enhancement is minor, otherwise no one would ever make an item out of more ordinary materials. Such slight changes, however, can help to smooth out the power curve, or simply make a minor item a bit more memorable.

USING THESE MATERIALS

The items introduced in this section should be integrated into an existing campaign carefully, both for reasons of verisimilitude and game balance. Players in a long-running campaign might wonder where all these new metals, woods, and other materials have been all this time, and retroactively declaring magic items to have always been made of this or that could cause a sudden and undesired power shift. Further, not every item suits every world.

Most of the materials described here have some backstory to them, explaining where they come from and what grants them their

properties. This material can, and should, be altered to fit your world. If you do not have the traditional elemental planes, then the origins of emberwood and similar materials can be changed to suit your cosmology.

ON THE NAMING OF NAMES

Most of the names for the materials here are descriptive, and each attempts to be evocative. There are two reasons for this.

First, descriptive names are easier to remember, especially when there are so many items presented. A list of items with names such as fluviel, zerith, and konthagir may sound more otherworldly, but what the heck are they?

Second, every game world has its own culture and heritage. Names with a certain linguistic flavor may sound completely out of place in a campaign based on a different ethos or culture. The DM can, and should, rename commonly used items from this section in accordance with the language and culture of his campaign world.

LOW MAGIC WORLDS

It might seem that a lot of these items are of use only in worlds where magic is exceptionally common, where elemental vortices and extraplanar energies seep into things on a regular basis. However, a lot of the materials described here can be used to add a little something extra to low magic worlds as well. Consider silentsteel, for example. In a high-magic world, enchanting armor with the *silent moves* special ability is simple enough, but in a low magic world this might be very difficult. In such a world, armor made from silentsteel (halves the armor check penalty for moving silently) can be greatly desired, because nothing better is available.

THE USE OF MATERIALS

Magical materials can be used in a variety of ways. Here are some suggestions.

Add flavor and a slight edge. A wand of waterbone is more memorable than one of ivory, especially if it casts *ice storm* or similar magic. If you feel a +2 weapon is about the right power level for the current party, but you want the item to be just a bit more useful, mak-

TABLE 4-9: IDENTIFICATION AND LOCATION OF MAGICAL MATERIALS

Skill	Animal	Crystal/Gem	Exotic	Metal/Stone	Plant/Wood
Alchemy	10	20	15	20	10
Knowledge (arcana)	15	15	15	15	15
Knowledge (nature)	10	15	25	15	10
Wilderness Lore	15	20	25	20	15

Rarity modifier:

Common -5

Uncommon 0

Rare +5

Legendary +10

The DC for any check the DM may wish to impose to find a particular item in a populated area is equal to 15 + rarity modifier + community size modifier. Skills useful for such a task include Diplomacy and Gather Information.

Community Size modifier:

Thorp or Hamlet: +10*

Village or Small Town: +5

Large Town, Small City, Large City: 0

Metropolis: -5

*At the DM's discretion, a tiny community might have access to a regular supply of one particular material. For example, the hamlet of Dendral's Fall might have cultivated a supply of lifeberries. They would likely keep the extent of their supply a secret, selling only a small quantity to passing traders each year.

ing the hilt of meldstone can balance things out.

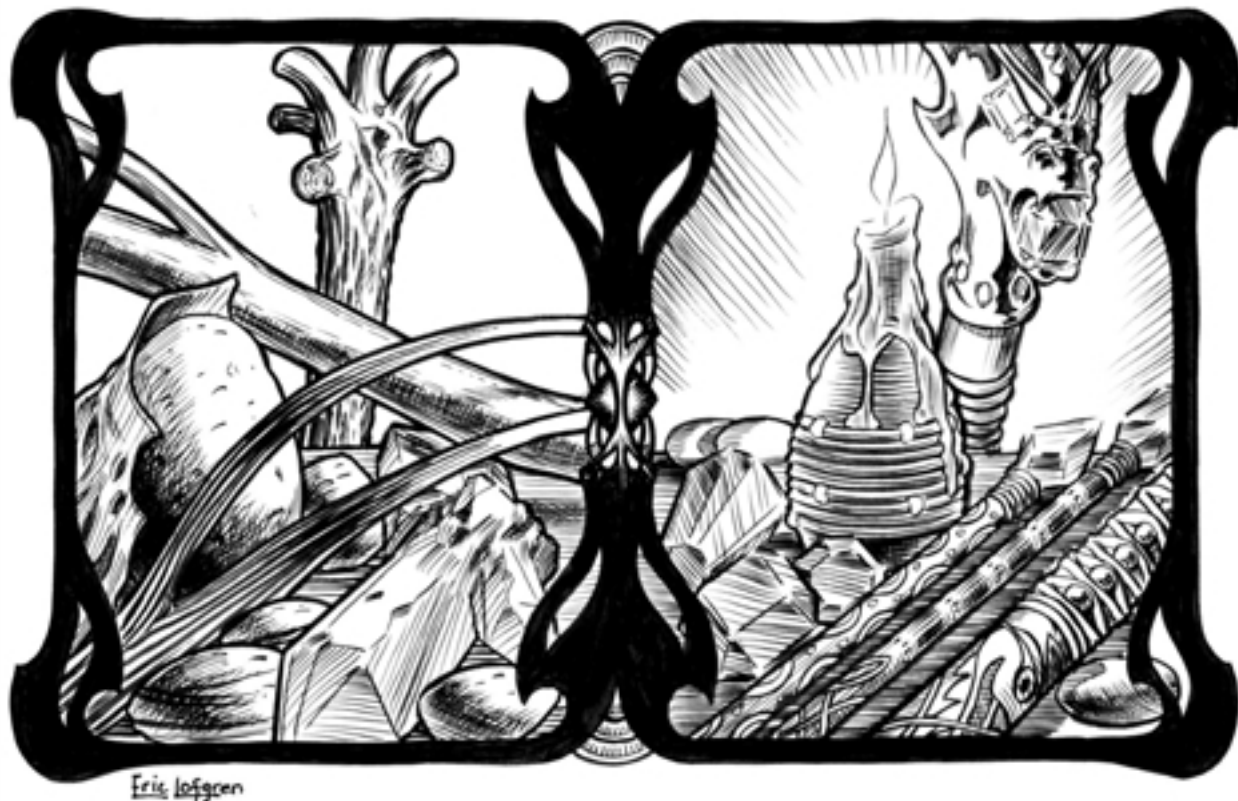
To help control magic item production. In ancient times, it is said, making something as simple as a scroll required powdered gems, gorgon blood, or ludicrous working conditions. These days, though, every spellcaster spends his free time doing little but making scrolls and potions. GMs might be frustrated at the sheer quantity of magical items that players can produce with little effort, but may also be loathe to simply restrict them out of hand. Requiring the use of some of the items in this section can help restrict the flow of magical items. In such a case, you may rule that the cost of the material is included in the gold piece cost already associated with making magic items, and that the material does not provide any kind of bonus other than making item construction possible. In such a case, there could be a special ritual, mixture, or rare hybrid of the materials found herein that would allow characters to gain the benefits described in the entries below, but such would be incredibly rare and valuable.

Example: Fred the DM is annoyed at how many *potions of cure light wounds* players tend to carry with them. When he begins a new campaign, he tells the players that lifeberries are required for all potions that contain healing spells, and that they have no other beneficial effect. The PCs must track down lifeberries for each potion they wish to make, and the DM also notches the rarity up a bit, so that they can't be found at every town bazaar. He also introduces violet lifeberries, which, when mixed into a potion, have the effect noted under lifeberries in the following section.

IDENTIFYING MATERIALS

How can you tell the difference between emberwood and a burnt stick? To the layman, they do indeed look alike. But to the trained eye there are many noticeable differences.

Several skills are useful in identifying magical materials. They are Alchemy, Knowledge (arcana), Knowledge (nature), and Wilderness Lore.



Each material is given a rarity and a type. Cross index the skill and the type on Table 4-9 to find a base DC to use that skill to identify that material, then add or subtract the rarity modifier.

SAMPLE MATERIALS

This section describes a variety of materials that may be used to enhance the magical properties of enchanted items. Any item created with a magical material component must be of masterwork quality in order to gain the bonus associated with the material.

Each item in this section is described as follows:

Name: The name of the item. See above for a discussion on changing the names to better fit your campaign.

Rarity/Type: The rarity of the item, followed by the type of the item. (Common Wood, Legendary Metal, etc.).

Description: The physical appearance of the item, as well as background and flavor text.

Game Effects: The mechanics governing the item.

Cost: The cost in gp. This may be a percentage change to the cost of another item.

ANIMAL

These materials are defined as organic materials that come from animals, magical beasts, humanoids, or any other living, non-plant source. Correctly removing organic materials from a corpse is not easy; a single error in the process and the magical properties of the material may be lost or dangerously distorted. A Wilderness Lore check (DC 10 + the rarity modifier), or a Profession (hunter, taxidermist, furrier, or the like) check (DC 5 + the rarity modifier), allows the material to be successfully extracted. The DM may wish to roll this check secretly, and not allow the success or failure to be known until the material is actually used. A Knowledge (arcana) check (DC 25) on the extracted material can reveal whether or not the extraction was successful.

DESTRACHAN HIDE (RARE ANIMAL)

Description: This is one of the few items in this section that has innate useful properties,

rather than gaining them by exposure to some outside force. The sonic powers of the destrachan are well known, and its hide, properly treated, can impart some of those abilities onto another.

Game Effects: Leather or hide armor made from destrachan hide grants the wearer sonic resistance 5.

Cost: Destrachan hide sufficient to make a suit of Medium-size armor costs 2,000 gp.

SPIDERSKIN (COMMON ANIMAL)

Description: The ability of a giant spider, despite its weight, to easily scale walls or even sit comfortably on a ceiling is well documented. Thus, it is hardly surprising that skilled alchemists and tanners found a way to capture those abilities and put them to use. Spiderskin is usually dark gray to light tan in color, and covered with fine hairs.

Game Effects: Gloves of spiderskin grant a +5 equipment bonus to all Climb checks. If used as a component in *slippers of spider climbing*, the spiderskin grants the user a 20 ft. movement rate rather than 15 ft.

Cost: Sufficient spiderskin to make one pair of gloves costs 50 gp. A pair of spiderskin *slippers of spider climbing* cost an additional 500 gp.

WATERBONE (RARE ANIMAL)

Description: Waterbones are usually the rib bones of aquatic mammals, and in their natural form they are distinguished from ordinary bones only by a continual dampness. No matter how long it sits in the sun, a waterbone will never be fully dry. A Small creature will yield enough waterbone for one use, a Medium-size creature for two, a Large creature for four, a Huge creature for eight, a Gargantuan creature for 16, and a Colossal creature for 32. Waterbones harvested from larger animals (whales, for example) are almost always sliced before sale. Waterbones are created when a sea creature is exposed to elemental water or high levels of magic involving water or cold. A whale almost killed by an *ice storm* spell, for example, or a porpoise often used by tritons as a mount, may find part of its skeleton transmuted to waterbone. This has no effect on the creature while it is alive.

Game Effects: Waterbone is a powerful focus

for spells dealing with water or cold, and its incorporation into a magic item that includes such spells enhances that item considerably. A wand that contains such a spell casts the spell at +1 caster level (i.e., a spell embedded in the wand created at 10th caster level would be cast at 11th caster level). A rod or staff that contains magic that draws heavily on water or cold-based effects (such as a *staff of frost*) may be created for 5% less experience cost if waterbone is used in its construction. Using waterbone in a wand adds 1 day per spell level to the time to create the wand.

Cost: Waterbone sufficient for a single wand costs 500 gp per level of the spell to be placed into the wand. When used in a rod or staff, it costs 1 gp for each XP saved, and adds 1 day for each 100 gp value of the waterbone.

CRYSTAL/GEM

This category includes all crystalline structures, such as gemstones and even glass.

BLAZE TEARS (LEGENDARY GEM)

Description: A blaze tear is a ruby that has been exposed to, and survived, magical fire. Blaze tears are often found in small quantities in mines located near volcanoes, and red dragons prize them above all other gems. It should be noted that the phrase common source is something of a misnomer, as blaze tears are extremely rare.

Game Effects: If a blaze tear is placed on a rod, staff, or wand that casts spells with the Fire descriptor, any spell cast from the item is treated as if it were *maximized*.

Cost: A blaze tear costs 3,000 gp times the level of the spell it is designed to amplify. In the case of an item with multiple spells, such as a rod, add the cost for the highest-level spell and one-half the sum of all other spells (or equivalent levels, in the case of spell-like effects), and multiply that total by 3,000. Add 1 day of work for each additional 500 gp of cost, but no additional XP costs.

STORM SAPPHIRE (LEGENDARY GEM)

Description: A storm sapphire is formed when a sapphire is struck by non-magic lightning of some type. Viewing the gem during a storm reveals its true nature. A close examination of the gem reveals jagged

lines of electrical power crackling within. While slightly more common than blaze tears, storm sapphires are still quite rare. No attempt to create one has yet resulted in anything more than a pile of sapphire dust, leading some to believe they are gifts bestowed by the god of storms upon his faithful.

Game Effects: If a storm sapphire is placed on a rod, staff, or wand that casts spells with the Electricity descriptor, any spell cast from the item is treated as if it were *empowered*.

Cost: A storm sapphire costs 2,000 gp times the level of the spell it is designed to amplify. In the case of an item with multiple spells, such as a rod, add the cost for the highest-level spell and one-half the sum of all other spells (or equivalent levels, in the case of spell-like effects), and multiple that total by 2,000. Add 1 day of work for each additional 500 gp of cost, but no additional XP costs.

EXOTICS

Exotic materials are those that defy easy description. They include undead ectoplasm, distilled dreamstuff, and solidified energy.

DREAM ITEMS (LEGENDARY EXOTIC)

Description: Dream items are literally items stolen out of dreams. This happens very rarely, and is usually due to extraplanar magic intersecting the dream realm, or similar extreme circumstances. However, once such an item has left the realm of dream, it becomes quasi-real. This can be very useful.

A dream item can be any normal item, or even an animal or plant, though dream creatures are much rarer. The dream item may or may not be masterwork in quality, but it will always appear odd; the steel of the dagger will have a strange shimmer to it, or the cat will have eyes that change color constantly.

Game Effects: The dream item exists, or does not exist, at whim. The owner of a dream dagger, for example, can simply will the item not to be, causing it to vanish utterly. Then, at will, he can cause it to be, and it will appear in his hand. Each time this trick is performed, the owner must make a Wisdom check (DC 5); if this check fails, the item loses its special properties and either becomes real or ceases to exist permanently.

Cost: A dream item costs either 100 gp, or 10 times the cost of a normal version of the item, whichever is greater.

ICEFIRE (RARE EXOTIC)

Description: What happens when a red dragon and white dragon battle, or when a *fireball* and an *ice storm* intersect? Most of the time nothing strange occurs beyond the normal unpredictability involved in the clash of strong forces, but sometimes icefire is born.

When found in nature, icefire resembles a chunk of translucent blue ice. Looking into the material, a careful observer can see flickers of red and yellow dancing within. Touching it is profoundly uncomfortable, for it seems to be both hot and cold at once. No damage is dealt by simple contact, however.

Icefire is usually found only in very small pieces, and cannot be merged into larger units. It can, however, be carved, requiring a Craft (jeweler) check at a DC of 25. Once carved, it has two uses.

Game Effects: An arrowhead made of icefire will do 1d3 cold and 1d3 fire damage to whatever it hits, in addition to the normal arrow damage. This will destroy the arrow.

A wand tipped with a gem of icefire, and which contains spells with either the Cold or Fire descriptors, has 20 extra charges when it is first created.

Cost: An icefire arrowhead is relatively simple to make, and costs 50 gp. Carving icefire to serve as the focal point of a wand is considerably more difficult, as the exact spells to be placed must be taken into account. The cost of such a piece of icefire is 30% of the cost of the wand itself, and it takes 1 additional day to carve for each 1,000 gp of cost.

WRAITHSPOOR (RARE EXOTIC)

Description: A glistening, translucent, slimy liquid, wraithspoor is sometimes left behind after incorporeal undead are dispatched to their final rest. If quickly collected and placed in a sealed, opaque container, it can be used in several magical processes. The most common, though, is to use it to create weapons that easily damage incorporeal undead.

Game Effects: If wraithspoor is mixed with pure steel, and the resulting alloy forged into a blade, the blade has the *ghost touch* special ability, though with no other magical bonuses.

Cost: Enough wraithspoor to make one weapon costs 1,500 gp.

METAL/STONE

This category includes all material derived from metals, both base and precious, and all non-crystalline stone.

DRAGONSILVER (RARE METAL)

Description: Dragon breath is an astoundingly potent magical force. A person struck by a dragon's breath weapon, if she survives, may find that her weapons and armor are useless, or nearly so. A very skilled alchemist can take the remains and refine and purify the metal, creating dragonsilver. Dragonsilver can then be reforged, creating weapons and armor with unusual properties. Regardless of the base metal destroyed by the dragon, dragonsilver always appears to have the sheen of silver, tinted slightly to the color of the dragon that created the metal. Dragonsilver is referred to by dragon type — red dragonsilver, gold dragonsilver, etc. Silver dragonsilver is sometimes called pure or true dragonsilver for aesthetic reasons.

