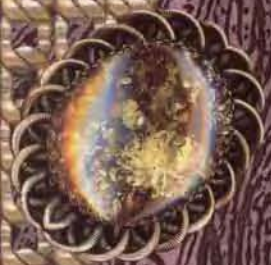
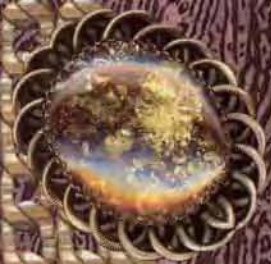
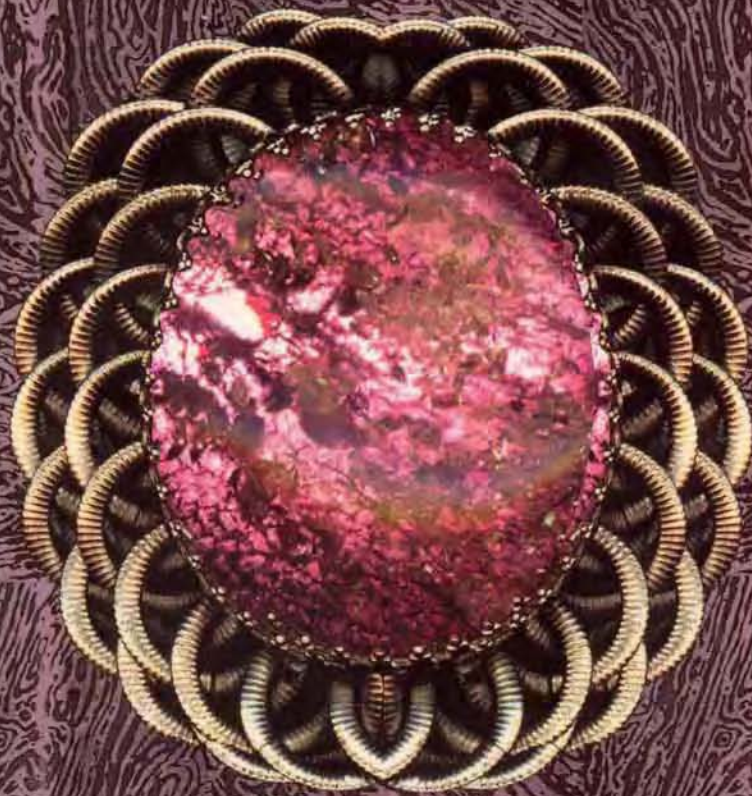


d20
system

Spells & Magic



Spells and Magic

Table of Contents

Chapter 1: Feats & Skills	3	Path of Jewels Options	37
New Uses for Old Skills	5	Expanded Gem Descriptions	37
Chapter 2: Blood Magic	6	Chapter 7: Rune Magic	39
Blood Mage Prestige Class	6	Casting Rune Spells	39
Chapter 3: Dragon Magic	8	Rune Mage Prestige Class	42
History and Nature of Dragon Magic	8	Runes	44
Trovebond	9	Running a Rune Magic-Only World	52
The Trove	9	Chapter 8: The Path of Shades	53
Ways of the Dragon	11	The Gray Road	53
Dragon Mage Prestige Class	13	The Red Road	54
Chapter 4: Faery Magic	19	Shadetouched Prestige Class	55
Faerier Prestige Class	19	Chapter 9: Spellcasting	57
Chapter 5: Mirror Magic	21	Spellcaster Prestige Class	57
The Reflecting World	21	Chapter 10: Totem Magic	59
The Art of Glass and Silver	23	Totem Mage Prestige Class	59
Slaves of Glass	27	Totems	60
Powers of Glass Shadows	28	Chapter 11: Spells	62
Reflecting Master Prestige Class	28	Chapter 12: Magic Items	87
Chapter 6: The Path of Jewels	30	Strange Brew Potions	87
Facets of Power	30	Rings	89
Jewel Mage Prestige Class	30	Rods & Staffs	90
Soul Gem Guardian Prestige Class	34	Wondrous Items	91
Crystalline Creatures	35	Magic Weapon and Armor Qualities	94

Lead Designer

Sam Witt, with Joe Crow and Lee Hammock

Additional Design

Alexander H. MacLeod IV, August Hahn, Bevan Thomas, Bret Boyd, Brian Patterson, Chris Jones, Colin Cross, Greg Kilberger, Jim Butler, Mike Kletch, Nikkisa Christian, Paul Sudlow, R. Scott Rogers, Skeeter Green, and Spike Jones

Lead Editor

John Todd

Creative Director

Jim Butler

Art Director & Cover Artist

Todd Morasch

Distributed worldwide to the hobby, toy, comic, and book trade by Osseum Entertainment (www.osseum.com) and regional distributors.

Bastion Press and the Bastion Press logo are trademarks owned by Bastion Press, Inc. 'd20 System' and the 'd20 System' logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System License version 1.0. Dungeons & Dragons and Wizards of the Coast are registered trademarks of Wizards of the Coast, Inc. and are used with permission. A copy of this License can be found at www.wizards.com. © 2002 Bastion Press, Inc. All Rights Reserved. Printed in the U.S.A. by Walsworth Publishing of Marceline, MO.

Artwork

Brannon Hall, Ginger Kubiszcz, Jake Wynn, Kevin Wasden, Michael Orwick, and Stephanie Law

Proofreader

Travis J. Halwachs

Typesetter

Josh Gilchrist

Playtesters

Aaron Weik, Andree Ricker, Andy Terrill, Anna Hurst, Bill Anderson, Brendon Hayes, Chris Clark, Christian Pliete, Christopher Jackson, Crystal McMichael, Cynthia Hahn, Daniel Powell, Dave Torres, David Brown, David McMichael, David Shearer, David Walsh, Debbie Brown, Derek O'Neil, Dru Clark, Dwayne Vey, Glen Moss, Gordon Graham, Greg Kilberger, Heiner de Wendt, Jeff Terrill, Joe Frenia, Joe Frenia, John Zimmer, Jon Terrill, Josh Hubbell, Joshua Mumme, Kevin Ruesch, Kieth Sunberg, Marshall McCalley, Nicole Kitzmann, Noe Lopez, Philip John Mason, Ralf Gehling, Ramona Hubbell, Robert N. Emerson, Shane Kennedy, Shane Wyatt, Shawn "Duke" Duquet, Skeeter Green, Stephan Lesting, Steve Craig, Steven Creech, Tad Kelson, Tim Hatfield, Tim Jackson, and Troy Ellis



Introduction

The heart of fantasy lies with its embrace of magic. Whether a group of brave heroes are struggling to overcome a barrage of *fireballs* and *lightning bolts* or recovering a *sunblade* to use against the forces of vampiric evil, the elements of magic are an icon to adventure. Magic represents both enemy and ally; a tool that can be used for both good and ill.

Harnessing the power of magic is something that every character strives to do in one form or another. Paladins seek their *holy avengers*, bards seek mystical instruments to augment the power of their song, clerics bring down divine wrath and blessings upon those they encounter in their lives, druids bring power from the very earth itself—and so the story unfolds.

Spells & Magic tries to embrace this view; there's something in here for any character class seeking to embrace the roots of magic. Whether you're seeking to play a barbarian true to his tribe's totem, a bard seeking to amplify the power of his voice, or a pure spellcaster desiring to walk different paths of magic, you'll find something within these pages to spark your imagination. New philosophies of magic, feats, spells, magic items, and more await you.

What's Needed?

In order to take full advantage of *Spells & Magic*, you'll need the *Player's Handbook* and *DMG*, both published by Wizards of the Coast.

How to Use this Book

Spells & Magic presents a number of different prestige classes, feats, spells, and magic items. Each of these items are detailed in separate chapters, and all of the materials are useful to both players and DMs. Players should check with their DM before bringing any materials from *Spells & Magic* to their game.

Chapter 1 details all of the new feats in this book. While many of them are tied directly to prestige classes, it's a relatively simple matter to adopt them to a variety of different character concepts.

Chapter 2 details the blood mage prestige class. These are casters that use the power of their blood to fuel their spells.

Chapter 3 discusses the nuances of dragon magic and presents the members of the dragon mage prestige class. Hoard your treasure and sign up today!

Chapter 4 discusses Faery magic and presents the faerier prestige class. Bards, druids, and rangers typically follow the path of the fey.

Chapter 5 presents mirror magic. Those who rely on mirrors to power their spells have mastered the craft of making mastercraft mirrors and empowering them with the most powerful spells known.

Chapter 6 belongs to those that follow the Path of Jewels. Gems can contain powerful magic, and the jewel mages that master them present many opportunities to adventurers and NPCs alike.

Chapter 7 is home to the rune mage. Powerful casters that rely on runes to power their magic, theirs is an ancient art.

Chapter 8 leads to the Path of Shades. Not every road into this domain of magic is an evil one, yet those who choose to become shadetouched have a lifetime of challenges awaiting them.

Chapter 9 rings forth with the spellinger! Primarily a bardic prestige class, spellingers can greatly enhance their abilities by following this career.

Chapter 10 presents totem magic. Long associated with barbarians and shamans, totems present a way to awake innate magic tied to a sacred creature.

Chapter 11 presents more than 120 new spells to bring into your campaign. These spells

are for more than just wizards and sorcerers, though, and all spellcasting classes will find something new in this chapter.

Chapter 12 finishes off the book by providing new magic items.

Have Questions?

If you have questions about this product, please send an email to questions@bastionpress.com. In addition, you can also talk with other players at the Bastion Press message boards (www.bastionpress.com).



Chapter 1: Feats & Skills

Listed below are a collection of feats from the prestige classes detailed in *Spells & Magic*. While most are available to any character that chooses to spend a feat on them, most are best used in conjunction with the types of magic detailed in this book.

Activate Rune [General]

Having gained a basic understanding of runes and their operation you may activate inscribed runes.

Prerequisite: Con 12+

Benefit: You may activate inscribed runes as a standard action.

Attune Extra Rune [General]

You are able to attune an additional rune.

Prerequisite: Base Fortitude Save +7, 3rd level rune spell slot.

Benefit: You may attune to one rune more than normal.

Normal: Runecasters may attune a number of runes equal to their level in the Attune Rune class ability plus their Con. bonus.

Special: This feat may only be taken once.

Blood Power (Metamagic Feat)

You are able to use your life force to power arcane spells, enabling you to cast more spells per day in exchange for taking physical damage.

Prerequisite: Arcane spellcaster 3rd level+, 10+ hit points

Benefit: You may cast extra spells by causing hit point damage to yourself. Wizards may cast any spell they have currently prepared using this ability and sorcerers may cast any spell they know. When using this ability, the spell is cast normally, including casting time, concentration checks and attacks of opportunity. If the spell is successfully cast, the spellcaster takes 5 hit points of damage per level of the spell cast, including any modifiers for using a metamagic feat, but does not expend a spell slot. If a spellcaster knocks himself unconscious using this feat, the spell is cast and the spellcaster collapses immediately afterward. If a spellcaster kills himself using this feat, the spell is cast but the spellcaster dies immediately thereafter. A blood mage dying from such overexertion may only be brought back to life by a *resurrection* or *true resurrection* spell. Damage taken from using the Blood Power feat does not heal naturally.

Cone Control [Metamagic]

You are able to direct any spell or breath weapon with an area of effect of 'cone' at specific targets rather than covering an area.

Prerequisites: The ability to use a breath weapon or cast an offensive spell with a 'cone' area of effect; Spellcraft 15 ranks

Benefit: When this feat is used, the prepared spell or breath weapon no longer has a 'cone' area of effect. Instead, the caster/breather may direct a blast of the attack at one target for every 5' of the cone's maximum length. Thus, if a breath weapon had a maximum width of 25', up to five creatures could be targeted with this feat. This feat does not increase the range of the spell or breath weapon—all targets must still be within the spell's range.

All targets are allowed saves and are otherwise treated exactly as if they had been caught in the blast of a cone spell or breath weapon. Preparing a spell with this feat uses up a spell slot one level higher than the spell's original level; if this feat is

used to enhance a breath weapon, it doubles the amount of time that must pass between uses of the breath weapon.