Game Effects: Any weapon forged of dragonsilver will be very strong, granting it +4 hardness and 50% more hit points than normal. It also gains a +2 enhancement bonus to hit and damage against any dragon of the same type that created the dragonsilver (this bonus stacks with the weapon's normal enhancement bonuses). Armor forged of dragonsilver likewise gains a +1 to its armor bonus and reduces the arcane spell failure chance by 10%.

Cost: A dragonsilver weapon costs 1,000 gp over the normal cost of a masterwork weapon; dragonsilver armor costs 1,200 gp over the normal cost of masterwork armor.

MELDSTONE (COMMON STONE)

Description: Meldstone is a type of granite that occurs naturally in areas prone to extremes of heat and regular lightning storms. Occasionally small veins of this stone run through normal granite. It can be identified by



TABLE 4-10: MAGICAL MATERIAL COSTS

Material	Cost
Animal	
Destrachan hide	2,000 gp per suit
Spiderskin	50 gp (gloves) 500 gp (<i>slippers of spider climbing</i>)
Waterbone	500 gp per spell level (wand) 1 gp per XP saved (rod or staff)
Crystal/Gem	
Blaze tear	3,000 gp per spell level
Storm sapphire	2,000 gp per spell level
Exotic	
Dream item	100 gp, or 10 times the cost of the item
Icefire	50 gp (arrowhead) 30% market value (wand)
Wraithspoor	1,500 gp per weapon
Metal/Stone	
Dragonsilver	Normal masterwork weapon cost plus 1,000 gp Normal masterwork armor cost plus 1,200 gp
Meldstone	50 gp (weapon grip)
Silentsteel	Normal armor cost plus 100 gp
Plant/Wood	
Emberwood	25 gp (powdered) 300 gp per spell level (wand)
Farflight branches	5 gp (arrow or bolt) 10 gp (spear or javelin)
Ghostwood	Normal masterwork weapon cost plus 200 gp
Lifeberries	5 gp each 25 gp per spell level for processed potion mix
Steelsap	3 gp per size category (unprocessed sap) 5 gp per size category (lacquer)

the
fact
that

it is slightly magnetic, and has an odd stickiness to it when touched. When processed and formed into a weapon grip, most commonly a sword hilt, it gains some unique properties. If a weapon with a grip of meldstone is grasped tightly for more than one round, the weapon becomes partially stuck to the wielder's grip. This makes it harder to knock the weapon away. The wielder may unstick the weapon at any time by relaxing his grip.

While a meldstone grip is somewhat less useful than a locked gauntlet, it has several advantages. It does not hinder spellcasting in any way (any more than holding a normal weapon does), and it appeals to people who don't want to wear a bulky gauntlet.

Game Effects: Anyone wielding a weapon with a meldstone grip gains a +4 circumstance bonus on any roll to keep from being disarmed in combat and never drops the weapon when panicked.

Cost: A meldstone grip costs 50 gp.

SILENTSTEEL (UNCOMMON METAL)

Description: Silentsteel is formed from iron that has been tainted by elemental air. This tends to occur in areas exposed to extreme wind conditions for prolonged periods of time, or where an air elemental was slain while near exposed ore. The exposed ore itself has no inherent properties, but during the process of making steel it undergoes a subtle transformation. Silentsteel, once forged, can be identified by the lack of noise it produces when struck against an object. The sound it makes seems to be coming from a long way off.

Game Effects: Armor made of silentsteel negates the armor check penalty to Move Silently checks.

Cost: Increase the cost of armor made with silentsteel by 100 gp.

PLANT/WOOD

Wood or plant materials include all materials that originated in plants or plant-like organisms, including fungi and molds. Very often, only a small part of a specific plant will have any useful properties.

EMBERWOOD (UNCOMMON WOOD)

Description: Emberwood resembles badly charred wood, seemingly ready to crumble if touched. However, the wood is surprisingly strong and resilient and is often desired by arcane crafters, especially those who work with fire magic. Emberwood is found only where normal trees are regularly exposed to low-level energies from the elemental plane of fire, trees surrounding an active volcano for example. A single tree will yield 1d4 pieces of emberwood, each piece being useful for one wand or two potions (see below).

Game Effects: Any wand formed of emberwood adds one to the effective caster level of any spell with the [Fire] descriptor embedded within it, and powdered emberwood adds one effective caster level when it is used in any potion containing a [Fire] spell. Thus, a *fireball* wand created by a 5th-level caster will produce fireballs as if cast by a 6th-level caster. Using emberwood in a wand adds one day per spell level to the time to create the wand. Using emberwood in a potion adds one day to the creation time.

Cost: A piece of emberwood suitable for use in a wand costs 300 gp per level of the spell embedded in the wand, and an ounce of powdered emberwood (used for potions) costs 25 gp.

FARFLIGHT BRANCHES (COMMON WOOD)

Description: Farflight branches are harvested from trees that have survived exposure to extremes of elemental air, an extremely powerful hurricane, for example. The branches themselves are substantially lighter than normal and fall oddly when tossed, as if buffeted by unseen winds. The main use for farflight branches is in crafting arrows and spears.

Game Effects: Any throwing weapon made primarily of wood from farflight branches has its range increment increased by 50%. Using such a weapon, however, imposes an additional -1 range penalty due to the unpredictability of the flight. So, throwing a shortspear at a range of 60 ft. would impose a -9 penalty to hit rather than the normal -6.

Cost: 5 gp for enough to make an arrow or crossbow bolt; 10 gp for enough to make a spear or javelin.

GHOSTWOOD (RARE WOOD)

Description: Ghostwood appears identical to normal wood from whatever type of tree from which it. However, when touched, it is unnaturally cold, always several degrees cooler than ambient temperature would indicate. Ghostwood is harvested from trees that have grown over the graves of beings whose corpses were later animated or otherwise brought to unlife via necromantic means.

Game Effects: Ghostwood is usually used to make wooden knives or daggers. Such a weapon, which must be of masterwork quality, functions as a +1 weapon versus undead, but an ordinary wooden weapon when used against any other target.

Cost: A ghostwood weapon costs 200 gp more than a masterwork weapon made of normal wood.

LIFEBERRIES (UNCOMMON PLANT)

Description: Lifeberries can be found growing on almost any plant that normally bears edible berries. Regardless of the type of plant they are found growing on, lifeberries are always a deep reddish/purple hue. They have the same shape and size as the other berries on the plant, and grow at the same time.

Lifeberries are created when birds or other animals eat *goodberries* created by the druid spell and the seed at the core of the berry finds fertile ground before the spell expires. This does not occur every time; the exact required circumstances remain a mystery. The plant that grows from this seed produces lifeberries for up to 1d4 years.

Game Effects: Lifeberries are similar to their ancestral *goodberries*, albeit somewhat diluted. Eating one is equivalent to a single meal, and will further increase natural healing rates by one hit point per day. Eating more than one in a day has no effect. They are mostly desired, however, for their ability to improve healing potions. Any potion that contains *cure light wounds*, *cure moderate wounds*, or *cure serious wounds* will cure an additional 1d4 points of damage if lifeberries are used in the potion's manufacture. The potion also provides the nutrients of a full day's rations.

Cost: Lifeberries in their raw form, suitable for eating, cost 5 gp each. Processing lifeberries for use in a potion costs 25 gp

per spell level.

STEELSAP (RARE PLANT)

Description: Steelsap occurs only in trees that survived after being partially cut and then abandoned. Trees that endure such attempted logging may, under some circumstances, begin to produce a sap of incredible toughness. This sap, when processed appropriately, can be of great value. Steelsap is most often used on wands or wooden shields, though it is sometimes used on magical arrows. It is too expensive to use on normal arrows under most circumstances.

Processing the raw sap into the lacquer requires an Alchemy check (DC 21) and has a cost in materials of 5 sp for every 3 gp worth of lacquer, taking one day to prepare a batch worth up to 10 gp.

Game Effects: Any wooden item coated with a lacquer made from steelsap gains +2 hardness and one additional hit point per size category, Fine items gaining one hit point, Diminutive gaining 2, etc. The lacquer will not bond to non-wooden objects.

Cost: Enough steelsap to make the lacquer costs 3 gp per size category of the item. It costs 5 gp per size category to purchase the processed lacquer.

Special: Steelsap can be applied to non-masterwork items.

BEHIND THE CURTAIN: PRICING MATERIALS

Some of the costs of the various magical materials were derived by looking at the cost, in gp, of what they do, and then modifying that number downward. This ensures that the characters do not gain considerable powers without paying a reasonable cost, while making it worthwhile to seek out these materials.

Consider the cost of a *wand of fireballs* created by a 10th-level wizard. Setting the wand at 6th caster level costs him 6,750 gp. Setting it at 7th caster level would cost him an additional 1,125 gold. If, however, he uses emberwood, it costs him only an additional 900 gold, a savings of 225 gp. The increased production time and the effort that must be made to locate emberwood

balance this number.

No other formula is given because the cost and trouble associated with finding a particular type of material will be set by the DM, thus making it impossible to create such a guideline. Instead, each DM must weigh the factors that he sets in the acquisition of such a material and give it a price that he thinks is balanced and fair.

FAMILIARS

This section presents expanded rules for the summon familiar class ability of sorcerers and wizards. All text in this section is designated as closed content. Power descriptions, familiar names and stat blocks, and rules and terminology derived from the d20 System Reference Document are designated as **Open Game Content**.

Friend. Ally. Confidante. A familiar serves many roles, and a dedicated mage rarely goes without one. Among some groups, acquiring a familiar is a rite of passage that distinguishes a novice from a true wizard. The familiar aids its

master in many ways, but most especially in the exploration of arcane magic. For instance, the sorceress Nalani's squirrel familiar Tibul has a knack of finding just the right scroll in a library. The necromancer Reznik could use his undead dog Drac to dig up graves. Whatever its type, all familiars serve a purpose for their master. Some bestow abilities, others have special talents that aid in spellcasting, and many are just good company.

A mage who desires a familiar must first choose a creature and then track it down. This can be easy or difficult depending on the lengths to which the mage will go to find a specific creature. Most familiars are common, like a toad or a cat, and merely require a short jaunt to the nearby swamp or alley. Others are more exotic. A quasit, for instance, is usually not available for purchase at the local marketplace. Rare familiars are more troublesome and time-consuming to acquire but tend to be more powerful and versatile. The biggest drawback of a unique familiar is the undue attention it might receive. Nalani and her squirrel, Tibul, could walk into a tavern and receive barely a glance. But if Reznik walked into the very same tavern with his undead dog, the bartender would probably summon the town guards. A mage should



always choose a familiar that suits her needs as well as her circumstances.

ACQUIRING A FAMILIAR

Once a spellcaster acquires the desired creature, she must complete a daylong ceremony to bond with it. To begin the ceremony, the spellcaster places a brass burner filled with 100 gp worth of incense between her and the familiar. The incense burns throughout the day. Next to the burner, the mage places a small pan filled with a thin layer of sand. During the ritual, the spellcaster tells her personal history while drawing arcane symbols in the sand. The spoken words are not really necessary to the ritual but it helps keep the creature calm while at the same time endearing it to its new master. At the end of the day, if the ceremony is a success, the creature becomes the mage's familiar. A spellcaster may only have one familiar at a time.

FAMILIAR TYPES

Almost any creature can become a familiar if a spellcaster sets his heart on it. However, there are always some limitations. The familiar's master must have a higher Intelligence score than the creature with which he wishes to bond, and the master's level must equal or exceed the creature's hit dice. A creature with an Intelligence score of greater than 2 must be willing to accept the mage as its master, otherwise the bonding ritual automatically fails. There are separate level restrictions on more exotic familiars; it takes someone with a strong will and masterful knowledge of the arcane to be able to bond with such creatures, regardless of their size and power. Waiting so long to acquire a familiar is a painful option for many spellcasters, and some take other creatures in the interim. Nevertheless, should they find the need to upgrade their familiar, they still suffer the penalties for dismissing a familiar, including the prohibition against acquiring a new familiar for a year and a day.

SELECTING A FAMILIAR TYPE

To bond with a familiar, the spellcaster must first determine its type and make sure that he meets any prerequisites. Although all familiars are considered magical beasts, they can be grouped into six basic source types: animal, construct, elemental, parasite, planar, and undead.

ANIMAL

An animal is a non-humanoid creature with no innate supernatural or magical abilities. Mammals, reptiles, amphibians, birds, and fish are all included in this category.

Benefits: Animals make the best familiars because they are the easiest to get along with and least difficult to find. Because they are neutral in alignment and most are fairly common, animals have a very low NPC reaction adjustment.

Drawbacks: As a rule, animals are not very bright. Until its master reaches a high level, an animal will not be able to communicate very effectively or carry out complex instructions.

Cost to Acquire: A spellcaster may attempt to catch an animal in the wild, in which case the only cost is related to the hunt. Alternatively, many animals can be purchased in a reasonably sized settlement. Common animals such as a cat cost about 5 sp. Uncommon animals such as a raccoon or ferret cost between 1 and 50 gp. Rare animals such as a panda can cost as much as 10,000 gp.

Prerequisites: None.

CONSTRUCTS

A construct is an artificially created creature such as a golem or homunculus. Constructs that do not have an Intelligence score prior to the bonding ritual gain one equal to their master's Intelligence/4.

Benefits: Constructs make great familiars because they can be shaped to match the exact needs and desires of the spellcaster. Constructs are automatically immune to poison, sleep, stun, death magic, paralysis, disease, and mind-influencing effects because of their unique anatomy. They are also not easy to harm thanks to their innate and built-in immunities. All constructs have the same alignment as their creator.

Drawbacks: Constructs are expensive to build and maintain, and must be reanimated if they are destroyed, causing the spellcaster to incur the monetary and XP costs of the ritual once more.

Cost to Acquire: A spellcaster must animate a construct before making it a familiar. The bonding ritual automatically fails if the caster did not create the construct himself. Costs for

animating a construct vary based on materials and size, and always involve the expenditure of XP (see Constructs in this chapter).

Prerequisites: Caster level 5th, must create the construct himself, including all relevant Craft checks to create its body (see Constructs in this chapter).

ELEMENTAL

An elemental is a creature wholly composed of elemental substance that hails from one of the primary elemental planes: air, earth, fire, or water.

Benefits: Elementals make valuable familiars because they are low maintenance and helpful. Elementals are immune to paralysis, sleep, poison, stun, and one type of damage based on the elemental plane of origin. They need no sleep or food and have special abilities that can be useful to their masters.

Drawbacks: An elemental familiar is weak against one energy type, taking double damage from such attacks. Bringing a dead elemental back to life requires a *wish* spell.

Cost to Acquire: Like planar creatures, an elemental cannot be bought. The character must somehow contact the elemental and convince it to undergo the ritual. Elementals with Intelligence scores of less than 3 may undergo the ritual without agreeing, much the same as animals, but they must still have a favorable disposition toward the spellcaster to whom they are being bonded.

Prerequisites: Caster level 5th, ability to cast at least one spell related to the creature's elemental subtype (ex. *fireball* for fire, *gust of wind* for air, *water breathing* for water, or *transmute rock to mud* for earth).

PARASITE

A parasite is any creature that takes sustenance from another creature without providing anything in return. Stirges and leeches are examples of parasitic familiars.

Benefits: Parasites make reliable familiars because they are dependent upon the spellcaster for nourishment. They may also temporarily "borrow" their master's abilities, allowing them to perform actions that normal familiars could not. As a full round action the parasite



may temporarily gain the use of any skill, feat, or racial ability of its master. This does not include class abilities such as spellcasting or sneak attack, nor does it include ability modifiers or innate spellcasting ability (such as that of a gnome). Only one such ability can be "borrowed" at a time.

Drawbacks: Parasites need to eat. For 15 minutes, three times per day, the parasite must attach itself to its master's body and feed. The caster loses 1d4 temporary hit points at the end of the feeding. These hit points return at a rate of 1 point every 15 minutes and may not be healed by any means other than time. The stigma carried by most parasitic creatures makes them unpopular with normal folks, giving them a negative NPC reaction modifier.

Cost to Acquire: Parasitic familiars are not easy to find, and must be made to feed off the spellcaster exclusively for one week before being bonded.

Prerequisites: Caster level 3rd.

PLANAR

A planar creature is a non-elemental that comes from another plane of existence. Fiendish creatures and outsiders are examples of planar beings.

Benefits: Planar creatures have several benefits for a spellcaster. Many have special resistances to energy and magic, and more powerful creatures often have damage reduction and other special defenses. They are on average the most intelligent creatures that may become familiars. Of course, that has its downsides as well.

Drawbacks: Planar creatures are not easy to acquire, and if they die only a *wish* spell can bring them back. Their intelligence, while generally regarded as an asset, can often work against a caster. The bonding ritual assures that the familiar is loyal to the caster, but each familiar still has its own personality. Intelligent creatures can be stubborn or deliberately carry out a misspoken command. This type of rebellion is uncommon, however, and a familiar would never knowingly endanger its master.

Cost to Acquire: A planar creature can never be bought. It must be sought out by the spellcaster who wishes to perform the bonding ritual upon it. The spellcaster need not always travel to the creature's home plane to find or even communicate with it, but such an act certainly improves the likelihood that the creature will agree to undergo the ritual. Summoned creatures may never undergo the bonding ritual, though a spellcaster could communicate his intentions to a summoned creature and then seek it out on its home plane.