Craft Necromantic Focus [Item Creation]

You can create necromantic focuses.

Prerequisites: Spellcaster level 7th+, Craft Wondrous Item, Shadehand

Benefit: You can create any necromantic focus whose prerequisites you meet.

Draconic Will [General]

Your willpower is a thing of legend.

Prerequisites: Iron Will

Benefit: You get a +2 bonus to all Will saving throws; this bonus combines with Iron Will.

Essence Mastery [Metamagic]

You are able to add additional essences to the internal fluid of a mirror with less difficulty than other reflecting masters.

Prerequisites: The ability to perform mirror magic; Alchemy 10 ranks

Benefit: The DC for adding more than one essence to the interior of a mirror is calculated as follows: 5 + (the number of additional essences minus 1 times 10).

Normal: The DC for adding more than one essence to the interior of a mirror is calculated as follows: 5 + (the number of additional essences times 10).

Eye of Knowledge [General]

Seeking knowledge and comprehension of the deeper mysteries of the runes, you performed an ancient ceremony to remove your own eye. It now sees into the realm of spirits for you and allows you to look at the world from the runes' flat point of view.

Prerequisite: Con 15+, 3rd level rune spell slot

Benefit: May learn and attune to one extra rune. You also receive a +2 bonus to all checks to learn runes, attune to runes, or create runestones or runestaves.

Penalty: You are missing one eye. This imposes a -2 penalty on all Search and Spot checks in addition to a -2 penalty on all attack rolls. Unless you cover up the empty socket, you receive a -2 penalty on all Charisma checks and all Charisma-based skills as well.

Instinctive Reflection [Metamagic]

Your reflexes instinctively assist you in deflecting spells cast at you.

Prerequisite: Combat Reflexes

Benefit: You receive a +3 natural bonus to all attempts to deflect spells with your magical mirrors.

Item Breaker [General]

You are able to accurately target specific items held or worn by your opponents with ranged attacks.

Prerequisites: Base attack bonus +3 or higher, proficiency with weapon or attack.



Benefit: When targeting an item that is worn or held by an opponent, you receive a +2 competence bonus to any ranged attack. When attacking a weapon or shield, your ranged attack is considered to target a Medium-size weapon.

Learn Rune [General]

Because of your great insight and your deep connection with the runes, you are able to understand more runes than normal.

Prerequisite: Wis 15+, Int 15+, 1st level rune spell slot

Benefit: You may learn one rune more than normal.

Normal: Runecasters may learn a number of runes equal to their level in the rune mage class plus their Intelligence modifier.

Special: This feat may only be taken once.

Lightburst [Metamagic]

You are able to convert spell energy into light.

Prerequisite: The ability to perform mirror magic.

Benefit: When this ability is used, one spell level stored within a magic mirror is converted to a glowing halo of light around the mirror in which it is stored. This light flares out 60 ft. in all directions and is the equivalent to bright daylight in intensity. The light persists for 1 hour per level of the caster.

Mite Fighter [General]

You are especially adept at battling creatures smaller than yourself.

Prerequisites: Base Reflex Save +4, Base Attack Bonus +4

Benefit: When fighting a creature smaller than yourself, you gain a +2 bonus on your attack rolls.

Rapid Movement [General]

You are faster than normal with one movement type.

Prerequisites: A burrow, climb, fly, or swim movement rate

Benefit: You must choose one of the above movement rates (that you already possess) and increase your base movement rate by 10 ft./round.

Shadecall [General]

You can create undead.

Prerequisite: Shadehand, Shadetongue, Cha 15+

Benefit: By focusing necromantic energy into a corpse, you can create undead. You must concentrate on the corpse to be animated for 5 uninterrupted rounds. At the end of those 5 rounds, you must make a Charisma check DC 20 to create a zombie or a skeleton, or a Charisma check DC 25 to create a shadow. The undead creature created by this ability rises at the end of the round in which the successful check was made, under the control of its creator. Undead created by this ability respond to vocal commands, and remain under their creator's control indefinitely, until they are released. Regardless of the type of undead, you cannot create an undead creature with more HD than you have character levels with this ability.

You can maintain control over a maximum of 1/2 HD worth of undead creatures per character level. If you exceed this number, the newest creatures fall under your control, and excess undead you have had under your control become uncontrolled. You may choose which of the previous creatures are released. You may attempt to rebuke or command uncontrolled creatures with the Shadetongue feat or with any clerical rebuke/command abilities you possess. Undead controlled with the Shadetongue feat or clerical abilities do not count toward this limit.

This requires a mostly intact corpse or skeleton and otherwise works as the spell *animate dead*. Abilities granted by this feat are spell-like abilities. Using this feat to create a zombie or a skeleton causes 10 points of subdual damage, while creating a shadow causes 15 points of subdual damage.

Special: Shadeseers receive this feat free at fifth level. Shadeseers may take this feat earlier, whenever they may select a feat, but they do not receive a bonus feat at fifth level to compensate.

Shadehand [General]

You generate, store, and project necromantic energy from your body.

Prerequisite: Shadesight, Great Fortitude, Con 15+

Benefit: You can generate necromantic energy within your body and release it in a variety of ways. By expending a full-round action and making a Constitution check (DC 15), you generate one charge of necromantic energy. For every 5 points by which the check exceeds the base DC, you generate an additional charge. For each charge generated, you suffer 1d4 points of subdual damage.

You may hold a number of generated charges equal to your Constitution score but suffer 2 hit points per charge held at the start of each round. If you are slain or rendered unconscious while holding charges, the negative energy is released in a 10 ft. radius burst (centered on your body) that causes 1d4 points of damage to all living creatures in the area of effect per charge held. All creatures in the area of effect are permitted a Fortitude Save (DC 15) to avoid the damage. As a standard action, you may release up to 5 held charges to generate one or more of the effects detailed below. You may combine charge effects, as long as no more than 5 charges are released in a single action.

The available charge effects are:

1 charge: A touch attack causing 1d6 hit points of negative energy damage. The target of this attack is permitted a Will save (DC 10 + your Charisma bonus) to avoid the damage.