Prerequisites: Caster level 5th, Knowledge (planes) 5 ranks.

UNDEAD

An undead is a once-living body or spirit brought back to or stuck in the material plane. Undead can be either corporeal such as zombies and skeletons or incorporeal such as ghosts. Undead that do not have an Intelligence score prior to the bonding ritual gain one equal to their master's Intelligence/4.

Benefits: Undead make useful familiars because they have several natural immunities, never grow tired, and follow their master's orders unquestioningly.

Drawbacks: No matter how well they are disguised (if the spellcaster even cares to do

so), all undead have a disturbing presence that makes living creatures around them feel uncomfortable. As a result, they have the worst NPC reaction modifiers of any familiar type. Incorporeal creatures cannot affect the material plane, although some may have limited ability thanks to their master's generosity (see Corporeal in the special abilities section below). Once destroyed, undead may not be resurrected.

Cost to Acquire: An undead familiar must be sought out by the spellcaster who wishes to bond with it, or created through the use of spells such as *create undead*.

Prerequisites: Caster level 5th, must perform the creation ritual himself.

NPC REACTION

Unusual familiars stand out in a crowd. Some NPCs do not look kindly on a mage bringing a fire elemental into town with him. A spellcaster should always be aware of the kind of attention, either good or bad, that a familiar can bring to him and his party. It is always good to know if your familiar is considered a local delicacy, for example.

When a wizard with an unusual or even a common familiar enters an NPC environment, the DM should make an NPC reaction roll (1d20 + any reaction adjustments) to determine the general reaction of the local populace. Use Table 4-11 below to determine the reaction modifiers for familiars and what kind of reaction occurs.

IMPROVING A FAMILIAR

Over time, spellcasters may choose to develop their familiars by enhancing their abilities or even giving them new ones. Although this slows the spellcaster's personal development, there are many benefits to having a strong familiar. Boosting a familiar can give it more skill points, feats, and special powers that could enhance its master's abilities and even save his life.

FAMILIAR GROWTH

Familiars normally develop powers and abilities as their masters grow in strength. The mystical bond between familiar and master strengthens with time and proximity. While this connection is more than enough for many sor-

TABLE 4-11: NPC REACTION MODIFIERS

Size	Reaction Modifier	Size	Reaction Modifier
Fine	-1	Medium	+1
Diminutive	+0	Large	-1
Tiny	+0	Huge	-3
Small	+1		
<hr/>			
Type	Reaction Modifier	Type	Reaction Modifier
Animal	+2	Parasite	-2 (-5 when feeding)
Construct	-2	Undead	-5
Planar	-3		
Elemental	-3		
<hr/>			
Form	Example	Reaction Modifier	
Common	Dog or Squirrel	+1	
Uncommon	Ferret or Raccoon	-1	
Rare	Panda or Brass Golem	-2	
Bizarre	Ghast	-4	
<hr/>			
Community Type	Reaction Modifier		
Thorp	-1		
Hamlet	+1		
Village	+2		
Small town	+3		
Small city	+4		
Large city	+5		
Metropolis	+6		
<hr/>			
NPC Reaction Roll	Reaction		
-5 or worse	Violent		
-4 to 0	Very Negative		
1 to 5	Negative		
6 to 15	Ambivalent		
16 to 20	Positive		
21 or better	Very Positive		

cerers and mages who would rather devote their time and energy to personal development, some grow to value their familiars as companions and friends. Some mages merely come to understand their familiar's utility and seek to further increase the abilities of this valuable asset. In either case, it is possible for a character to channel some of his life energy into his familiar, giving it extraordinary powers and abilities.

A familiar always grows through its master's gifts and does not gain experience on its own. The master chooses how much experience goes to his familiar and when. The process is simple: the familiar's master must acquire a special incense, costing 100 gp per burning, and medi-

tate over the familiar for one hour per 1,000 XP being transferred. A master cannot take back experience given to a familiar, nor can a master give so much experience that it would cause him to lose a level. If the mage chooses to give his familiar less XP than necessary for the desired effect, that XP will reside within the familiar until the transfer is complete. There is no limit to the amount of time in between rituals. If the familiar or his master dies, this unspent XP is lost, even if the master is brought back to life.

TABLE 3-4: FAMILIAR SPECIAL POWERS

Special Power	XP Cost	Special Power	XP Cost
Alter Form	300 XP	Glow	125 XP
Blindsight	500 XP	Immunity (T)	1,500 XP
Blink	720 XP	Improved Grab	250 XP
Breath Weapon	750 XP	Incorporeal	500 XP
Breathe Air	720 XP	Invisible	300 XP
Breathe Water	720 XP	Low-light Vision (T)	250 XP
Burrow	100 XP	Poison	500 XP
Constrict	100 XP	Rage	750 XP
Corporeal	250 XP	Regeneration	2,000 XP
Cute	250 XP	Scary	250 XP
Damage Reduction	300 XP	Scent (T)	250 XP
Darkvision (T)	400 XP	See Invisibility (T)	400 XP
Disease	200 XP	Size Increase	1,000 XP
Displace	1,200 XP	Smite	300 XP
Energy Drain	500 XP	Speak Language	100 XP
Energy Resistance (T)	750 XP	Spell-Like Ability	Spell level squared x 100 XP
Etherealness	750 XP	Trip	100 XP
Fast Healing (T)	1,000 XP	Turn Resistance (T)	250 XP
Flying (winged)	250 XP		
Flying (wingless)	500 XP		
Gaseous Form	600 XP		

(T) indicates that the master also gains this ability if the familiar is within 5 ft.

All familiars become magical beasts once they bond with their master, and many gain special powers as a result of the transformation. The familiar's master may also transfer some of his XP into the familiar granting it additional abilities. Some allow a familiar to grant a bonus to its master, others aid the familiar itself. In order to provide its master a bonus, the familiar must be within 5 ft. of the master. These bonuses do not stack. For example: Nalani's familiar Tibul gives the sorceress cold resistance 5. Tibul cannot take the same power again to increase its master's resistance to cold, but he could take it again to give Nalani resistance to fire. Nalani may still use other means to increase her resistance to cold as normal.

In all special power descriptions, the term "master level" refers to the arcane class level of the familiar's master. All abilities are supernatural unless otherwise noted.

POWER DESCRIPTIONS

Alter Form: The familiar has a single alternate form, which can be any object of the same size as the creature. The form must be cho-

sen when the ability is granted. The familiar can hold this form as long as it wants. Changing into an object negates any other bonuses usually given to the master even if it is within 5 ft.

Blindsight: The familiar gains blindsight to a range of 30 ft. See MM 9 for more details.

Blink: Three times a day, for 1 round per master level, the familiar can blink in and out of the ethereal plane, as per the *blink* spell.

Breath Weapon: The familiar has a breath weapon of any type (acid, cold, electricity, fire, or sonic) that causes 3d6 damage (Ref save DC 14 for half). The breath weapon may be used three times per day. The master must decide what type of damage and the shape of the attack (cone or line) at the time it is bestowed.

Breathe Air: The familiar can breathe air in addition to its normal respiration.

Breathe Water: The familiar can breathe in water in addition to its normal respiration.

Burrow: The familiar can dig and burrow

through the ground, gaining a movement rate of burrow 15 ft. This is an extraordinary ability.

Constrict: On a successful grapple roll the familiar can crush an opponent of its size category or smaller, dealing twice his normal unarmed damage. This is an extraordinary ability.

Corporeal: The familiar may become corporeal twice per day for up to one minute at a time. The familiar must be naturally incorporeal in order to gain this ability.

Cute: The familiar has an otherworldly beauty about it that makes it seem adorable. This mild Enchantment effect gives it a +2 on its NPC reaction roll. Any creature with hostile intentions toward the familiar must roll a Will Save (DC 10) in order to attack it.

Damage Reduction: The familiar gains damage reduction 5/+1.

Darkvision: The familiar gains darkvision up to 60 ft.

Disease: The familiar carries a viral infection that is transmitted through its primary attack. The disease has a one minute incubation period

and causes 1d4 temporary Constitution damage. The Fortitude save to resist the infection is DC 12.

Displace: The familiar gains the ability to appear as if under the effect of a *displacement* spell. It may activate this ability at will as a move-equivalent action.

Energy Drain: The familiar's primary attack inflicts one negative level in addition to normal damage. The Fortitude save to remove the negative level is DC 12.

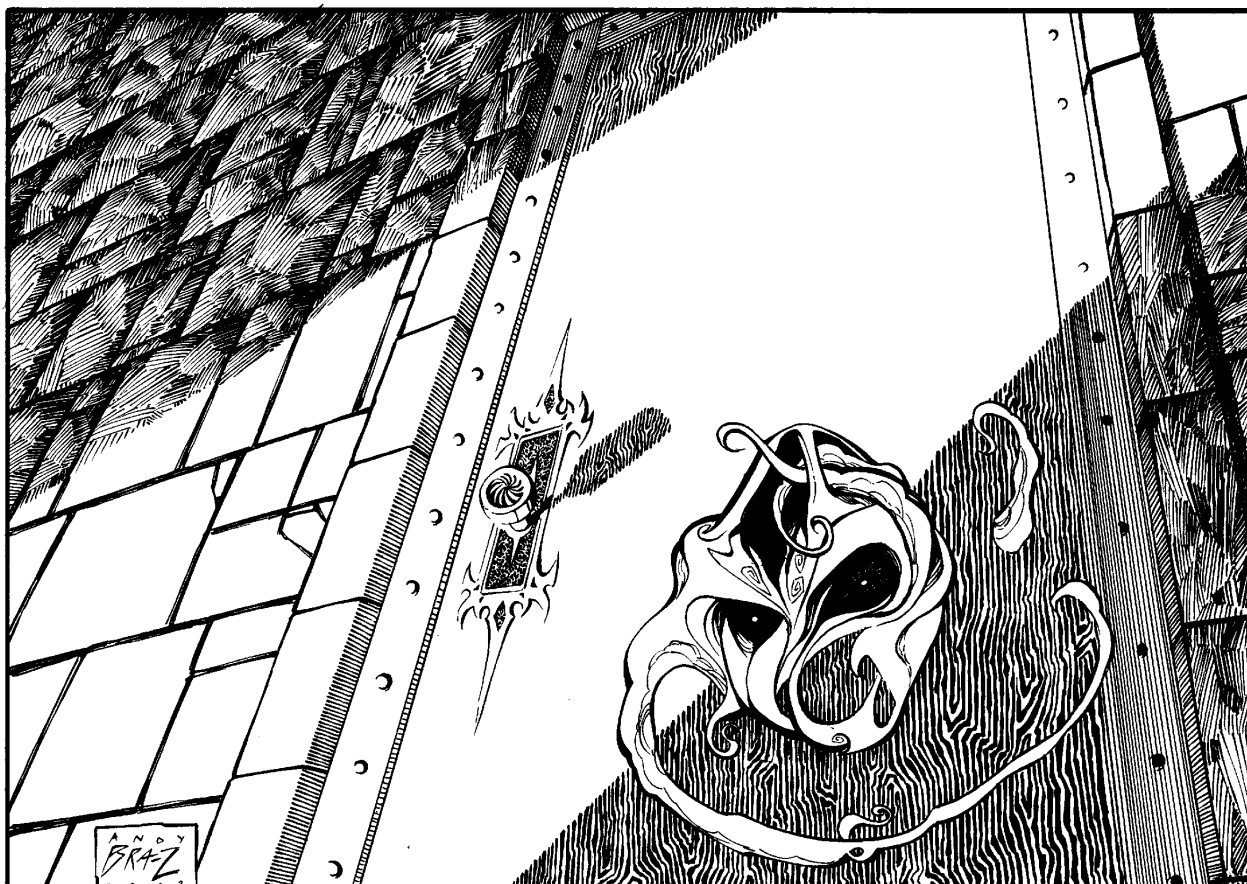
Energy Resistance: The familiar gains energy resistance 20 against one energy type (acid, cold, electricity, fire, or sonic).

Etherealness: The familiar can enter the ethereal plane for up to 1 minute per day. The time may be divided into non-consecutive rounds, and the familiar may move back and forth as a standard action.

Fast Healing: The familiar gains fast healing 1 as an extraordinary ability.

Flying (winged): The familiar gains a new movement rate of fly 50 ft. in addition to its





normal movement. This is an extraordinary ability.

Flying (wingless): The familiar gains the ability to fly at a speed of 90 ft.

Gaseous Form: Three times per day, the familiar can change itself into *gaseous form*, as per the spell. It can hold this form for up to 1 minute and cannot perform any actions aside from movement during this time.

Glow: The familiar can shed light similar to a torch. Activating this ability is a free action and does not hinder the creature in any way.

Immunity: The familiar gains immunity to one energy type: acid, cold, electricity, fire, or sonic.

Improved Grab: If the familiar hits with a normal attack it can perform a grapple check as a free action without provoking an attack of opportunity. This works exactly like the ability as outlined on MM 9.

Incorporeal: The familiar may become incorporeal for up to 1 minute at a time,

three times per day.

Invisibility: The familiar may turn invisible as a free action for a number of minutes per day equal to its master's level. The familiar may use this ability as many times as it likes as long as the total duration of the invisibility does not exceed its maximum. This ability functions just like the *invisibility* spell in all other respects.

Low-light Vision: The familiar gains low-light vision.

Poison: The familiar's primary attack can deliver a deadly poison in addition to normal damage. The poison deals 1d4/1d4 points of temporary Strength damage. The Fortitude save to resist this effect is DC 14. This ability is usable three times per day.

Rage: The familiar can enter a bloodthirsty rage three times per day. During the rage it gains +2 Strength, +2 Constitution, and a +1 morale bonus on Will saves, but suffers a -2 to AC. The rage lasts for 5 rounds. This is an extraordinary ability.

Regeneration: The familiar gains regeneration

1 as an extraordinary ability. Fire, acid, and magical effects all deal normal damage to the familiar.

Scary: The familiar has an unsettling aura surrounding it at all times. This works as a mild fear effect and gives the familiar a -2 on its NPC reaction roll. Any creature with hostile intentions toward the creature must make a successful Will Save (DC 15) or furiously attack the object of its fear, receiving a -4 penalty on all attack and damage rolls against the familiar.

Scent: The familiar gains Scent as an extraordinary ability, as detailed on MM 10.

See Invisibility: Familiars with this power can see invisible at will as per the spell. A familiar cannot help target an invisible creature, but it can alert its master to the creature's presence and general location.

Size Increase: The familiar grows one size category, gaining all the benefits and disadvantages of the new size.

Smite: Once per day, the familiar may attempt a smite attack against creatures of a particular alignment. The spellcaster chooses the alignment aspect that this ability targets upon granting his familiar the power, and he may not choose to target creatures with an aspect of his alignment. Thus, a chaotic good sorcerer may only grant his familiar the ability to smite law or evil. This attack works exactly like a paladin's smite evil ability.

Speak Language: The familiar can speak one language known by its master. The level of conversation is still based on the intelligence of the familiar.

Spell-like Ability: The familiar gains the ability to cast one spell, three times per day, as a spell-like ability. The caster level of the spell is always the minimum necessary, and the saving throw is 12 + spell level.

Trip: A familiar that hits with its primary attack may attempt to trip any opponent of its size or smaller as a free action that does not provoke an attack of opportunity. If the attempt fails, the opponent may not react to trip the familiar.

Turn Resistance: Only available for undead

familiars. The familiar gains +2 turn resistance.

NEW FAMILIARS

Bookworm: Tiny Parasite; HD ½d8+2; HP var; Init +0; Spd 10 ft.; AC 18; Atk sting +4 melee (1d3 + poison); Face/Reach 2 ½ ft. by 2 ½ ft./0 ft.; SA: Sting, poison; SQ: Granted abilities, tremorsense; AC; AL N; SV Fort +4, Ref +2, Will +6; Str 11, Dex 11, Con 15, Int 10, Wis 14, Cha 2.

Skills and Feats: Hide +11, Listen +7, Move Silently +7, Search +7; Iron Will.

Master Bonus: The bookworm gives its master the Spell Mastery feat for free.

Poison (Ex): A successful sting attack delivers a poison that induces sleep for 1 minute. A Fortitude save (DC 13) negates the poison.

Description: The bookworm has a round, black body and inches along with hundreds of tiny legs. They are generally found deep underground.

Celestial Piper: Tiny Outsider (Lawful, Good); HD ½d8; HP var; Init +2; Spd 10 ft., fly 40 ft. (average); AC 14; Atk claw +2 melee (1d4-2); Face/Reach 2 ½ ft. by 2 ½ ft./0 ft.; SA: Smite evil, beautiful song; SQ: Granted abilities, damage reduction 5/silver, cold resistance 5; AL LG; SV Fort +2, Ref +4, Will +4; Str 6, Dex 15, Con 10, Int 6, Wis 14, Cha 12.

Skills and Feats: Listen +6, Perform +11, Spot +6; Weapon Finesse (claw).

Beautiful Song (Su): Once per day the celestial piper can sing a melody that duplicates the bard's fascinate or inspire courage ability.

Master Bonus: The celestial piper grants its master a +2 on Perform checks and one other Charisma-based skill of the master's choosing.

Description: A celestial piper is a small bird with red feathers and a yellow-white beak. It loves to sing and is drawn to beautiful music. A celestial piper only needs to hear a song once before it can duplicate the tune with uncanny accuracy.