- A touch attack that creates a *Cause fear* effect, as the spell. The target of this attack is permitted a Will save (DC 10 + your Charisma bonus) to negate the effect.
- Deliver either the negative energy or *cause fear* effects as a 30 ft. ranged touch attack.
- Increase the Will Save DC for a negative energy or *cause fear* effect by 5.

2 charges: A touch attack causing 1d4 points of temporary Strength damage.

- Project the damage or *cause fear* effect as a 20 ft. cone area of effect.

3 charges: Project the damage or *cause fear* effect as a 10 ft. radius burst centered on you.

- You gain a +2 competence bonus to Fortitude Saves to recover from energy drain effects due to your experience with channeling negative energy through your body.
- Abilities granted by this feat are spell-like abilities.

Special: Your body temperature drops 20 degrees. Shadeseers receive this feat free at first level.

Shadesight [General]

You can sense the aura of death and necromantic energy.

Prerequisite: Wis 15+, character must have suffered a negative level from an undead attack.

Benefit: You can sense the aura of death and necromantic energy in a 20 ft. radius centered on you as a full round action. The longer you concentrate, the more information you reveal.

Table 1: Necromantic Energy Strength

Strength	HD	Level	Bonus
Dim	Lingering aura	0-level spell	-
Faint	1 or less	1 st - 3 rd	+1 - +3
Moderate	2-4	4 th - 6 th	+4 - +6
Strong	5-10	7 th - 9 th	+7 - +9
Overwhelming	11+	Artifact or Deity-level magic	+10 and up

1st round: Presence or absence of corpses of creatures with at least 1/4 Hit Dice within the radius of effect.

2nd round: Number and direction of any corpses detected in the previous round. Presence or absence of necromantic energy auras. This reveals undead, necromantic spells (including spells with the death or evil descriptors), and sources of necromantic energy (such as battlefields, necromantic vortexes and the like).

3rd round: Location of any corpses detected in the previous round. Direction and number of sources of necromantic energy.

4th round: Location and strength of the strongest necromantic energy detected.

5th round: Location and strength of each source of necromantic energy.

Necromantic Energy Strength: The strength of the necromantic energy is determined by the HD of the undead creature, the level of the spell, or the bonus provided by the source of necromantic energy.

Length Aura Lingers: How long the aura lingers depends on its original strength. Faint=1d6 minutes, Moderate=1d6 x 10 minutes, Strong=1d6 hours, Overwhelming=1d6 days.

Note: This feat can penetrate some barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or earth blocks it. Intelligent undead creatures (those with at least 10 Int) detected by this feat can make an Intelligence check or a Stry check DC 20 to notice the faint touch of the shadetouched character's mind, as if they were being affected by the *Stry* spell. A successful check reveals only that someone is observing the target.

Abilities granted by this feat are spell-like abilities. Using this feat causes 2 hit points of subdual damage per round. You may select other Shadetouched feats.

Normal: Without this feat, you may not learn other Shadetouched feats.

Special: Your eyes turn pale gray.

Shadetongue [General]

You can command the undead.

Prerequisite: Shadesight, Cha 15+

Benefit: You may rebuke or command undead as an evil cleric of half your total character level. You must speak, and the undead must hear you.

This ability does not stack with any other turning or rebuking abilities you receive from other classes.

You also gain a +2 profane bonus to verbal Intimidate checks due to the power of your voice.

Abilities granted by this feat are spell-like abilities.

Each use of this feat causes 10 hit points of subdual damage.

Special: Shadeseers receive this feat free at third level. Shadeseers may take this feat earlier, whenever they may select a feat, but they do not receive a bonus feat at third level to compensate.

Shrug Off [General]

You are able to shrug off part of an attack using your damage reduction ability against one specific weapon type (slashing, bludgeoning, or piercing).

Prerequisites: Damage reduction 1/- or better

Benefit: At the beginning of each round of combat, you must declare one opponent against which your damage reduction rating increases.

Your damage reduction is increased by 2 hit points against any damage caused by that opponent (though the type of weapon needed to overcome the reduction remains the same).

Totem Link (General)

You have a special connection to a certain type of animal, increasing the power of your familiar if it is of the appropriate type and increasing your ability to interact with animals of your totem.

Benefit: You receive a +2 bonus to all skill checks involving your totem animal and your caster level is treated as two levels higher when determining your familiar's abilities if your familiar is of the appropriate type. The totem selected can only be from the following list unless the dungeon master wishes to generate new totems on his own: Bear, Boar, Cat, Dog, Eagle, Horse, Insect, Rat, and Wolf. Not all of these may be available as familiars, so certain totems may be more advantageous than others.

Special: This ability may be taken more than once.

New Uses for Old Skills

Alchemy (Int, Trained Only)

Less than ethical Alchemists have discovered that their arts permit them to alter the appearance of gems enough to make them appear to be much more valuable than they are. In reaction to this development, responsible practitioners have developed methods to test gems for such trickery, and to more surely establish the value of these precious minerals.

Check: You can disguise a low value gem as one of greater value. You can also detect such trickery, and establish the true value of a particular gemstone.

Disguising the true value of a gem makes an Appraise check harder, adding +10 to the check. If the appraiser fails this check, she estimates the value based on the apparent value rather than the true value of the gem. When attempting to disguise the true value of a gem, failure by more than 10 runs a 10% risk of lowering the *actual* value of the gem by 50%.

Establishing the true value of a gem is more difficult than simply identifying it. A successful check adds +10 to an Appraise check. Failure by more than 10 runs a 10% risk of lowering the *actual* value of the gem by 50%.

Failure by less than 10 uses the same rules as for a failed Appraise check.

Task	DC	Notes
Disguise value	25	Costs 5% of the desired apparent value
Detect true value	25	Costs 5 gp per attempt

Retry: Each failure while attempting to disguise the true value of a gem consumes the entire cost per attempt.

Special: As all other Alchemy checks.



Chapter 2: Blood Magic

Blood magic is the magical art of creating spells by supplying the needed magical energies from the magician's own life force. Practiced by devotees called *blood mages*, it is a dangerous art that requires the blood mage to give of his own body to cast spells. While a blood mage may cast more spells than other arcane spellcasters, he is also in far more danger from his mystical art than an ordinary wizard or sorcerer.

Blood Mage Prestige Class

While many people fear the power sorcerers and wizards wield, even more terrifying is the magician who uses his own blood to power his spells. They see such people as power mad and untrustable. Often the targets of lynch mobs and witch-hunts, blood mages rarely practice their art openly. Instead, they form secret cabals to share the secrets of their art. Blood mages work in the shadows, even when they seek to defend those that persecute them.

The origin of blood magic lies back in the earliest days of magic when spells were difficult to cast because of their primitive nature. Seeking a way to infuse the crude spells with more power, early magicians developed blood magic. The risk was then necessary to work magic effectively but, as arcane magic became more refined, the skills of the blood mage became increasingly unnecessary. Now it is only practiced by a secretive few.

The darkest blood mages use the blood of others to power their spells, sacrificing them to the blood mage's quest for power. Such dark fiends are reviled and hunted down, even by other blood mages, but the power they wield can be immense. This evil faction of blood mages is responsible for much of the blood mages' reputation.

Requirements

To qualify to become a blood mage a character must fulfill all the following criteria.

Spellcasting Ability: Ability to cast 3rd level arcane spells

Spellcraft: 8 ranks

Feats: Blood Power, Toughness

Class Skills

The blood mage's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Heal (Wis), Knowledge (Arcana) (Int), Knowledge (Anatomy) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int).

Skill Points at Each Level: 2+ Int modifier.

Table 2: The Blood Mage

Class Level	Bonus	Save	Save	Save	Special	Spells Per Day
1 st	+0	+2	+0	+2	Blood Fuel I	+1 level of existing class
2 nd	+1	+3	+0	+3	Ability Fuel I	+1 level of existing class
3 rd	+1	+3	+1	+3	Blood Mixing, Bonus Blood Feat	+1 level of existing class
4 th	+2	+4	+1	+4	Blood Mastery	+1 level of existing class
5 th	+2	+4	+1	+4	Blood Fuel II, Fortitude Fuel	+1 level of existing class
6 th	+3	+5	+2	+5	Ability Fuel II	+1 level of existing class
7 th	+3	+5	+2	+5	Bonus Blood Feat	+1 level of existing class
8 th	+4	+6	+2	+6	Blood Burn	+1 level of existing class
9 th	+4	+6	+3	+6	Blood Fuel III	+1 level of existing class
10 th	+5	+7	+3	+7	Bonus Blood Feat	+1 level of existing class

Class Features

All of the following are class features of the blood mage prestige class.

Weapon and Armor Proficiency: Blood mages gain no proficiency in any weapons or armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Spells per Day: Blood mages continue their training in arcane magic as per their original class, except now they can increase the power of these spells through blood magic. When a new blood mage level is gained the character gains new spells per day as if she had also gained a level in an arcane spellcasting class she belonged to before become a blood mage. The blood mage does not gain any other benefit a character of that class would have gained, such as class abilities, saving throws, or attack bonus.

Blood Fuel (Su): While any mage may pick up the Blood Power feat only blood mages truly excel at using their life force to power spells. Each level in the Blood Fuel class ability reduces the hit point damage per level of using the Blood Power feat by 1 hit point. If a blood mages knows Blood Fuel I he takes 4 hit points of damage per spell level, with Blood Fuel II he takes 3 hit points of damage per spell level, and with Blood Fuel III he takes 2 hit points of damage per spell level.

A blood mage naturally heals 1 hit point less each day for every level of the Blood Fuel ability he possesses, and any spell that restores hit points to a character restores 1 hit point less per level of the Blood Fuel ability the character possesses. This reduction in the effectiveness of healing spells is cumulative with any other reduction caused by blood magic abilities or the Blood Power feat.

Ex: Derreck the wizard wishes to cast a maximized lightning bolt and he has taken Maximize Spell as one of his bonus blood feats. He has a normal lightning bolt prepared as a 3rd level spell instead of the 6th level spell a maximized lightning bolt would normally be. To make up for the three missing levels Derreck decides to take 12 hit points of damage (he has Blood Fuel I, meaning 4 hit points of damage per spell level) to cast the lightning bolt as a maximized spell.

Ability Fuel (Su): As a blood mage grows in power he learns not to just feed off the raw life force energy of his body, but also the other energies contained in the body. Blood mages with the Ability Fuel power can drain points from their ability scores to

power spells. Ability Fuel causes 2 points of temporary ability damage to the caster per level of the spell being fueled. Once the blood mage learns Ability Fuel II the blood mage only suffers 1 point of temporary ability damage per level of the spell. These points return at the normal rate of 1 ability point per day.



Blood Mixing (Su): Knowing the potency and power contained in their blood, experienced blood mages use their blood as a component when crafting potions or scrolls. A blood mage may reduce the monetary cost of a potion or scroll by 100 gp for every hit point of blood mixed into the item being made. Damage taken while using Blood Mixing does not heal normally and healing spells restore only one-half the normal number of hit points to targets that are suffering from damage caused by Blood Mixing. This reduction in the effectiveness of healing spells is cumulative with any other reduction caused by blood magic abilities.

Bonus Blood Feat: At 3rd, 7th, and 10th level the blood mages receives a bonus blood feat. The blood mage may only use these feats to purchase metamagic feats. These metamagic feats may be used to modify any spell the blood mage casts by paying the appropriate amount of hit points or ability score points to fuel the levels required by the feat. Modifying a spell in such a fashion requires no extra time. These feats cannot be used to cast a metamagic modified spell in the normal fashion.

Fortitude Fuel (Su): At 5th level the blood mage learns to use his resistance to physical threats as a fuel for his magic, gaining a penalty to his Fortitude save to cast more spells. For each level of spell cast using this ability, the blood mage gains a -1 penalty to all Fortitude saves. This penalty is reduced by 1 each day. If the penalty for this ability ever exceeds the blood mage's Base Fortitude Save, the blood mage dies as per the Blood Power feat.

Blood Burn (Su): Once a blood mage reaches 8th level he can permanently sacrifice part of his life force to gain temporary power. The blood mage may permanently sacrifice hit points to gain additional spell slots. These hit points are permanently lost and may only be regained through the use of a *wish* spell. However, if a *wish* spell is used to restore the points, the additional spell slots gained by the sacrifice are lost.