Clockbug: Tiny Construct; HD ½d10; HP var; Init +2; Spd 10 ft., fly 20 ft. (average); AC 18; Atk none; Face/Reach 2 ½

ft. by 2 ½ ft./ 0 ft.; SQ: Granted abilities, damage reduction 5/+1, construct immunities; AL as master; SV Fort +3, Ref +4, Will +3; Str 1, Dex 14, Con —, Int 6, Wis 10, Cha 1.

Master Bonus: The clockbug grants its master a +2 bonus on Reflex saves, and the duration of all spells the master casts is calculated as if he were one level higher.

Description: The clockbug resembles a beetle with thin, silver wings and a brass body. Its main gears have a clock-like shape, and it emits a small ticking sound when flying.

Deremole: Tiny parasite; HD 1d8+2; HP var; Init +2; Spd 15 ft., burrow 30 ft.; AC 15; Atk none; Face/Reach 5 ft. by 5 ft./ 5 ft.; SA: Mind blast; SQ: Granted abilities, blindsight 30 ft., tremorsense; AL N; SV Fort +4, Ref +2, Will +2; Str 3, Dex 10, Con 14, Int 12, Wis 10, Cha 4.

Skills and Feats: Intuit Direction +6, Escape Artist +9, Hide +4, Listen +11; Endurance.

Master Bonus: The deremole grants its master the Improved Initiative feat.

Mind Blast: The deremole's mind blast causes 1d4+1 temporary Intelligence damage to one creature within 10 ft. A successful Will save (DC 12) negates the attack. The deremole may only use this ability 3/day.

Description: The deremoles are a rare breed of furry, black creatures that burrow deep underground and thrive on magic and psionics. They are nearsighted but have sharp ears and sensitive noses. They live off the residual psychic energy of nearby creatures, often making their homes near duergar settlements.

Dust Devil: Small Elemental (Air); HD 3d8; HP var; Init +7; Spd 30 ft., fly 50 ft. (average); AC 17; Atk Slam +4 melee (1d4); Face/Reach 5 ft. by 5 ft./ 5 ft.; SA: Breath weapon, spell-like abilities; SQ: Granted abilities, damage reduction 5/+1, elemental immunities; AL N; SV Fort +2, Ref +5, Will +2; Str 10, Dex 17, Con 10, Int 12, Wis 11, Cha 15.

Skills and Feats: Bluff +6, Hide +11, Listen +6, Spot +8; Improved Initiative.

Master Bonus: —

Breath Weapon (Su): Every 1d4 rounds a dust devil can spit out a cone of irritating particles that extends 10 ft. and does 1d4 damage. Those caught within are also partially blinded for 3 rounds, imposing a -2 penalty to AC and attacks. A Reflex save (DC 12) halves the damage and negates the blinding effect.

Spell-Like Ability: 1/hour- *blur*; 1/day- *wind wall*. These abilities are as the spells cast by a 5th-level sorcerer (save DC 11 + spell level).

Description: The dust devil resembles a small swirling tornado with two black eyes. A denizen of the elemental plane of air, dust devils are curious, shy, and easily distracted.

Fire Archon: Small Outsider (Fire); HD 3d8; HP var; Init +4; Spd fly 60 ft. (perfect); AC 15; Atk fire bolt +2 ranged touch (1d4); Face/Reach 5 ft. by 5 ft./ 5 ft.; SA: Spell-like abilities; SQ: Granted abilities, fire resistance 5, glow; AL LG; SV Fort +2, Ref +2, Will +2; Str 1, Dex 11, Con 10, Int 6, Wis 11, Cha 10.

Skills and Feats: Concentration +4, Heal +8, Search +10, Sense Motive +4; Improved Initiative.

Master Bonus: —

Spell-Like Abilities: At will- *detect evil*; 1/day- *aid*. These abilities are as the spells cast by a 3rd-level cleric.

Description: The fire archon is a round glowing ball of white light. It has no discernable features and floats upon the air. Fire archons are very sensitive to evil and avoid it whenever possible.

Fire Beetle: Tiny Animal; HD 1d8; HP var; Init +0; Spd 30 ft.; AC 16; Atk bite +1 melee (2d4); Face/Reach 5 ft. by 5 ft./ 5 ft.; SQ: Granted abilities, fire resistance 5; AL N; SV Fort +2, Ref +2, Will +2; Str 10, Dex 11, Con 11, Int 2, Wis 10, Cha 7.

Skills and Feats: Climb +7, Escape Artist +5, Spot +3; Weapon Finesse (bite).

Master Bonus: The fire beetle grants its master fire resistance 5.

Description: Fire beetles have a black carapace

with a red stripe running down the back. They prefer moist climates and have a painful bite that burns and stings with incredible power.

Ice Sparrow: Tiny Elemental (Cold); HD 3d8; HP var; Init +5; Spd 30 ft., fly 50 ft. (average); AC 16; Atk Claw +2 melee (1d3-2 + 2 cold); Face/Reach 5 ft. by 5 ft./ 5 ft.; SA: Breath weapon; SQ: Granted abilities, cold subtype; AL CN; SV Fort +2, Ref +3, Will +2; Str 6, Dex 13, Con 10, Int 12, Wis 11, Cha 12.

Skills and Feats: Hide +11, Listen +6, Move Silently +7, Spot +6; Improved Initiative.

Master Bonus: —

Breath Weapon (Su): Three times per day, an ice sparrow can breathe a cone of ice shards that extends 15 ft. and deals 1d4+2 damage. A Reflex save (DC 12) halves the damage.

Description: Ice sparrows are numerous in the elemental plane of ice and are easily identified by their gleaming blue feathers and irritable tempers.

Ghostball: Tiny Undead (Incorporeal); HD 1d12; HP var; Init +6; Spd fly 30 ft. (perfect); AC 15 (T 14, FF 13); Atk none; Face/Reach 2 ½ ft. by 2 ½ ft./ 0 ft.; SQ: Granted abilities, incorporeal, undead, glow; AL N; SV Fort +2, Ref +4, Will +5; Str 2, Dex 15, Con —, Int 14, Wis 12, Cha 12.

Skills and Feats: Hide +6, Knowledge (arcana) +11, Move Silently +6, Spellcraft +8, Spot +5; Iron Will.

Master Bonus: The ghostball grants its master a +2 bonus on Will saves.

Description: The ghostball has a round, cloud-like body with no visible arms or legs and two glowing eyes evident in the center of the mass.

Grassmane: Small Elemental (Earth); HD 3d8+3; HP var; Init -1; Spd 30 ft.; AC 16; Atk 2 slams +6 melee (1d4+3); Face/Reach 5 ft. by 5 ft./ 5 ft.; SA: Breath weapon, spell-like ability; SQ: Granted abilities, elemental immunities; AL N; SV Fort +3, Ref +1, Will +2; Str 17, Dex 8, Con 13, Int 12, Wis 11, Cha 10.

Skills and Feats: Hide +9, Listen +6, Knowledge (nature) +10, Move Silently +5;



Power Attack.

Master Bonus: —

Breath Weapon (Su): Three times per day a grassmane can breathe a cone of razor sharp leaves extending 15 ft and causing 1d6 damage. A Reflex save (DC 12) halves the damage.

Spell-Like Abilities: 1/day- *entangle*. This ability is as the spell as cast by a 3rd-level druid (save DC 11).

Description: A grassmane is plant-like creature with a thick gray body and dozens of green vine-like arms. They hail from the elemental plane of earth.

Grimoire: Tiny Construct; HD ½d10; HP var; Init +0; Spd 0 ft.; AC 14; Atk none; Face/Reach 0 ft. by 0 ft./ 0 ft.; SQ: Granted abilities, spellbook; AL N; SV Fort +2, Ref +0, Will +4; Str 1, Dex 12, Con —, Int 15, Wis 10, Cha 12..

Master Bonus: The grimoire grants its master the Heighten Spell feat.

Spellbook: The grimoire can take the place of its master's spellbook and has

300 hundred pages to devote to spells, notes and general arcane information upon creation.

Description: A grimoire has many designs but always looks like a book with a face etched on the cover.

Hell Hound: Small Outsider (Evil, Fire, Lawful); HD 3d8; HP var; Init +5; Spd 30 ft.; AC 17; Atk bite +3 melee (1d6+1); Face/Reach 5 ft. by 5 ft./ 5 ft.; SA: Breath weapon; SQ: Granted abilities, fire resistance 5; AL LE; SV Fort +2, Ref +3, Will +2; Str 11, Dex 13, Con 10, Int 6, Wis 10, Cha 6.

Skills and Feats: Hide +11, Jump +6, Move Silently +6, Search +9; Improved Initiative.

Master Bonus: The hell hound grants its master a +2 bonus on Search checks.

Breath Weapon: Every 2d4 rounds a hell hound may breath a cone of fire extending 30 ft. that deals 1d4 damage. A Reflex save (DC 13) halves the damage.

Description: The hell hound resembles a shaggy, black dog with glowing red eyes.

Infernal Crow: Tiny Outsider (Evil); HD ¼d8+1; HP var; Init +2; Spd 10 ft., fly 40 ft. (average); AC 15; Atk claw +5 melee (1d2+1); Face/Reach 2 ½ ft. by 2 ½ ft./ 0 ft.; SA: Smite good; SQ: Granted abilities, damage reduction 5/silver, electricity resistance 5; AL NE; SV Fort +3, Ref +4, Will +4; Str 1, Dex 14, Con 12, Int 6, Wis 14, Cha 6.

Skills and Feats: Listen +6, Move Silently +11, Search +7, Spot +4; Weapon Finesse (claw).

Master Bonus: The infernal crow grants its master the ability to speak and understand Infernal.

Description: The infernal crow appears as a large black crow with red beak and talons.

Lightning Bug: Tiny Elemental (Electricity); HD ½d8; HP var; Init +6; Spd fly 40 ft. (perfect); AC 14; Atk shock +2 melee touch (1d4); Face/Reach 2 ½ ft. by 2 ½ ft./ 0 ft.; SA: Shock; SQ: Granted abilities, elemental; AL N; SV Fort +2, Ref +4, Will +2; Str 1, Dex 14, Con 10, Int 6, Wis 11, Cha 8.



Skills and Feats: Hide +8, Intuit Direction +9, Listen +8, Spot +7; Improved Initiative.

Master Bonus: The lightning bug grants its master electricity resistance 5.

Shock: Three times per day for one minute a lightning bug can surround itself with a shield of electricity that grants it +2 AC. Any creature coming in contact with the shield takes 1d4+1 damage.

Description: Lightning bugs come from the elemental plane of air and often group together in huge swarms that crackle through the sky. They have a blue carapace and tiny, white wings.

Mist Viper: Tiny Undead (Incorporeal); HD ¼d12; HP var; Init +7; Spd 20 ft.; AC 17; Atk incorporeal touch +5 melee (Wisdom drain); Face/Reach 2 ½ ft. by 2 ½ ft./ 0 ft.; SA: Energy drain; SQ: Granted abilities, undead, darkvision; AL NE; SV Fort +2, Ref +5, Will +4; Str —, Dex 17, Con —, Int 6, Wis 14, Cha 2.

Skills and Feats: Hide +14, Listen +8, Move Silently +5, Search +4, Spot +8; Improved Initiative.

Master Bonus: The mist viper grants its master darkvision 30 ft.

Energy Drain (Su): A mist viper that hits with its bite attack deals 1 point of temporary Wisdom damage to its opponent.

Description: A mist viper has two glowing yellow eyes and leaves a wispy trail of smoke as it glides noiselessly across the ground.

Mosquito: Diminutive Parasite; HD ¼d8; HP var; Init +6; Spd fly 40 ft. (average); AC 15; Atk bite +4 melee (1d2-1); Face/Reach 1 ft. by 1 ft./ 0 ft.; SQ: Granted abilities; AL N; SV Fort +1, Ref +4, Will +0; Str 1, Dex 14, Con 9, Int 6, Wis 2, Cha 4.

Skills and Feats: Escape Artist +12, Hide +5; Improved Initiative.

Master Bonus: A mosquito grants its master a +2 bonus on Fortitude saves, and +4 bonus on Fortitude saves against disease.

Description: The mosquito is a flying insect that drinks the blood of warm-blooded creatures.

Muckler: Small Elemental (Water); HD 3d8+6; HP var; Init +0; Spd 30 ft.; AC 16; Atk 2 claws +5 melee (1d3+2); Face/Reach 5 ft. by 5 ft./ 5 ft.; SA: Breath weapon, spell-like ability; SQ: Granted abilities, elemental, fast healing 2; AL N; SV Fort +4, Ref +2, Will +2; Str 14, Dex 10, Con 14, Int 12, Wis 11, Cha 11.

Skills and Feats: Bluff +6, Hide +2, Listen +6, Knowledge (nature) +7, Move Silently +6, Spot +4; Power Attack.

Master Bonus: —

Breath Weapon (Su): Once per day a muckler can spew a cone of ooze up to 10 ft. that deals 1d4 damage for 2 rounds. A Reflex save (DC 12) halves the damage and negates the second round of damage.

Spell-Like Ability: 1/day- *stinking cloud*. This ability is as the spell cast by a 6th-level sorcerer (save DC 14).

Description: From the elemental plane of water, mucklers look like a round, multi-colored jelly. They emit a foul odor and leave a trail of brown liquid as they slither across the ground.

Plague Rat: Tiny Undead; HD 1d12; HP var; Init +2; Spd 15 ft., Climb 15 ft.; AC 16; Atk bite +4 melee (1d3 + disease); Face/Reach 2 ½ ft. by 2 ½ ft./ 0 ft.; SA: Disease; SQ: Granted abilities, undead, scent; AL CE; SV Fort +2, Ref +4, Will +3; Str 5, Dex 14, Con —, Int 6, Wis 12, Cha 2.

Skills and Feats: Balance +6, Climb +8, Hide +12, Move Silently +10; Weapon Finesse (bite).

Master Bonus: A plague rat grants its master a +4 bonus on Fortitude saves against disease.

Disease (Ex): Anyone bitten by a plague rat must make a Fortitude save (DC 15) or contract red ache (DMG 75).

Description: A plague rat looks like normal wharf rat with red eyes, long whiskers, and foul-smelling black hair.



Puppet: Small Construct; HD 1d10; HP var; Init +2; Spd 20 ft.; AC 14; Atk 2 slams +5 melee (1d4-3); Face/Reach 5 ft. by 5 ft./ 5 ft; SQ: Granted abilities, construct, speak one language; AL as master; SV Fort +3, Ref +4, Will +2; Str 5, Dex 14, Con —, Int 8, Wis 10, Cha 14.

Master Bonus: A puppet grants its master +2 Charisma.

Description: Puppets are extremely varied in appearance and are made from cloth, straw, and buttons. Unless they move, puppets appear as harmless toys and are indistinguishable from normal dolls.

Salt Toad: Tiny Elemental (Earth); HD 3d8+3; HP var; Init +2; Spd 10 ft., swim 20 ft.; AC 17; Atk tongue +2 melee (stun); Face/Reach 1 ft. by 1 ft./ 0 ft.; SA: Spell-like ability; SQ: Granted abilities, elemental, breathe water; AL N; SV Fort +3, Ref +4, Will +2; Str 6, Dex 14, Con 12, Int 6, Wis 11, Cha 11.

Skills and Feats: Hide +8, Listen +6, Spot +9, Swim +9; Dodge.

Master Bonus: The salt toad grants its master a +2 bonus on Will saves.

Tongue: The salt toad's hard tongue strikes with such force that it stuns opponents of Small size or smaller for 1d2 rounds. A Fortitude save (DC 15) negates the stun.

Spell-Like Ability: 3/day- *glitterdust*. This ability is as the spell cast by a 3rd-level sorcerer.

Description: Salt toads have white or black crystalline scales and a hard rock-like tongue. They originate on the elemental plane of earth.

Scarab: Diminutive Parasite; HD ½d8; HP var; Init +1; Spd 5 ft., fly 20 ft. (poor); AC 14; Atk bite +5 melee (1d3-1); Face/Reach 1 ft. by 1 ft./ 0 ft.; SQ: Granted abilities, low-light vision; AL N; SV Fort +1, Ref +4, Will +0; Str 3, Dex 12, Con 10, Int 6, Wis 8, Cha 6.

Skills and Feats: Concentration +7, Hide +9, Listen +5, Move Silently +5, Open Lock +7; Weapon finesse (bite).

Master Bonus: The scarab grants its master a +2 bonus on Reflex saves.

Description: Scarabs are desert dwelling insects that feed off animal tissue, both living and dead. The have round bodies and large black wings.

Skeleton, Small: Small Undead, HD ½d12; HP var; Init +5; Spd 30 ft.; AC 13; Atk 2 claws +0 melee (1d3-1); Face/Reach 5 ft. by 5 ft./ 5 ft.; SQ: Granted abilities, undead; AL N; SV Fort +2, Ref +3, Will +2; Str 8, Dex 12, Con 10, Int 6, Wis 10, Cha 11.

Skills and Feats: Climb +6, Escape Artist +7, Intimidate +5, Intuit Direction +3, Search +9; Improved Initiative.

Master Bonus: The skeleton grants its master a +4 bonus on Search checks.