The character gains an additional spell slot for use each day equal to the number of hit points sacrificed divided by three. No more than 9 hit points may be sacrificed for each spell slot, limiting the maximum spell level of the slot to 3rd level.

Blood Mastery (Su): The blood mage now has such control over his art he can power his spells with the life force of others. There are two main applications of this ability: willing victims and unwilling victims. In either case the victim suffers 5 hit points of damage per spell level.

Willing victims simply suffer the damage and the blood mage casts the spell. The victim must be touching the blood mage when the spell is cast and cannot be taking any other actions that round.

Unwilling victims must be restrained in such a way that they are unable to take any actions. The blood mage must then touch the victim and the two make opposed Will saves. If the blood mage wins, the victim suffers the appropriate damage and the spell is cast. If the victim wins, the blood mage suffers the damage the victim would have taken and the spell slot is lost.

Chapter 3: Dragon Magic

They have lived for millennia, studying the energies of the world. When other races made their first, tentative steps toward civilization, the dragons were already masters of magic with powers that shook the earth and defied the gods. Their secrets are many, their zealous guardianship of such knowledge preventing others from making use of their magical powers—until now.

History and Nature of Dragon Magic

When the dragons began their first, cautious explorations into the eldritch mechanics of magical theory, they discovered that the multiverse was filled to overflowing with strange energies and hidden forces. A simple incantation may tap into these forces, and directs them through a pattern held in a wizard's mind to create mysterious and powerful effects. This knowledge elevated the dragons and gave them insight into new worlds that, until then, had been strange and forbidding places.

As with all races, the dragons were not satisfied with what they already understood. They conducted experiments that sent their minds twisting through intricate mazes of magical logic and focused their attention on the actions of other intelligent races in the worlds around them. What they discovered would forever change the way dragons behaved and evolved.

The Keys to the Kingdom

Everything in the universe is important to someone, or something, somewhere. When a child finds a sparkly rock on the ground and saves it, the rock becomes important, if only in the child's mind. The more time the child spends admiring and playing with the rock, the more important the rock becomes, until a part of the child merges with and becomes a part of the stone itself. This tiny spark of energy remains with the stone until the rock is destroyed and the energy is returned to the multiverse from which it came.

Dragons discovered that this energy, this little spark of self that is transferred between thinking creatures and the objects they held most dear, is a measurable—and usable—force across the multiverse. In cases where a specific object (or a specific type of object) becomes important to many people, the amount of energy invested in the object increases dramatically. Gold, for example, is widely valuable to the many races of the multiverse. The importance creatures attach to gold has given this simple metal great power, instilling it with the energy of countless millions of sentient beings.

This power is stored everywhere and in everything, to varying degrees. A simple goblet, ancient and priceless, has had centuries to accumulate the energy of all who covet it, and so has more power than even a beautiful golden cup crafted in recent memory. Religious relics, fabled magical items, even legendary works of art are imbued with the energy that comes only from the adulation of generations of intelligent creatures. The early dragons learned to measure and weigh this energy; and they could soon taste and feel it in every object they could get their scaly claws on. It was a massive source of constantly renewing power, a wellspring of universal forces that teased them with its potential.

And so the hoarding began. Dragons have always been covetous creatures, but their newfound knowledge led them to seek ever-greater stores of treasure. Mounds of gold and silver were stolen, raided from the holds of kings, and ripped from the mines of men and Dwarves. Wherever the dragons went, they

took all that they could carry. They guarded their hoards jealously and battles between dragons became more commonplace as each sought to establish his dominance over the others through the size of their treasure troves.

While the dragons battled over this mysterious energy, they still struggled to bend it to their will and unleash its full potential. At last, it was the dragon's own greed which provided them with the key to harness this power.

The Trovebond Ritual

The crafty dragons soon turned to magic to safeguard their hoards of items. They wove protective spells through their lairs to deter or slaughter invaders, and researched new sorceries to unleash fire and lightning on those who dared to endanger their possessions. But these safeguards were not enough—how would the dragons know, while they were out raiding for more, if someone had penetrated their defenses and was making off with great, dripping claws full of treasure?

Which dragon invented the bonding process is unimportant, only the results truly matter. The dragons discovered a way to magically tie their hoards to themselves, creating a bond that turned a scattered mountain of coins into an extension of the dragon itself. Though the process was strenuous and dangerous, dragons that discovered (or stole) the secrets of creating a trove were more than willing to undergo the bonding process. Now, no matter how far away it was, the dragon was perfectly aware of the status of its trove. Freed from their paranoid fantasies of burglary, the dragons once again turned their interests to acquiring loot and researching the mysterious magical force.

The Birth of Dragon Magic

Some time after the discovery of the Trovebond Ritual, a battle between dragons revealed the secrets they had all wished to uncover. Badly wounded and unable to fly away from his enemies, a dragon wizard desperately called upon the power stored in his trove. The devastation unleashed was legendary and few witnesses survived to tell the tale. But the story soon spread, and other dragons began exploring the trovebond.

Dragon magic was birthed out of necessity and explored out of curiosity and fear. The dragons learned how to siphon the energy from their bonded troves, releasing the power they had so long sensed within the valuable objects. Done carefully, the energy would be naturally replenished over time by the innate greed and lust for power innate to both dragons and other sentient races. Done in haste, or in times of great need, the trove could be stripped of its energies so suddenly that the items within the trove were destroyed in the process.

The dragons now had their power, and the knowledge to use it. While other races still struggled to create simple magical effects through arcane gestures and chants or divine favor, the dragons had only to reach out through the trovebond and shape the energy they found into the desired effect. While they held the secrets of their power close for eons, it seems the knowledge is no longer theirs alone...

The Trovebond

The first step in using dragon magic is to establish the Trovebond. For a dragon, this is a trivial process. (Though dragons have had plenty of time to establish and refine rituals necessary to forge



the Trovebond, they are understandably not very open with this information.)

Dragons that spend one month researching the required ritual, and who succeed at a Spellcraft check (DC 25), are able to discover, understand, and perform the necessary tasks. Those who fail their Spellcraft check must either learn the ritual from another dragon (a process which succeeds automatically but is unlikely to occur due to the dragons' suspicious and greedy nature) or wait a month, perform more research, make another Spellcraft check (DC 25), and hope this time their research succeeds.

While other races have discovered the secrets of dragon magic, they have yet to refine the trovebond rituals to the point where they are reasonably safe. Still, the rewards for successfully completing the rituals are vast and there seems to be no shortage of spell casters willing to take a risk. Entire cults and secret societies have formed around the study of dragon magic and the trovebond, but even dedicated groups have been unable to entirely crack the puzzle of the dragon's hoard.

Members of one of these cults may volunteer to undergo the trovebond ritual, but must first study it so they can tailor it for their specific needs. Just as armor must be fitted to the wearer, so must the ritual be adjusted and modified until it suits the caster. This process requires one week of uninterrupted study and a successful Spellcraft check (DC 25)—if the aspirant fails the Spellcraft check he understands that the power of the ritual is beyond him at this time. Those who fail may attempt to modify the ritual again, but only after a full month has passed.

If a character attempts to uncover the ritual on his own, the chances of success are much lower than if they have allies in their research. To begin studying Dragon Magic, an unallied character must first be aware it exists (a magical battle with a dragon that has at least one level of the dragon mage prestige class is sufficient proof) and then spend one month attempting to uncover its secrets. This requires a successful Spellcraft check (DC 30). A failure in this case indicates that the character is unable to unlock the secrets of Dragon Magic and either have to learn them from another (such as a secret society mentioned above), or wait until they have gained a level and increased their Spellcraft skill by at least one rank before attempting the research again.

Once the ritual is understood, it can be performed at any time. For dragons, the ritual always succeeds in bonding them to the initial item of their trove (see below). The ritual requires three days to complete, beginning at sunrise on the first day and ending at sunset on the third. During this time, the dragon remains isolated and consumes a variety of strange elixirs and pastes created during the research period. If interrupted during this time, the dragon may voluntarily end the ritual and deal with intruders, if it so desires. Halting the ritual, however, forces the dragon to begin the process again when it chooses to complete the trovebond. A dragon encountered during this time is very, very angry.

For non-dragons, the process of performing the trovebond ritual is much riskier and may result in injury or death. At the end of each of the three days of the ritual, the character must make a Concentration check (DC 20) or suffer an injury brought on by improperly handling the ritual's power. Those who fail the check suffer 1d4 points of temporary Constitution damage, which cannot be healed until after the ritual is complete. The strain of the ritual prevents natural healing and magical healing disrupts the tentative bond forming around the aspirant, ruining the ritual completely. Likewise, if the character performing the ritual is rendered unconscious (by other than ordinary sleep) for any reason, the ritual ends immediately, and is considered a failure. Failed rituals may be re-attempted after one month and research for the second attempt is not required.

If the ritual succeeds, the character feels a bond between herself and the initial item of her trove (see below) flare into life. From that point on, the character is able to call upon the power contained within her trove, unlocking the secrets of Dragon Magic.

The Trove

The linchpin of dragon magic is the trove. Not merely a massive chunk of treasure (though it certainly is that) the trove provides a renewable source of energy the dragon mage may use in a wide variety of ways. Over time, troves grow to include all manner of valuables and a wise dragon mage takes great pains to insure items in his trove contribute their energies to specific kinds of power. Regardless of their eventual size, though, all troves start small, with but a single piece of treasure.

Before the trovebond ritual can take place, the aspiring dragon mage must first decide what piece of treasure will serve as the basis for the rest of the trove. While the initial item does not have to be extravagant, it must be an item of personal significance to the dragon or character. A favored weapon, a family heirloom, or a piece of loot won after a long and difficult battle are all suitable items with which to start a trove.

During the course of the ritual, the energy of the item becomes intimately tied to the character and creates the first, vestigial form of the trovebond. The item itself does not appear physically changed, but it is now empowered to serve as the seed for a new trove. When placed in close contact with other valuable items, this seed spreads its energy to those items and, after 24 hours of association, the new items joins the trove.

The items used to create the first trove are not important; as long as they total 1,000 gp in value (not including the initial item), they suffice. Over time, however, the dragon mage must carefully consider which items to add to his trove in order to derive the benefits he prefers from the trovebond. Indiscriminately adding items to the trove can dilute its value and prevent the dragon mage from truly realizing the power he has unlocked. The following sections detail the types of treasure required to provide each benefit.

Mundane Treasure

Mundane treasure is useful for providing a raw base for the trove and as much as one-half of the trove can be made up this sort of treasure without affecting its 'tuning.' Mundane treasure includes everything from gold and gems to works of art or finely crafted weapons. As long as an object has a monetary value that is accepted within the campaign world and has no magical enhancements or abilities of its own, it can be considered as part of the trove's mundane treasure. A trove always contains at least 25% mundane treasures.

Mundane treasure also serves to camouflage the more vital magical treasures within the trove. Hiding a wand under a few thousand gold pieces is a good way to distract looters and prevent the loss of the trove's magical power. Those who accumulate very large troves may find their mundane treasure is more useful when used as a physical barrier. More than one dragon has sealed small entrance and exit tunnels to its lair with clots of gold that were melted inside the tunnels and then allowed to solidify in place. The clever dragon mage will surely come up with all manner of uses for the durable mundane treasures in his trove.

Magical Treasure

This category covers any piece of treasure with a magical enhancement or ability of its own. Scrolls, wands, rings, magical weapons, and magically fortified armor are all examples of magical treasure. While a dragon mage may safely pile as many gold, silver, and copper pieces as he would like into his trove, care must be taken when adding magical treasure to the pile.

Each magical item has a unique energy defined, in part, by the purpose the item was created to serve. Magical armor, for example, is infused with energies devoted to protection and defense, while a *wand of fireballs* is clearly charged with destructive forces. These energy 'signatures' can actually change the resonance of the energy found in a dragon mage's trove when the value of the objects that generate them reach certain, critical points.