Description: Any small creature such as a cat, bird, dog, or even a gnome or halfling can become a small skeleton. However, a flying creature loses its natural ability to fly since it no longer has feathers once it becomes a skeleton.

Steambat: Small Elemental (Water); HD 3d8; HP var; Init +2; Spd 5 ft., fly 40 ft. (good); AC 16; Atk none; Face/Reach 5 ft. by 5 ft./ 5 ft.; SA: Spell-like abilities; SQ: Granted abilities, elemental; AL N; SV Fort +2, Ref +4, Will +3; Str 1, Dex 15, Con 10, Int 9, Wis 12, Cha 11.

Skills and Feats: Listen +10, Move Silently +13, Spot +10; Dodge.

Master Bonus: The steambat grants its master a +2 bonus on all Reflex saving throws.

Spell-Like Abilities: 1/day- *obscuring mist*; 3/day- *gaseous form*. These abilities are as the spell cast by a 5th-level sorcerer.

Description: Originating on the elemental plane of water, the steambat has a white misty body and leaves a small trail of smoke as it flies through the air.

Zombie, Small: Small Undead, HD 1d12; HP var; Init -1; Spd 30 ft.; AC 11; Atk slam +1 melee (1d4); Face/Reach 5 ft. by 5 ft./ 5 ft.; SQ: Granted abilities, undead; AL N; SV Fort +2, Ref +1, Will +2; Str 11, Dex 8, Con 10, Int 6, Wis 10, Cha 4.



Skills and Feats: Climb +4, Intimidate +8, Move Silently +6, Search +4, Spot +9; Toughness.

Master Bonus: The zombie grants its master a +4 bonus on Spot checks.

Description: Zombies resemble whatever form they had in life, except that their flesh and hair is rotten and malodorous.

CHAPTER FIVE

MAGIC ITEMS

GLYPH EGGS

This section presents new type of magic item, the glyph egg. The text of this section is designated as **Open Game Content**.

A glyph egg is a small, hollow object fashioned from a fragile material such as glass or ceramic and imbued with a spell or spell-like effect. Its spell is activated when the egg is broken open or the sealed interior is otherwise breached. A glyph egg may only be used once, and the spell dissipates when it is activated.

Glyph eggs store and release arcane and divine spells that have an area effect. The character activating the egg does not make any decisions about the effect—the caster who constructed the egg has already done so.

CRAFT GLYPH EGG [ITEM CREATION]

You can create glyph eggs, which carry spells within themselves.

Prerequisite: Spellcaster level 3rd+.

Benefit: You can create a glyph egg of any spell of 3rd level or lower that you know and that targets an area. Creating a glyph egg takes one day. The caster level must be of

sufficient level to cast the spell and no higher than your own level. The base price of a glyph egg is its spell level multiplied by its caster level multiplied by 50 gp. To craft a glyph egg, you must spend 1/25 of the base price in XP and use up raw materials costing half the base price.

You must make all decisions relating to a spell's function, whether a *plant growth* egg will use the overgrowth or enrichment version, for example, at the time a glyph egg is created. Ranges, where applicable, must be set at zero. The spell effect always centers on the point of impact where the egg's core is breached.

Any glyph egg that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when creating the glyph egg.

GLYPH EGG SPELL LIST

The following spells may be incorporated into a glyph egg. Spells marked with an (*) are found in Chapter One.

0-LEVEL

flare, purify food and drink.

1st-LEVEL

alarm, bane, bless, entangle, faerie fire, feather fall, grease, Lucius's rustling leaves, obscuring mist, quakethrust*, sleep, whirlwind of ice*.*

2nd-LEVEL

acidic vapors, consecrate, desecrate, exhaust*, fog cloud, glitterdust, inspire, scare, shatter (area only), shockwave*, silence, soften earth and stone, sound burst, stench*, summon swarm, warp wood, web, weightless cube*, whispering wind, zone of truth.*

3rd-LEVEL

black cloud of horror, desiccate*, diminish plants (radius prune growth effect only), dispel magic (area dispel only), doom fog*, fearsome fortissimo*, fireball, hypnotic pattern (lasts 2 rounds), invisibility sphere, Leomond's tiny hut, magic circle against chaos, magic circle against evil, magic circle against good, magic circle against law, paraphasic pianissimo*, plant growth, prayer, sleet storm, spike growth, stinking cloud, trigger trap*, zone of visibility*.*

4th-LEVEL

anti-plant shell, chaos hammer, confusion, emotion, evard's black tentacles, floor of fire, holy smite, ice storm, Leomond's secure shelter, maddening babble*, minor globe of invulnerability, order's wrath, Otiluke's resilient sphere, privacy*, quench, rainbow pattern, repel undead*, repel vermin, solid fog, spike stones, wall of fire (ring only), wall of ice (hemisphere only).*

5th-LEVEL

circle of doom, cloudkill, false vision, flame strike, hallow, halo of vengeance, healing circle, insect plague, mind fog, necrotic blast*, passwall, transmute mud to rock, transmute rock to mud, unhallow, wall of force (sphere or hemisphere only).*

6th-LEVEL

acid fog, anti-life shell, anti-magic field, blade barrier, circle of death, greater dispelling (area only), forbiddance, guards and wards, hall of

fire, move earth, Otiluke's freezing sphere (frigid sphere only), Perivax's poison pillar*, pulsing fireball*, repel wood, repulsion.*

7th-LEVEL

acid fog, blasphemy, delayed blast fireball, dictum, earthquake, fire storm, forcecage, holy word, phase door, reverse gravity, sunbeam, transmute metal to wood, word of chaos.

8th-LEVEL

holy aura, incendiary cloud, power word, blind, repel metal or stone, shield of law, sunburst, unholy aura, whirlwind.

9th-LEVEL

meteor swarm, mord's disjunction, power word, kill (area version only), prismatic sphere, teleportation circle, wail of the banshee.

PHYSICAL DESCRIPTION

Glyph eggs vary in appearance as well as function. The outer shell is fashioned from a material that is both breakable and airtight. Glass, clay, and ceramics are common choices. Other materials are certainly possible, depending on the creator's inclination and available resources. Some druids, for example, use gourds or actual eggs, while sahuagin shamans have been known to employ sealed seashells or water-filled dolphin bladders when constructing glyph eggs for use during surface raids.

Glyph eggs may be finished any number of ways. Some are elegant scroll-size cylinders made of fine china or etched glass, while others are crude palm-size slabs of clay. Some are disguised as mundane trinkets such as statuettes, while others are shaped like grenades and designed to be hurled into the midst of enemies.

A typical egg is AC 13, 1 hp, and hardness 1, with a break DC of 10.

IDENTIFYING GLYPH EGGS

Most glyph eggs feature a seal, icon, or rune that denotes function and effect, and are therefore simple enough to identify for those who are familiar with them. A successful Knowledge (arcana) check (DC 25) allows the mage to identify a particular glyph. Some, either disguised as mundane objects or intended for illicit use, may

lack labels. In this case, short of using magical means such as *identify*, there is no way to determine function without setting an egg off, since external appearance is a matter of the creator's preferences rather than indicative of function.

ACTIVATION

All that is required to activate the spell within a glyph egg is breaking its outer casing. This is usually accomplished by smashing it to the ground, but anything that causes the outer shell to be penetrated sets it off. Anyone may activate a glyph egg spell, and doing so does not require material components or a focus.

A spell activated from a glyph egg works exactly like a spell prepared and cast the normal way. The spot where the egg breaks serves as the center or origin of the area effect. Centering the effect on a creature or movable object is therefore possible, as is centering it on a segment of wall or ceiling.

TABLE 5-1: SAMPLE GLYPH EGGS

Spell Effect	Market Price
<i>Alarm (audible only)</i>	50 gp
<i>Faerie fire</i>	50 gp
<i>Flare</i>	50 gp
<i>Obscuring mist</i>	50 gp
<i>Bane (at fifth level)</i>	250 gp
<i>Bless (at fifth level)</i>	250 gp
<i>Entangle (at fifth level)</i>	250 gp
<i>Grease (at fifth level)</i>	250 gp
<i>Consecrate</i>	300 gp
<i>Desecrate</i>	300 gp
<i>Fog cloud</i>	300 gp
<i>Hypnotic pattern (lasts for 2 rounds)</i>	300 gp
<i>Shatter (area affect only)</i>	300 gp
<i>Silence</i>	300 gp
<i>Soften earth and stone</i>	300 gp
<i>Sound burst</i>	300 gp
<i>Web</i>	300 gp
<i>Zone of truth</i>	300 gp
<i>Diminish plants</i>	750 gp
<i>Fireball</i>	750 gp
<i>Invisibility sphere</i>	750 gp
<i>Plant growth</i>	750 gp
<i>Sleet storm</i>	750 gp
<i>Spike growth</i>	750 gp
<i>Stinking cloud</i>	750 gp
Special Eggs	Market Price
<i>Alarum egg</i>	50 gp

<i>Bless candle</i>	250 gp
<i>Exploding tile</i>	750 gp
<i>Glyph egg canister</i>	35 gp
<i>Malodorous egg</i>	750 gp
<i>Moth's egg</i>	300 gp
<i>Nest egg</i>	300 gp
<i>Prickly gnome</i>	750 gp
<i>Sacred discus</i>	250 gp
<i>Spitting dragon shell</i>	1,500 gp

GLYPH EGG DESCRIPTIONS

Most glyph eggs are simply storage devices for spells and thus have no special descriptions. Refer to the spell descriptions in the PHB for all pertinent details. Unless otherwise noted, assume a glyph egg's caster level is the minimum level required to cast the spell for the character that created the egg (usually twice the spell level, minus one). Of course, some eggs may be created at a much higher caster level, allowing for greater areas of effect or longer durations.

Detailed below are a few sample glyph eggs, as well as some variants to demonstrate their potential.

Alarum Egg: For those in need of cheap and disposable magical alarms, the *alarum egg*—enchanted with an *alarm* spell—is often the best option. *Alarum eggs* vary in appearance—some are bright yellow to advertise their function, while others are camouflaged to hide it. Some alarum eggs are shaped for special duty. Eggs intended to guard doors, for example, might be spike-shaped, to be gently worked into the crack under a door in such a way that opening it cracks the egg. Others may be L-shaped, so they can be balanced on the upper doorframe in such a way that they are knocked off if the door is opened.

Caster Level: 5th; *Prerequisites:* Craft Glyph Egg, *alarm*; *Market Price:* 50 gp.

Bless Candle: Some temples create special candles for great holy days and to aid in defense if the temple is attacked. This thick, stubby candle contains an air pocket in its waxy interior. The pocket is exposed after five minutes of burning, or immediately if it is smashed to the floor.

Variants of *bless candles* have also contained more deadly spells, and their time delay feature

(which may be longer or shorter than five minutes depending on construction) is popular with those who wish to be long gone when one of these more deadly candles detonates.

Caster Level: 5th; *Prerequisites:* Craft Glyph Egg, *bless*; *Market Price:* 250 gp.

Exploding Tile: An ornate tile floor may hide many perils for the unwary trespasser, but the *exploding tile* is a particular nuisance because it's difficult to detect. This tile is fashioned to look just like the surrounding tiles, and explodes into a *fireball* if trod upon by someone heavier than a pre-determined weight. Gnomes and other small humanoids have been known to favor *exploding tiles* as defenses, because they can design them to break under human weight but not under their own.

Caster Level: 5th; *Prerequisites:* Craft Glyph Egg, *fireball*; *Market Price:* 750 gp.

Glyph Egg Canister: This piece of equipment is not a magic item in itself, but a protective device designed to keep *glyph eggs* from detonating at inappropriate times. These containers can be of any shape, but the most popular is the one-foot-long cylinder made standard by the armies of the great kingdoms. They are made of iron, giving them a hardness of 10 and 8 hp. Pulling the cap off a canister is a free action.

Market Price: 35 gp.

Malodorous Egg: This glossy ceramic, four-inch sphere contains a *stinking cloud* spell cast at 5th level. Where use of glyph eggs is common, *malodorous eggs* are popular trap components.

Caster Level: 5th; *Prerequisites:* Craft Glyph Egg, *stinking cloud*; *Market Price:* 750 gp.

Moth's Egg: This *glyph egg* takes the form of a smoked glass egg with the silhouette of a small moth etched on its surface. When it shatters, it creates a *zone of silence* centered at the point of impact, behaving exactly as the *silence* spell cast at 3rd level. (The sound of the egg breaking is not itself silenced.) *Moth eggs* are highly sought after by elite burglars.

Caster Level: 5th; *Prerequisites:* Craft Glyph Egg, *silence*; *Market Price:* 300 gp.

Nest Egg: This glossy, blue ceramic sphere serves as a petite vault with its own built-in



alarm system. It carries a small treasure within its hollow interior, perhaps a priceless gem or powerful magic ring. Unauthorized persons cracking open the egg will be hit with a *sound burst* spell, damaging them and alerting the owner that something is amiss. Uttering a secret command word dispels the magic of the egg permanently, allowing the enclosed item to be safely freed from the egg. *Nest eggs* are favored by merchants transporting small valuables, and are also found in the caches of the wealthy but paranoid.

Caster Level: 5th; *Prerequisites:* Craft Glyph Egg, *sound burst*; *Market Price:* 300 gp, plus value of imbedded treasure.

Prickly Gnome: This small terra cotta statue of a gnome appears to be a simple garden ornament, but it is actually a *glyph egg* impregnated with a druid's *spike growth* spell. Positioned in a garden or shrubbery, which must be traversed to reach a key defense point, the statue stands ready to render the area impassable, at least long enough for defenders to rally and repel encroachers. Defenders may set it off by firing missile weapons at it from a distance, or may have a heavy lead ball rigged in the eaves above the statue to drop down

with the press of a button.

Caster Level: 5th; *Prerequisites:* Craft Glyph Egg, *spike growth*; *Market Price:* 750 gp.

Sacred Discus: This wide, fat disk, generally worn around the bearer's neck on a thong, features the holy symbol of a cleric's order and may be used as a proper holy symbol. It is also a hollow *glyph egg* containing a *bless* (or *bane*) spell, which may be hurled into combat as a missile weapon.

Caster Level: 5th; *Prerequisites:* Craft Glyph Egg, *bless (bane)*; *Market Price:* 250 gp.

Spitting Dragon Shell: The spitting dragon is an iron cannon. It fires *glyph egg* shells, each a double chambered metallic cylinder a foot long. The rear chamber of the shell, designed to withstand the force of a 5th-level *fireball*, has been prepared as a *fireball egg*. When a firing pin in the cannon breaks its seal, it channels the force of the resulting explosion through a narrow opening at the rear, propelling the shell out of the cannon and arcing it up to 300 ft. away. The front chamber contains another *fireball egg*, this one designed to shatter on impact (other payloads are also possible, ranging from other egg types to messages).

Caster Level: 5th; *Prerequisites:* Craft Glyph Egg, *fireball*; *Market Price:* 1,500 gp.

CREATING GLYPH EGGS

To create a glyph egg, the creator needs the means and material necessary to craft a hollow shell sufficiently delicate to shatter on impact. Material and shape may vary, but the egg must be airtight, sealed, and no smaller than an apple. The cost for the materials is subsumed in the cost for creating the egg: 25 gp per level of the spell times the level of the caster. Creating a glyph egg costs half the market value listed.

The accompanying sidebar lists the spells that may be incorporated into a glyph egg. In evaluating other area spells, note that only indiscriminate area spells make good subjects for glyph eggs. Those that cause or require the caster to interact with creatures, objects, or elements within an area, such as *enthrall* or most detection spells, are unsuitable, as are area spells the caster must aim, namely cone spells such as *color spray*.

The creator must have prepared the spell to be placed in the egg (or must know the spell, in the case of a sorcerer or bard) and must provide any material components or focuses the spell requires. If casting the spell would reduce the caster's XP total, he pays the XP cost upon beginning the egg in addition to the XP cost for making the egg itself. Material components are consumed when work begins, but focuses are not. (A focus used to create an egg may be reused.) The act of working on the egg triggers the prepared spells, making them unavailable for casting during the day of the egg's creation. (That is, those spell slots are expended from the creator's currently prepared spells just as if they had been cast.)

Creating a glyph egg requires one day.

Item Creation Feat Required: Craft Glyph Egg.

HARDENED EGGS

The greatest weakness of the glyph egg is its fragility—few people are comfortable with the notion of stuffing a live *fireball* in their vest pocket. This weakness may be addressed, but only at great cost. Weaving a *disintegrate* counterspell into the final phase of construction gives an egg 10 hit points, a hardness of 8 and a break DC of 25. The egg may be primed for action by uttering an assigned command word, which returns the egg permanently to its normal state of 1 hit point, a hardness of 1 and a break DC of 10. Producing a hardened egg adds an additional 3,300 gp to its market value, and requires the usual expenditure of XP and material costs for a 6th-level spell.

Obviously, crafting such items requires both the requisite knowledge and sufficiently deep pockets. Alas, few enchanters capable of casting *disintegrate* are interested in making lowly glyph eggs, preferring to spend their time on more challenging projects. Hardened eggs are most commonly prepared for an enchanter's own use, or for use by the militia of an especially influential client, often a king or other patron.



PERSONAL GROWTH ITEMS

This section presents new type of magic item, the personal growth item. The text of this section is designated as **Open Game Content**.

Most items described in fiction are not the sort of things characters trade away when they get something better. A player should not be forced to choose between keeping the prized sword of his ancestors and using the more potent swords he finds during the course of an adventure. The following rules present an option for DMs and players who want to have the best of both worlds. Personal growth items are unique to the character who wields them. Unlike other items that a character might give away as new and better equipment becomes available, personal growth items become more potent over the lifespan of a character.

In low-magic campaigns such items can be

used by the DM to establish a rich and wondrous history, where each instance of magic gains significance beyond its abilities and enchantments. A character might inherit a suit of armor worn by his father during a great war, or a deity might bestow a blessed item upon one of her favored clerics, revealing to him new powers as his faith and deeds grow stronger. These items have significance in high-magic campaigns as well, where the characters might not always need what they find or find what they need. In such cases, personal growth items can allow a character to develop the abilities that benefit him the most.

A character may have a personal growth item bestowed upon her for any number of reasons. Perhaps the character has done a service to a great temple, and its priests created this item to reward that service. Maybe she found a sword deep within a ruined castle, and it slowly compelled her to seek out its master's killers in order to wreak vengeance upon them.

Personal growth items can be identified by two main characteristics: growth type and method of advancement.

GROWTH TYPE

There are two basic growth types for personal growth items: recovered power and customized.

Recovered-power items are personal growth items whose abilities and powers are pre-determined. Some of the powers, however, lie dormant until they are “discovered” by the character who wields the item. Such an item may function as a *longsword +1* until research reveals that it once slew a mighty frost giant by sheathing itself in fire. Further research reveals a command word that activates this power, and thus it becomes a *flaming longsword +1* from that point on. Many artifacts begin as recovered power items that are then wielded by heroes of great stature, thus unleashing their true potential.

A customized item starts out as a minor magic item as well, but its growth is much more closely tied to its owner. Such an item becomes more powerful over time, like recovered power items, but the person pouring his essence into the item directs the powers it manifests. It is possible for a customized item to function differently depending on the wielder, as each bends the item to his desires. Such items have progressive gold and XP costs that must be paid to activate each power.

METHOD OF ADVANCEMENT

Both recovered power and customized items can benefit from one of the two methods of advancing their powers. These methods are bonding and research.

Bonded items are linked to the character by the sharing of his energy. While all personal growth items are tied intimately to their user, a bonded item expands in power specifically due to this relationship with the character. This is common among granted religious items. Recovered-power items expand in value as a character becomes worthier of it, while a customized item becomes more powerful because it is an extension of the character. A bonded item advances due to the expenditure of experience by the character owning it. Each power costs an increasing amount of experience but returns ever-greater rewards. Characters go to great lengths to protect such important items, and will do almost anything to retrieve them if lost or stolen.

Researched items get better over time due to the training and research undergone by the item’s owner. Such items require the expenditure of increasing amounts of gold as more powers become available, but generally do not require the character to expend XP. The increasing value of the item represents access to rare books, assistance from sages, or exotic training to use the item. Research advancement is more often than not associated with recovered power items, but customized items can also benefit from it at times.

Items may also change in method over time. A customized item might allow research to make some of the first improvements, but require bonding to advance further. An item might also combine the two methods of improvement, requiring the expenditure of XP and gold for the item’s abilities to advance. Sometimes an item needs nothing more than the will of a superior being, such as a high priest or even a god, to gain new powers. Each new item is different, and the creator of such an item must set the conditions for advancement upon creating the item. These conditions affect the cost, in gold, time, and XP, of creating the item.

ITEM ABILITIES AND POWERS

Personal growth items generally do not start off very powerful, many functioning without magic until their wielders come to understand their true nature. The masterwork sword the paladin just found on the first level of the dungeon could become a powerful magic item by the time he gets to the fifth. Improvements to a personal item may take any form, but exactly what improvements can be made to a particular item are decided at its creation (see below). Abilities generally follow along similar lines (enhancement bonuses, skill bonuses, etc.) for a few levels and then may branch off into powers that make the item more unique. These include spell-like abilities, special powers, gaining sentience, or any number of things the DM or player may desire.

Each personal growth item uses a system of power levels to determine what abilities it has at any given time, or in the case of recovered power items, what powers it is destined to gain. The first power level is that which transforms the item from masterwork to magic item. This transformation often accompanies the discovery that the item and character are somehow

linked, and may be free at the DM's discretion. If the item is a weapon or armor, then it gains a +1 enhancement bonus, but if it is another item then the transformation is often accompanied by a minor power to be determined by the item's creator. A ring might grant a +5 circumstance bonus on Swim checks, while a belt might give the character a +2 on his Fortitude save. The cost for a 1st-level power should not exceed 2,000 gp (see DMG 242 for guidelines). Thereafter, the resources, gold, and XP of the character are the only things that limit expansion of the item's power. A player has total control over the rate of improvement of an item; he simply chooses whether or not to invest in the item's development.

Personal growth items being what they are, it is inevitable that they gain intelligence at some point in their development. If an item has had five improvements without becoming sentient, the sixth improvement must be to make the item intelligent.

Intelligent items (DMG 228) can be designed by the DM to fit the theme and character of a particular item, or be generated randomly. Intelligent personal growth items gain mental ability scores and the ability to communicate telepathically with their bearer. They gain no special abilities, as these must be purchased at later advancement levels normally. This usually results in a very low Ego score for the item, which is fine since personality conflicts between a personal item and its owner are rare.

Intelligent items will usually be aligned like the creator and have a similar purpose. Should they fall into someone else's hands, they will constantly battle to get back to their previous owner unless he is dead, in which case the item attunes itself to its new bearer.

POWER COSTS

The cost to advance a personal growth item is equivalent to the cost of acquiring an item with the new ability. Researched items require a straight expenditure of gold (and possibly time, according to the DM) in order to advance. The owner of a bonded item must expend XP in order to awaken the item's abilities. Sometimes an item will require a mixture of the two (gold and XP) or a special circumstance (such as a quest) in order to gain a new power.



If the new ability is simply an improvement to an existing ability (a +1 *sword* becomes a +2 *sword*, or a *ring of jump* +10 becomes a *ring of jump* +20), the character need only spend gold or XP to cover the difference in market value. Thus, advancing a sword from +1 (2,000 gp market value) to +2 (8,000 gp market value) either costs the character 3,000 gp, 240 XP (see the item creation rules in the core rulebooks), or a combination of the two to complete. These are calculated from the 6,000 gp market value difference between the two swords.

If the character wanted his +1 *sword* (2,000 gp market value) to grant a +4 enhancement bonus to Strength (16,000 gp market value), he has to pay the full cost of the new ability. So, he now has to pay either 8,000 gp or 640 XP to advance the item.

The costs to awaken new abilities in recovered-power items are fixed by their creator, who decides what abilities will be available at a given level. New abilities in a personal item do not always have to cost more than the last. Sometimes a 3rd or 4th-level ability will be significantly less expensive than the 2nd-level one.

CREATING PERSONAL GROWTH ITEMS

Anything that may be enchanted can also be made into a personal growth item. The creator of a personal growth item must have the appropriate item creation feat, and must still spend an amount of gold and experience determined by the item's initial power level, growth type, and method of advancement.

Creating a customized item is easy, merely requiring the expenditure of gold and XP like normal items of the same type. The creator must have the appropriate Item Creation feat as well. Otherwise the item will simply be a masterwork version that radiates a faint aura of Transmutation magic. After that anyone may add powers to the item through the expenditure of gold and XP. Once such powers are given they are permanent, allowing anyone who acquires the item to use them.

The creator of a customized item must open an arcane conduit to the item. This allows those that do not understand the creation of magic items, or even the use of magic at all, to channel their experience into the item in order to awaken new powers. Each arcane conduit allows the addition of a certain set of abilities. For instance, a sword could be created to allow its advancement in the areas of enhancement bonuses and fire effects. The wielder of this sword could increase it from +1 to +2 or give it the flaming weapon quality, but he could not make it cast *fly* once per day. Table 5-2 lists the cost of each arcane conduit, according to the abilities it allows. See the core rules (DMG 242) for the costs and special rules associated with magic item abilities.

Recovered-power items are a little more difficult to create than customized items. They require the creator to have the prerequisites for all of the item's powers, no matter the level. He must also pay half the gold and XP costs for the item's creation. Recovered power items may only start with up to one of their abilities active, requiring further expenditure of gold and XP to activate their more powerful abilities.

The advantage to creating one of these items is that the item's creator may set stipulations for who can grow the item and who cannot at the time of its creation. This is often used to

protect church holy items or arcane society inventions from uninitiated and unintended users. These stipulations may range from predetermined quirks to alignment restrictions to class restrictions. For instance, a church might create a holy sword that may only be advanced by paladins of a particular order. Any other character would only have access to the item's base abilities.

LIMITATIONS

Personal growth items do not have a lot of drawbacks, but there are some. These items are important to the character, and the two are linked either spiritually or emotionally. Often the item is equally important to some third party, and, depending on their connection to the character, losing or damaging such an item can be very costly.

Characters who are chosen to bear a special item may find themselves required to perform an *atonement* appropriate to their origin. Ancestors may demand honors paid to their shrine while gods will typically task the character with a meaningful quest to remind the character of her duties. For items that are bonded, on the other hand, quests can take on an aspect of personal redemption or recovery.

Items relying on research also depend on establishing a network of merchants, scholars, and craftsmen that can aid the character in uncovering their abilities. Not only are they paid for immediate information, materials, and work, but they are paid to keep an eye out for further information regarding the character's item. Trying to maintain such a network can require time and money from the character.

In addition, all personal growth items create some form of emotional or spiritual bond. Even if an item is found and researched for its abilities, a character may be required to take a small quest to recover peace of mind after such an item is destroyed. The nature of such quests is always up to the DM, though he may work with a player to determine a quest appropriate to the character's background.

TABLE 5-2: ARCANIC CONDUIT COSTS

Effect	Cost in Gold	Cost in XP
Ability enhancement bonus	1,000 gp	80 XP
Armor enhancement bonus	1,000 gp	80 XP
Deflection bonus	2,000 gp	160 XP
Effect type*	1,000 gp	80 XP
Luck bonus	2,000 gp	160 XP
Natural armor bonus	2,000 gp	160 XP
Resistance bonus	1,000 gp	80 XP
Save bonus (limited)	500 gp	40 XP
Skill bonus	500 gp	40 XP
Spell resistance	2,000 gp	160 XP
Spellcasting ability	2,000 gp	160 XP
Weapon enhancement bonus*	2,000 gp	160 XP

*Includes weapon special qualities, the value of which are calculated according to the current power level of the item.

QUIRKS

Many personal growth items have a large number of strange triggers or quirks that make their use more interesting. This could result in the item refusing to work in certain situations, a requirement that the character perform some task or ritual, or a strange personality quirk (for intelligent items only). Functionally, these are the same as attributes of cursed items (DMG 231). The DM should choose a quirk appropriate to the item and the character who carries it. The goal is not to give the player a hard time, after all, he has spent hard earned gold and experience to build the item into something special. The aim of a quirk should always be to enhance gameplay and enjoyment, never to undermine a character or his power.

Each time a new advancement to an item is made, there is a 10% chance that the item gains a quirk. The DM can give a personal growth item any number of quirks he desires if they fit the theme of the item and do not impede the character too greatly. If a quirk is rolled, the DM can either choose for the player or let the player choose his own. Regardless, the quirk does give the character some benefit. It only requires half the normal expenditure of gold or experience to release the item's next ability. This should pacify players who find their beloved sword now requires itself to be covered in perfumed oils each day, or that their *gloves of climbing* suddenly complain about the sharp rocks digging into their skin.

EXAMPLES

PHIDORE'S AMAZING BRASS HORSE

Phidore (male human, Wiz 5) claims to have built this wondrous item himself, but it is commonly known he found it in an abandoned palace, one of the few items left after generations of unsolicited visitors. With some work, he has restored the shine and flattened out dents, but the horse still shows obvious signs of wear and age. Despite his many claims, Phidore is quietly working to gather information so he can unlock the mysteries of this ancient creation.

The item is a somewhat stylized rendition of a horse, capable of full animation. It has a few simple activation words, has a base speed of 60 ft., and has yet to display any clear sign of volition. Phidore doesn't know much about the horse, as of yet. He can ride it and use the command words, but so far assumes it is a simple construct. He also does not yet know of its other abilities.

Phidore's Amazing Brass Horse

Growth Type: Recovered power.

Advancement Type: Researched (100% gp).

Current Level: 1.

Quirks: None.

Current Abilities (Level): Transforms into a light warhorse upon command (1).

Latent Abilities (Level): Gains sen-



tience, Int 13, Wis 10, Cha 11, Ego 3 (2); gains ability to *fly* as per the spell for up to one hour per day (3).

Current Value: 10,000 gp.

SWORD OF THE ANCESTORS

This is the personal item of Kenin Jaral (male human, Ftr 4/Rog 3), youngest son of the Jaral line and destined heir to the throne. Before Kenin can claim his heritage, however, he must oust the barbarians that swept over his land some 20 years before, when he was a mere child. His ancestors bestowed this sword on Kenin when he undertook a spiritual journey and asked for their guidance. They believe he will make the right choices when the time comes, so they allow him to unlock the powers that he needs to reclaim his rightful throne.

Sword of the Ancestors

Growth Type: Improved.

Advancement Type: Mixed (40% gp, 60% XP).

Current Level: 5.

Quirks: 4

- Wielder must sacrifice 100 gp per week to honor his ancestors.
- Wielder must advance the interests of the Jaral family line.
- Wielder must make a Will save (DC 15) to avoid attacking on sight any member of the Ugluk barbarian tribe.
- Wielder is imprinted with the Jaral family seal. The seal manifests as a slightly glowing rune magically tattooed to the wielder's cheek.

Current Abilities (Level): +3 enhancement bonus (1-3); grants the wielder a +1 deflection bonus to AC (4); allows the character to use *expeditious retreat* three times per day (5).

Latent Abilities (Level): None.

Current Value: 22,315 gp.

FEATHER OF THE FIRE ANGEL

Shapoia (female human, Pal 9) discovered this greatsword in the undead-ravaged catacombs of the Pristinar Mountains. When she first drew the item from the hand of its previous possessor, fiery power swept through her, in an instant judging her worth. She is now linked to the item in spirit, as both are dedicated to the eradication of evil undead.

FEATHER OF THE FIRE ANGEL

Growth Type: Recovered power.

Advancement Type: Linked (100% XP).

Current Level: 2.

Quirks: 4

- Wielder must atone if another weapon is ever wielded in combat.
- The sword must be *blessed* daily.
- The wielder's skin takes on a coppery sheen, bestowing a -4 circumstance penalty on all Hide checks.
- The temperature around the wielder is always 10 degrees warmer than the ambient temperature.

Current Abilities (Level): +1 enhancement bonus (1); holy (2).

Latent Abilities (Level): +2 enhancement bonus (3); flaming (4); flaming burst (5); gains sentience, Int 15, Wis 17, Cha 15, Ego 9 (6).

Current Value: 18,350 gp.

RELICS

This section presents new type of magic item, the relic. The text of this section is designated as **Open Game Content**.

Relics are items of great power. Some were created through the actions of gods or other powerful outsiders. Many are the accidental byproducts of clashes between divine forces. Religious relics often gain a certain power through the worship of and continual association with a specific god. Weapons, armor, objects, and places can all serve as relics.

Relics also have a power, reflected in a gold piece value. This relates them, roughly, to the value of other items, and also provides some guidance as to whether introducing such an item is appropriate. If an item is quite beyond a character, it will end up in the hands of another, either by the actions of the relic or by the actions of others. A relic might reflexively seek out another bearer, or a more powerful NPC will find out about the item and come for it.

Relics are very difficult to control. Without some research, a relic can easily damage anyone wielding it, even causing permanent damage to the bearer's psyche. A DM may allow a character to sacrifice 1/25 the value of the item in XP to bond with the item, requiring an appropriate ritual. This can be deadly, but if the relic and character are compatible, the character is able to exert greater control over it.

The danger of relics is that due to their nature, they are intimately tied to the purposes and magic of potent forces. This may not be a problem for a cleric wielding a relic of her god, but taking up the sword once held by a dark and potent evil is inadvisable, at best.

ORIGINS

The first step to designing a relic is to consider its origin. Decide what divine force or forces were at work, and what they were doing at the time of creation. Choose whether a location or item has taken on the resonance of the event and why it was affected, whether through intention or accidental association.

A location is fairly basic. An elemental and demon struggling on a hilltop may release great emotions and energy into their surroundings. If either is slain, even more power is released. The event is likely to leave an impression on the hilltop, reshaping it subtly.

In the same example, a nearby tree might take on some of the energies, too, as it shatters in the battle. A limb from the tree could keep a fragment of one or both powers, blended into a dark, potent force. More commonly, long association with religious rites or trappings of faith causes a slow change to the object or area that becomes a relic.

Other effects that are performed repeatedly may also cause an item or place to become a relic. A sword that is repeatedly *blessed* could take on power, while a location that has had *hallow* performed upon it over centuries will often gain a permanent aura. These types of transformations are rare, however.

DESCRIPTION

There are two main descriptive characteristics that define relics: signs and behavior.

Signs are the trappings and elements that shape the form of a relic's powers, reflecting its origins and sometimes its purpose. They are often symbols or types of effects that have a specific theme, and are tied intimately to the origins of a relic. A being of fire may cause relics to take on a fiery aspect. If the being was slain, it's possible that the relic destroys fire, rather than creates it. Typically, however, forces that are destroyed leave behind elements of their composition.

5-4: RELIC POWER COSTS

Power	Cost
+1 enhancement (weapons and armor only, max. +5)	1 point
+10 to any skill (max. +20)	1 point
+2 to any save (max. +4)	1 point
+2 to any ability score (max. +4)	1 point
Use of any feat	1 point
+10 ft. base speed (max. +30 ft.)	2 points
20 ft. base speed (new movement type)	2 points
Spell or spell-like ability	1 point/spell level
Power Additions	Cost
Applying a metamagic feat to a spell or spell-like ability	2 points
Giving any bonus in an area effect	2 points

The behavior of a relic is also related to its origin. Although behavior may seem like purpose or intent, a relic's reactions to things are a byproduct of its creation, and rarely approach anything like true intelligence. Behavior describes how the relic exerts its power, and to what stimuli it reacts. Again, this is shaped by its origin. Relics react to the world around them, but show no real sense of planning or forethought. This behavior is shaped much like signs are, taking on the purpose or symbolic shape of an event and repeating it endlessly.

A relic may take on the purpose and will of any divine beings present at its creation. A demon slain while seeking to corrupt followers of a specific god may bring about a relic that continues to corrupt followers of that god. This may also be reversed, so the item acts to protect worshippers from corruption.

Relics have loosely defined triggers that will cause them to activate. The most common trigger is the presence of enemies. The relic will activate to destroy the enemy, though with little discretion if the wielder is not focused on a specific target.

Some relics may gain an appropriate alignment, but most relics do not have an alignment at all.

ACTIVATION

Behavior influences when and how a relic is activated, although the signs of a relic may also come into play. If the relic has a wielder, he need not do anything for the relic's powers to activate; the relic has its own purposes. If

the wielder is holding the relic in his hand, he may attempt an Ego check (see below) to stop the relic from manifesting its powers. There are four activation patterns common to relics: storming, sparking, agent, and infusion.

Storming relics activate every once in a while, in accordance with their behaviors and triggers. The relic creates an array of effects appropriate to its signs, then goes quiet. Powers are usually active once a day, but may last a while once started. That is, abilities may be available thrice per day, but activate repeatedly all in one big storm of activity. The powers tend to be flashy area effects.

A sparking relic produces a variety of dependable, limited effects. So long as the wielder has some idea of the behavior of the relic, the item is useful. Such items can have subtle, unpleasant effects. These relics have some effects available continually, and others available three times per day.

Agent relics activate some being or force to perform appropriate actions. This may take the form of a *summon* or *lesser planar binding* spell, or some other method. It is particularly common with location relics. Activation may be available once or twice a day, with possible greater effects once per week. These powers are typically a narrowly defined summons. Note that agents of a relic rarely follow the commands of the wielder of a relic.

Infusion relics, when active, focus power into whomever wields them. A relic may grant the wielder an enhancement bonus to Strength or allow the character to jump vast distances with-

out breaking a sweat. These relics often become closely tied with their wielder, but will not hesitate to break such a bond should the wielder's purpose veer to far from that of the item.

POWERS

A relic has a base power level between 1 and 20, though more powerful relics are definitely possible. The base power level of a relic is the number of points of powers the relic may have. See Table 5-4 for a summary of the available powers and their costs.

Powers that assist the wielder in some way generally cost one point. These powers include skill bonuses, feat use, or powers that enhance perception. Each +1 enhancement bonus (for weapons and armor) also costs one power point. Spell-like abilities cost one point per spell level. A relic's effective caster level is equal to its total power level or the minimum caster level required for the spell, whichever is greater.

You can also apply metamagic feats to any spells that a relic uses. So, a relic that cast a *maximized fireball* whenever a good character touched it would have to pay seven points (caster level 5th + Maximize Spell feat) for the ability. This added cost affects how often a power may be used as normal.

You may apply any ability, skill, feat, or movement bonuses to all creatures within an area effect, which increases the cost by two points. The area of such an effect equals a 10 ft. radius multiplied by the relic's power level, and the power is only usable three times per day with a duration equal to one minute per relic power point. Leaving the relic's area of effect also negates the bonus for that individual, even if he then returns. This increases the power's point cost by two.

All one and two point relic abilities are usable at will, or are always active in the case of enhancements. Three and four point abilities are available three times per day. Five and six point abilities are usable only once per day. Abilities worth seven or more points are only normally available once per week. If an ability is usable less often than normal, its actual cost goes down by one point per step. So, if a four point ability is only usable once per week, the



power cost goes down by two. Abilities may also be usable up to one step more often than normal, but doing so adds two points to the relic's power.

Once a relic's base power level is determined its base value must be determined as well. The base value can be used by the DM to match a relic's abilities to the power level of the characters in his game. To determine the base value of a relic, use the magic item value tables in the core rules (DMG 180,184). The relic uses the tables normally if it is a weapon, shield, or piece of armor. Primarily defensive or neutral items are considered as armor, while items with powers that deal damage or otherwise harm their enemies are considered as weapons. So, a power level 3 relic that caused a *fireball* to explode when any evil creature entered its range would have a base value of 18,000 gp.

These values are purely descriptive, and characters should almost never be allowed to purchase a relic on the open market. Of course, if a relic is determined to get into the hands of a specific character it might hide its true nature and allow itself to be found in a merchant's stall or troll's hoard.

SECONDARY ABILITIES

Secondary abilities are the relic's triggers and any side effects related to its use, as well as the relic's Ego. A relic may have no more than one secondary ability per point of power, but must have at least one trigger unless it has the sparking activation type. For each secondary ability, a relic's base value should be reduced by 1,000 gp.

The first type of secondary ability is its side effects, which are treated like a magic item's curse elements (DMG 231). Somewhat onerous or complex side effects are worth as much as two simple side effects, and deadly or significant side effects may be worth three.

The other form of secondary ability is a trigger. These are the components of the relic's behavior. Triggers are much like item purpose (DMG 230), but without special powers directly associated with them. Though usually problematic and inconvenient, triggers are vital to actually getting the relic to do anything. A sparking relic might have no triggers, but all other relics must have at least one.

Relics can perceive their triggers automatically as long as the trigger is within 5 ft. per point of Ego. Any material or barrier that would block a normal detection spell blocks a relic's perception as well. Invisibility, hiding, and other such methods of obfuscation do not block the relic's perception, but such hindrances may affect its actions. Most relics cannot target such creatures unless they directly interact with it.

When a relic senses a trigger, it often begins using its powers in a predetermined order. This is known as a trigger chain, and the wielder must make an Ego check to stop the chain from completing. The wielder must be holding the relic in order to stop a trigger chain.

A relic's Ego is equal to the overall power rating of the relic. Each trigger also adds 5 to a relic's Ego score. Unlike intelligent items, relics engender no personality conflicts with their users. The relic is either dormant or willingly under the control of its bearer, or it acts without its bearer's consent whenever a trigger is present. Either way, there is little room for conflict.

USING RELICS

Relics will react according to any triggers that they perceive or encounter. The wielder of a relic may make an Ego check (Will save, DC = relic's Ego + Ego check modifier) to prevent the relic from reacting to a trigger. If the character and relic are bonded, the character gets a +5 bonus to his Ego check. Success or failure applies for the duration of the encounter.

If the character and the relic are bonded, he may also attempt to rouse a relic to action when triggers are not present. He must make a successful Ego check to do so.

Once active, the relic begins creating or directing effects. The character must make another Ego check to try to control and direct the powers of the relic. If the character is bonded with the item and succeeds in an activation Ego check, the character need not make another check to control the item.

A failed Ego check means the relic is pretty much reacting on its own. The character can try to point it, but otherwise has little control. In some cases, the effects of a relic may be to enhance the wielder, in which case the character has de facto control over what she does with the enhancement.

Making an Ego check is a move-equivalent action that does not provoke attacks of opportunity.

Relics have the following properties, depending on their Ego scores:

Ego 1-9: These have little ability to perceive what goes on around them, nor can they communicate with a wielder. Direct contact with a triggering target is sometimes required, or a round spent focusing to try to activate it. This is common to sparking relics, which simply exert a continual effect. Relics of such limited scope have an Ego check modifier of -5, because the wielder finds it hard to communicate desire for activation or to notice when the relic is roused to action.

Ego 10-19: These relics have a basic ability to perceive things around them, and an empathy with the wielder. The item can react to the emotions of the wielder, and also send a basic impression of danger, fear, or desire. Relics of this power level have no Ego check modifier.



Ego 20-29: These relics have the ability to recognize beings they have been in contact with, as well as differentiate between friend and foe. Other than being alerted to the presence or absence of enemies, the wielder does not gain much advantage from the relic's innate perception.

These relics have full telepathy with whomever they touch, allowing it to share the knowledge and experience of the wielder. A bonded character may activate such a relic freely when the character has motives for activation that are close to the behavior of the relic. One example would be activating a relic to enhance the character before going into a crypt that is likely to be full of undead.

Such relics are difficult for the wielder to control, imposing a +5 ego check modifier on any attempts to keep it from activating. Their improved knowledge of the wielder makes them more likely to aid him, however, so there is no Ego check modifier when trying to activate the relic outside the presence of a trigger.

Ego 30+: These relics are quite potent, and it is difficult to hide from their perceptions. They also have more discretion about when they

activate or how their powers are used. Such powerful relics are able to target invisible or hiding creatures, and their perceptions are not blocked by any means. If a creature that represents one of the relic's triggers lies behind 10 ft. of stone, it can still pinpoint that creature's location and immediately drive its bearer toward that spot.

Bonding with such a powerful relic is not a choice to be made lightly. The character must take on the behavior of the relic and embrace any side effects directly. Whenever the character's behavior violates one of the relic's triggers in a direct way, the character gains one negative level until an *atonement* is performed. This stacks for different triggers.

On the plus side, such a character has access to the relic's perception. This allows a character to identify creatures relevant to the relic. A relic that destroys undead would reveal to the wielder the approximate number and location of undead within its range. Treat this ability as a *detect evil* spell, except that instead of evil the relic detects its triggers. No other creature may wield such a powerful bonded relic, and if such a creature takes it, it will

attempt to force the creature to return it to its rightful owner (forcing constant Ego checks). In addition, the character always knows the location of his lost relic.

The other advantage to bonding with such a relic is that no Ego check need be made to activate the item when not in the presence of a trigger. The relic and character share the same purpose and both work together to achieve it.

SAMPLE RELICS

CANDELABRA OF THE FINAL BREATH

Power: 6, **Value:** 33,000 gp, **Secondary Abilities:** 3, **Ego:** 15, **Activation Type:** Storming.

This item is actually a gold candlestick, tarnished and battered after decades of use. It was once a simple object in the home of a mighty wizard who was attacked in the dead of night by a rival. The rival sent a huge fire elemental into the home, to which it laid waste until the wizard dispatched it with an *Otiluke's freezing sphere*. Both mages ended up dead in the horrific battle that followed. The sudden destruction of the fire elemental resonated throughout the burning home. The candlestick's essential structure shifted during the event. Now, it acts as a potent relic, seeking to snuff all fire and heat.

Powers: *Resist elements (fire)* 1/day; *quench* 1/day; *dismissal* 1/week.

Side Effect: Anyone carrying the candlestick must make a Will save (DC 11) whenever confronted by fire or become obsessed with extinguishing its source. This includes torches, lanterns, and campfires that may be beneficial to the character.

Triggers: Presence of fire; presence of fire beings; Upon recognizing one of its triggers, the candlestick casts *resist elements* either on itself or its wielder, if applicable, and then casts *quench* or *dismissal* on the next round. This trigger chain can only be stopped by the active will of the candlestick's bearer (via a successful Ego check).

TEMPLE OF STARLIGHT

Power: 15, **Value:** 450,000 gp, **Secondary Abilities:** 10, **Ego:** 65, **Activation Type:** Agent.

This temple has been an object of worship

since the earliest recorded history of humans, and is even mentioned in a number of elven historical texts. Unusually, it is not consecrated to any particular god, but shares services to anyone compatible with the neutral good alignment.

Since the temple's creation, cities have grown and fallen around it. Currently, one of the more prosperous human cities surrounds the temple, enjoying the protection of the temple's powerful guardian. In past ages, however, invaders have found that several of the restrictions of the temple provide a way to neutralize the potent protection it offers. Whether boarding up the windows and doors carefully or slaying all of the clerics of the temple, such efforts are usually easier than trying to defeat its holy guardian.

In the past, high priests have occasionally bonded with the temple, leading their congregations from this notable location.

Powers: *Death ward* 3/day; *summon monster IX* (astral deva only) 1/day.

Side Effects: The temple must be consecrated yearly with *hallow*; clerics of the temple are marked with a silver tattoo in the shape of a star; there must be at least one living cleric of the temple within ten miles of the temple at all times; the temple's roof must never be closed to the night sky.

Triggers: Presence of undead; protect clerics of the temple; prevent invasion of the temple; protect pilgrims that have come to the temple; prevent plagues; stamp out heresy.

The clerics of the temple can try to call upon the temple's power, but it is usually easiest to simply stay out of the way. Those worshipping at the temple can briefly come into contact with it telepathically, learning some bit of insight in exchange for providing the temple with information about the goings on of the city. In this way, the temple can monitor activities in the city and react to hidden threats.

NEW MAGIC ITEMS

This section presents dozens of new magic items for use in any setting. The text of this section is designated as **Open Game Content**.

TABLE 5-3: NEW MAGIC ITEMS

Armor and Shields	Market Price
<i>Storm shield</i>	14,150 gp
<i>Schurke's plate</i>	15,350 gp
<i>Shield of Zabeth</i>	20,950 gp
Weapons	
<i>Stormbrand</i>	77,300 gp
Potions	
<i>Oil of animation</i>	1,200 gp per application
Rings	
<i>Metarings</i>	
(enlarge, extend, silent, still)	8,000 gp
(empower)	12,000 gp
(maximize, quicken)	16,000 gp
<i>Rhymer's ring</i>	19,200 gp
Rods	
<i>Rod of exchange</i>	43,500 gp
<i>Necromancer's rod</i>	73,000 gp
Staffs	
<i>Staff of bursting</i>	36,000 gp
Wondrous Items	
<i>Pretty bauble</i>	350 gp
<i>Infinite quill</i>	500 gp
<i>Payri of fire and lightning</i>	900 gp
<i>Pouch of plentiful berries</i>	1,200 gp
<i>Cape of the gnome</i>	1,800 gp
<i>Gloves of forced entry</i>	2,000 gp
<i>Gloves of the rogue</i>	4,000 gp
<i>Baldon's lens</i>	6,000 gp
<i>Ioun stone</i>	
(red and black ellipsoid)	8,000 gp
(bright yellow spindle)	8,000 gp
(green ellipsoid)	10,000 gp
(incandescent blue sphere)	10,000 gp
<i>Cloak of the wild</i>	10,160 gp
<i>Headband of leadership</i>	16,000 gp
<i>Figurine of wondrous power</i>	
(jade monkey)	17,000 gp
<i>Almeron's cloak</i>	18,000 gp
<i>Ioun stone</i>	
(rainbow prism)	30,000 gp
<i>Lantern of protection</i>	30,000 gp
<i>Pipes of the beast</i>	30,500 gp
<i>Cloak of the raven</i>	32,500 gp
<i>Papyrus of nature's master</i>	35,000 gp
<i>Helm of solitude</i>	36,000 gp
<i>Death's stare</i>	36,400 gp
<i>Ioun stone</i>	
(black sphere)	40,000 gp

(clear yellow rhomboid)	40,000 gp
(clear green sphere)	40,000 gp
(clear red sphere)	40,000 gp
<i>Pobroy's marvelous pavilion</i>	54,000 gp
<i>Facestealer</i>	80,000 gp
<i>Morgana's lyre</i>	135,000 gp

ARMOR AND SHIELDS

Schurke's Platemail: This armor, named for the pirate who made it infamous, functions exactly as a suit of +2 *half plate*. If the wearer should become submerged in saltwater, however, she automatically polymorphs into a Medium-size shark (MM 200-201), remaining in this form until she is no longer submerged. *Caster Level:* 7th; *Prerequisites:* Craft Magic Arms and Armor, *polymorph self*; *Market Price:* 15,350 gp. *Cost to Create:* 7,750 gp + 608 XP.

Shield of Zabeth: This shield functions as a +1 *small wooden shield* until worn by a fighter, at which time its bonus increases to +4. In addition, once per day upon a fighter's command, it bestows *protection from arrows* upon its bearer (functioning at 6th level).

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, *protection from arrows*; *Market Price:* 20,950 gp. *Cost to Create:* 14,550 gp + 832 XP.

Storm Shield: A storm shield is a +1 *small steel shield* with a piece of smoky quartz set in its center. Upon close inspection, flashes resembling tiny bolts of lightning can be seen within the quartz. The wielder of this shield gains a +4 resistance bonus to saves against electrical attacks. Every time the shield defends against an electrical attack, there is a non-cumulative 5% chance that the quartz will shatter. If this happens, the item loses its special protective quality, but still functions as a +1 *small steel shield*.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *endure elements*; *Market Price:* 14,150 gp. *Cost to Create:* 7,650 gp + 680 XP.

WEAPONS

Stormbrand: This exceptional weapon acts in all respects like a +2 *greatsword* until it strikes a creature of the Electricity subtype. It then functions as a +5 *bane greatsword* versus the creature's type. The sword glows



only when within 60 ft. of a creature of this nature.

When wielded, the bearer gains a +4 saving throw against all electrical or lightning attacks. Furthermore, the sword absorbs the first 10 points of electrical damage each round that the wielder would otherwise suffer.

Caster Level: 15th; *Prerequisites:* Craft Magic Arms and Armor, *protection from elements*; *Market Price:* 77,300 gp. *Cost to Create:* 41,800 gp + 1,480 XP.

POTIONS

Oil of Animation: This fabulous liquid appears to be some sort of common oil used to polish and protect a weapon. When rubbed for one round onto any non-magical melee weapon, the *oil of animation* imbues that weapon with the ability to fight on its own for 5d4 rounds, becoming a +1 *dancing* version of its type.

A vial of *oil of animation* typically has 1d4+1 applications. A Small weapon requires one application, a Medium-size weapon requires two, and a Large weapon requires three.

Missile weapons such as bows and crossbows cannot be animated.

Caster Level: 12th; *Prerequisites:* Brew Potion, *animate objects*; *Market Price:* 1,200 gp per application.

RINGS

Metarings: This array of ornate rings covers the spectrum of appearances, with each ring carrying a distinct look for the metamagic feat it provides. Any ring, when worn, will give the wielder the ability to prepare one spell per day with the appropriate feat. The spell to be affected must be declared when the spellcaster prepares her spells for the day.

There are rings that provide the following feats: Empower Spell, Enlarge Spell, Extend Spell, Maximize Spell, Quicken Spell, Silent Spell, and Still Spell.

Caster Level: 16th; *Prerequisites:* Forge Ring, the appropriate metamagic feat; *Market Price:* 8,000 gp (enlarge, extend, silent, and still), 12,000 gp (empower), 20,000 gp (maximize and quicken).

Rhymer's Ring: This is a circle of silver topped by a small disc of gold, each engraved with the picture of a lyre. When worn by someone with ranks in Perform and the ability to play a stringed instrument, the ring turns his music into a *charm person* spell. If worn by a bard, the ring also enables the music to duplicate *charm monster*. Either use functions twice per day. The wearer must play uninterrupted for one full round to activate the ring's power. *Caster Level:* 12th; *Prerequisites:* Forge Ring, *charm person*, *charm monster*; *Market Price:* 19,200 gp.

RODS

Necromancer's Rod: Made from a human femur and often decorated with grotesque carvings, this item strikes as a +1 *light mace*. In the hands of an evil-aligned wielder who knows its command word, the *necromancer's rod* displays its full power. Its magical powers are as follows:

Contagion (on command, DC 16)

Inflct serious wounds (on command, DC 16)

Vampiric touch (on command, 4d6 damage)

Animate dead (3/day)

Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armor, Craft Rod, *animate dead*,

contagion, inflict serious wounds, vampiric touch; *Market Price*: 73,000 gp.

Rod of Exchange: Appearing much like any other magical rod, this item has a single, unusual function. By touching a living target (unwilling creatures are allowed a Will save against DC 18), the wielder sets up a magical link between herself and the creature touched. Upon command, any time within the next 10 minutes, the wielder can exchange places with the creature touched by the wand. The magical exchange works as a *teleport without error* spell.

Caster Level: 14th; *Prerequisites*: Craft Rod, *teleport without error*; *Market Price*: 43,500 gp.

STAFFS

Staff of Bursting: Unless this staff's command word is known, it functions only as a +1 *quarterstaff*. If, however, a wielder speaks the correct command word, the staff's full power can be called upon. When used in this manner, the wielder expends the desired number of charges and then attacks as normal, gaining an enhancement bonus to damage according to the chart below. Alternatively, she can strike a door or object with an effective Strength as shown below.

Charges Used	Damage Bonus	Effective Strength
1	+4	22
2	+5	26
3	+6	30

Caster Level: 12th; *Prerequisites*: Craft Staff, Craft Magic Arms and Armor, *bull's strength*; *Market Price*: 36,000 gp.

WONDROUS ITEMS

Almeron's Cloak: Crafted by the elder druid Almeron, this emerald-colored cloak seems normal in appearance and grants the wearer the ability to *tree stride* once per day as the spell. *Caster Level*: 9th; *Prerequisites*: Craft Wondrous Item, *tree stride*; *Market Price*: 18,000 gp; *Weight*: 1 lb.

Baldon's Lens: This item was named for Baldon Twelvetongues, a gnomish linguist who never seemed satisfied with the number of languages he could speak or read. The *lens* resem-

bles a magnifying glass perhaps three inches in diameter, set in an ornate gold frame and with a handle of black oak. When *baldon's lens* is passed over text, the text visible through the lens appears in the holder's native tongue, if the holder is literate. If the holder is not literate in any language, the lens becomes opaque and cloudy when it is held.

Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *comprehend languages*; *Market Price*: 6,000 gp.

Cape of the Gnome: This bright, blue and yellow cape is richly crafted from silk and is adorned with symbols in the gnomish language. The inner lining of the cape is covered with arcane writings. When worn, the cape grants the wearer the ability to cast each of the following cantrips once per day: *dancing lights*, *ghost sound*, and *prestidigitation*. The cape also contains five small, carefully hidden pockets that can each store spell components or small objects as a small pouch.

Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *dancing lights*, *ghost sound*, and *prestidigitation*; *Market Price*: 1,800 gp; *Weight*: 1 lb.

Cloak of the Raven: Crafted from black leather covered with thick raven's feathers, this cloak grants the wearer a +10 bonus on Animal Empathy checks when dealing with any type of bird. The wearer is also able to *fly*, at will, as the spell.

The cloak allows the wearer to summon 2d4 ravens (MM 201) per day. These ravens will attack opponents, act as distractions, or follow any other commands that the wearer gives so long as they are able.

Caster level: 5th; *Prerequisites*: Craft Wondrous Item, *fly*, *summon nature's ally*; *Market Price*: 32,500 gp; *Weight*: 1 lb.

Cloak of the Wild: This deep green cloak is crafted with heavy cloth and is patterned to look like a patch of leaves. When worn, the cloak grants the wearer the ability to *speak with animals* as the spell and grants a +4 circumstance bonus on Hide checks while in forested areas.

Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *speak with animals*; *Market Price*: 10,160 gp; *Weight*: 1 lb.

Death's Stare: These dark purple eye-

crystals fit over the eyes and closely resemble the *eyes of the eagle*. Unlike *eyes of the eagle*, however, the *death's stare* serves a much darker purpose. Once per day the wearer may use *death's stare* to kill an opponent. This effect is identical to a *finger of death* spell cast at 13th level.

Caster Level: 13th; **Prerequisites:** Craft Wondrous Item, *finger of death*; **Market Price:** 36,400 gp; **Weight:** 1 lb.

Facestealer: Appearing as a featureless, ceramic mask of vaguely human shape, this is a truly evil item. When placed over the face of a humanoid victim and the command word is pronounced, the mask's magic is activated. The victim must make a Fortitude save (DC 18). If successful, nothing happens to the victim and she is thereafter immune to that particular mask. If she fails, when the mask is removed, her face will have been stolen, replaced by a featureless oval of flesh. If the victim is not treated by appropriate magic, she will quickly suffocate to death. Polymorph magic can reverse the change, as can a *dispel magic* successful against a 12th-level caster. A *limited wish*, *wish*, or *miracle* spell restores the victim's features and drains the mask's charge if it has not yet been used.

The mask's user can then place the mask on her own face. She will immediately polymorph into an exact likeness of the victim, including matching the victim's voice. The user remains in a polymorphed state for 24 hours. The mask can only bestow a specific stolen appearance once, and it cannot store more than one such appearance at a time.

Caster Level: 12th; **Prerequisites:** Craft Wondrous Item, *polymorph other*, *polymorph self*; **Market Price:** 80,000 gp.

Figurine of Wondrous Power (Jade Monkey): Like the other *figurines of wondrous power*, this magic item appears to be nothing more than a tiny statuette. This particular statuette is made of jade and crudely carved into the form of monkey. If broken or destroyed in statuette form, the *jade monkey* is ruined, its magic forever lost. If slain in animal form, it reverts to a statuette and can be used again after a day has passed. When tossed down and the command word is spoken, the statuette becomes a common monkey (MM 198-199), except that it is endowed with human (1d3+7)

Intelligence and can communicate in Common. The jade monkey operates for no

more than two hours per day in monkey form.

A different command word causes the *jade monkey* to become a fearsome dire ape (MM 57-58), also endowed with human Intelligence and able to speak Common. The dire ape form can be called upon for no more than one minute per day, and no more than twice per week. In either form, it readily obeys the commands of its master. It can be returned to statuette form by speaking the command word again.

Caster Level: 11th; **Prerequisites:** Craft Wondrous Item, *animate objects*; **Market Price:** 17,000 gp.

Gauntlet of Forced Entry: This sturdy metal gauntlet appears to be normal from the outside, but anyone looking inside sees deep green runes glowing near the wrist and fingers.

Once per day the wearer may use the gauntlet to cast a *knock* spell as a 3rd-level wizard.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, *knock*; **Market Price:** 2,000 gp; **Weight:** 1 lb.

Gloves of the Rogue: These finely crafted, black leather gloves appear normal except for the arcane markings that line in wrists of each glove. When worn by a rogue, these gloves grant a +10 circumstance bonus to Disable Device and Open Lock checks. Both gloves must be worn for the magic to be effective.

Caster Level: 8th; **Prerequisites:** Craft Wondrous Item, *cat's grace*, *knock*; **Market Price:** 4,000 gp; **Weight:** —.

Headband of Leadership: This thin gold headband is covered with arcane markings and adorned with a simple sapphire placed in the center of the forehead. When worn by a character who has the Leadership feat (DMG 45), this headband increases the wearer's Leadership score by 2.

If worn by a character who does not possess the Leadership feat, the headband does not function.

Caster Level: 10th; **Prerequisites:** Craft Wondrous Item, *emotion*; **Market Price:** 16,000 gp; **Weight:** 1 lb.

Helm of Solitude: This silver helmet is decorated with a diamond, emerald, onyx, sapphire, and ruby. Each jewel is worth at least 1,000 gp. When worn, the helm grants the wearer the effects of a *nondetection* spell by cast as a 6th-level wizard. Wizards and clerics that desire

TABLE 5-5: IOUN STONE POWERS AND COSTS

Color	Shape	Effect	Market Price
Deep Red and Black	Ellipsoid	Combat Reflexes (as the feat)	8,000 gp
Bright Yellow	Spindle	120 ft. Darkvision	8,000 gp
Deep Green	Ellipsoid	+10 to Animal Empathy skill checks	10,000 gp
Incandescent Blue	Sphere	<i>Fly</i> , as the spell.	10,000 gp
Black	Sphere	User gains spell resistance 25 vs. Necromancy magic.	40,000 gp
Clear Yellow	Rhomboid	User gains spell resistance 25 vs. Enchantment magic	40,000 gp
Clear Green	Sphere	User gains spell resistance 25 vs. Transmutation magic.	40,000 gp
Clear Red	Sphere	User gains spell resistance 25 vs. Evocation magic.	40,000 gp
Rainbow	Prism	Roll 2d8 once per day. The Ioun Stone generates one random power from the Ioun Stone table on DMG 220.	30,000 gp

privacy value this helm greatly.

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item, *nondetection*; *Market Price:* 36,000 gp; *Weight:* 1 lb.

Infinite Quill: This item is often given as a gift to particularly skilled and scholarly graduates of a magical school. It is a quill, usually of an exotic creature such as a pegasus, which writes without any need of ink. The user simply begins writing and ink appears from the pen. At a command, the ink can change to any color. The *infinite quill* writes so smoothly and so well that it grants a +2 competence bonus to any Craft (scribe) or similar checks, including Spellcraft checks to successfully copy a spell.

Caster Level: 3rd, *Prerequisites:* Craft Wondrous Item, *quill*. *Market Price:* 500 gp.

Ioun Stones: These magical stones function as the ioun stones described in the core rules (DMG 220). Listed below are several examples of new ioun stones, including powers, descriptions, and market values for each type.

Caster Level: 12th; *Prerequisites:* Craft Wondrous Item, creator must be 12th level; *Weight:* —.

Lantern of Protection: This lantern is designed with four shutters on each side. The shutters are covered with holy inscriptions and doctrines of good-aligned deities. This lantern operates as a normal hooded lantern until all

four of the shutters are raised, then the lantern creates a protective effect that acts as a *magic circle against evil* spell cast as a 5th-level cleric. Unlike a *magic circle against evil*, the lantern's effects are outward only.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *magic circle against evil*; *Market Price:* 30,000 gp; *Weight:* 1 lb.

Morgana's Lyre: Exquisitely crafted from ivory, filigreed with precious metals, and inlaid with semi-precious gemstones, this masterwork harp is a wondrous instrument. It is a spell-trigger item that functions only in the hands of a character with the Perform (harp) skill.

By plucking its strings in various patterns, the character can create the following magical effects:

sleep (3 times/day)
forgetfulness (2 times/day)
suggestion (1 time/day)
charm monster (3 times/week)
hold monster (2 times/week)
command plants (1 time/week)

Caster Level: 15th; *Prerequisites:* Craft Wondrous Item, *charm monster*, *command plants*, *forgetfulness*, *hold monster*, *sleep*, *suggestion*; *Market Price:* 135,000 gp.

Papyri of Fire and Lightning: Appearing as a stack of papyrus stitched together with animal gut along one edge, each of these magical sheets bears either a crude drawing of a flame or a lightning stroke (equal chance of either). There are typically 1d4+4 papyri in a stack. When the top papyrus is torn off, wadded up, and tossed in the desired direction, it releases a *fireball* or *lightning bolt* as if cast by a 6th-level caster. Each papyrus works only once. Tearing out a papyrus other than the top one ruins the removed sheet's magic. Tearing out a sheet and throwing it is a standard action.

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item, *fireball*, *lightning bolt*; *Market Price:* 900 gp per papyrus.

Papyrus of Nature's Master: A heavy scroll, this papyrus is a two-foot-long sheet attached to two one-foot-long mahogany rollers. Inscribed on its length are songs that can duplicate the effects of *control plants*, *giant vermin*, and *summon nature's ally IV*. The scroll is usable only by a creature able to use divine magic that has at least 5 ranks in Perform. Each magical song takes one full round to complete and functions at 10th level of ability. Each song can be sung only once per day.

Caster Level: 10th; *Prerequisites:* Craft Wondrous Item, *control plants*, *giant vermin*, *summon nature's ally IV*, Perform 5 ranks; *Market Price:* 35,000 gp.

Pipes of the Beast: These ornate brass pipes are covered in jewels and arcane markings, and produce the effects of a heightened *hold monster* spell when played. Only someone with 5 or more ranks in Perform can produce this effect.

Each set of *pipes of the beast* are different, with each set working for one type of monster only. To determine which monster type is affected by a set of these pipes, roll on the list below.

Roll (d10)	Type
1	Aberration
2	Animal
3	Beast
4	Dragon
5	Fey
6	Giant
7	Humanoid
8	Magical beast
9	Monstrous humanoid
10	Shapechanger

Monsters normally immune to the effects of a *hold monster* spell are immune to the effects

of *pipes of the beast*.

Caster Level: 17th; *Prerequisites:* Craft Wondrous Item, *hold monster*; Heighten Spell; *Market Price:* 30,500 gp; *Weight:* —.

Pobroy's Marvelous Pavilion: When found, this item will appear as nothing more than a curious cube of cloth about one foot to a side. Upon command, the cloth cube transforms into a huge, richly colored pavilion tent, complete with poles and ropes all securely fastened to the ground. The pavilion covers a square of ground 20 feet to a side. The floor within is magically dry and clean, and the pavilion is secure against winds of up to 70 miles per hour. It is as sturdy as a hewn stone wall (PHB 136).

There are two entrances, front and back, and the entire perimeter of the pavilion is protected by an *alarm* spell. Furnishings magically appear within as well; these include eight bunks, a trestle table and benches, four chairs, eight stools, and a writing desk. The pavilion can be used for no more than 72 hours in a given week.

Caster Level: 15th; *Prerequisites:* Craft Wondrous Item, *major creation*, *polymorph any object*; *Market Price:* 54,000 gp.

Pouch of the Plentiful Berries: This small cloth pouch is lined with druidic symbols and glows slightly when opened. The pouch produces 2d4 *goodberries* per day as the spell of the same name.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *goodberry*; *Market Price:* 1,200 gp; *Weight:* 1 lb.

Pretty Bauble: These bits of costume jewelry, the sort children would be happy with, are deceptively mundane in appearance. Casting *read magic* on a pretty bauble reveals a tiny command word inscribed on its surface. When held and its command word is spoken, the *pretty bauble* becomes activated. Any creature viewing the bauble must make a Will save (DC 20) or become fascinated by it, acting as if under the effects of a *hypnotism* spell. A pretty bauble remains active for 1d6+4 rounds, after which time it burns out and becomes non-magical.

Typically, 1d4+3 pretty baubles will be found together.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *hypnotism*; *Market Price:* 350 gp per bauble.

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