There are four main aspects to which a dragon mage's trove can be attuned, each of which is represented by an aspect of a dragon's nature: talons, scales, wings, and breath (these are all detailed in the dragon mage prestige class, below). When a trove is attuned to one of these aspects, the spells cast by the dragon mage that correspond to that attunement are enhanced in power, while those outside the energy's area of influence are weakened. This effect forces dragon mages to be careful when adding magical items to their trove, to avoid losing an attunement they are comfortable with, or gain an attunement they do not want.

Adding to the Trove

Simply tossing a piece of gold on the pile does not increase a trove's value. In fact, the only way to add value to a trove is through conscious effort on the part of the dragon mage. When an item is going to be added to a trove, the trovebound must keep it on their person for a full 24 hours to harmonize the power of the item with her own energies. Only one piece of treasure can be attuned at a time, attempts to harmonize more than one piece result in none of them being properly prepared for addition to the trove, as their combined unique resonances drown out the dragon mage's essence.

Once the item has been attuned, it is ready to be added to the trove. The new item must be buried in among the older items and left in place for another 24 hours. After this time

has passed, the item becomes part of the trove and its value is added.

Depleting the Trove

It is crucial that the player keep an accurate account of everything within his trove. Unless otherwise noted, any ability that reduces the value of the trove allows the player to pick which items from the trove are destroyed. When an item is removed from the trove by any effect that reduces the trove's value, the item is completely destroyed and reduced to raw energy that either pours down the trovebound to be used by the dragon mage, or is released back into the environment, as noted in the ability description.



If, at any time, the value of a trove is reduced below the minimum required for the dragon mage's current level, the dragon mage immediately loses any abilities for that level until such a time as the trove's value is again raised above the required minimum.

Attuning the Trove to a Different Aspect

Once an item is added to the trove, it is no longer truly an independent object, but an extension of the mass of the trove. Because of this, it is not possible to simply remove items from the trove and replace them with different items to change the trove's attuned aspect. The only way that the trove's aspect can be changed is by increasing the overall value of the trove with items that resonate with the desired aspect. This can get very expensive, very quickly—most dragon mages cannot afford to change the aspect of a sizeable trove.

An alternative method is to 'burn' up the trove's value by using dragon mage abilities, though this results in a corresponding decrease in the dragon mage's abilities until the trove is replenished.

Ways of the Dragon

Not all of those who use dragon magic are wizards or sorcerers. Clerics, druids, and even bards can all make good use of the powers gained by becoming a dragon mage. Even paladins and rangers have discovered uses for power drawn through a trovebond, though their capabilities are far more limited from those gained by a pure spellcaster. In this section, the methods used by former members of the different spell casting classes to house and protect their troves are described. This information can be useful for players who decide to have their characters undertake the trovebond themselves, and for DMs when determining how to integrate this style of magic into their campaign worlds.

Former Bards

With their social skills and performance abilities, many bards find the city life much to their liking. Cities also make ideal locations to store a trove, because of the strong guard presence and the number of witnesses available to any given crime. A former bard who spends some time working with the locals also increases his popularity in the city, making it much more likely that his personal belongings are left alone. At the very least, a dragon mage who is also a popular bard has fans willing to tip him off if they hear of anyone planning on going after his trove.

Most former bards hide their trove in a well-populated area that they know well. Subcellars beneath a tavern the dragon mage owns or performs in are a popular choice for bardic troves. While magical defenses are not commonly found around this kind of trove, physical defenses and guards are very common. Contacts within the local thieves' guild can help a dragon mage add devious and deadly traps to the trove. Those loyal to the mage provide eyes and ears to watch over the trove and guards are selected from those who enjoyed the bard's performances and wit.

Former Clerics

Divine magic is just as susceptible to manipulation and changes as arcane magic, despite what some priests may like to think. Most clerics who undertake the trovebond do so in private and do not reveal their newfound abilities to their peers. With the

reactionary attitude so prevalent in religions, trovebond clerics may find themselves the target of hostility or a witch-hunt should their secret be revealed. Good-aligned religions are the most likely to shun the power of dragon magic, believing that tampering with the power of their god borders on the heretical. Members of neutral and evil religions, on the other hand, are perfectly comfortable with the trovebond, seeing it as just one more tool to increase the personal power of their clerics.

When a cleric does become a dragon mage, their troves are housed in locations that venerate their deity. Hidden shrines at the backs of well-protected caves are popular, as are temples secured within high towers. Like all dragon mages, clerics do their best to protect their troves, layering magical defenses in thick swaths around the trove itself and its surroundings.

When a religion, as a whole, accepts the trovebond for its clergy, the temples themselves can serve as secure locations in which to hide the troves. Religions based around draconic gods, especially, construct their temples with this purpose in mind, leaving hidden chambers and secret corridors throughout their structures. Naturally, these hidden stockpiles of treasure make an attractive target for adventurers, provided they can contend with the dragon mage who stands in their way.

Former Druids

Like clerics, some druids have a hard time reconciling their religion with the hoarding of material wealth. Even more difficult for druids is the fact they must forge a bond to items they might ordinarily oppose as unnatural or dangerous to the wilderness they are sworn to protect. To reconcile their conflicting feelings, druids rationalize that any item held in their trove is one more item that is not out in the world wreaking havoc on plant and animal life. Dragon mages who rise from druidic beginnings tend to be very zealous in their protection of the plants and animals under their stewardship as a way to compensate for their conflicting feelings.

When it comes to hiding the trove, former druids favor caverns or lakes and make use of aquatic caverns whenever possible. They tend to focus on natural defenses for their troves, making them as inaccessible as possible simply through clever placement. After all, it is much harder to loot a trove hidden in a flooded cavern beneath a quagmire than it is to make off with one secreted in a nice, dry tower. Enchanted plants and animals bolster the defense of a druidic dragon mage's trove, making the treasure very difficult to reach.

Former Paladins

A paladin who becomes a dragon mage is very rare—with their tight affiliation with their church and the bond with their mount in place, paladins rarely feel as if their life has room for yet another set of restrictions and responsibilities. Still, there are those who see the trovebond as a way to better serve their deity, increasing their personal ability to deal with threats to the church and the faithful.

Like clerics, many paladins who become dragon mages find a way to secret their trove within the church itself. The defenses already in place to protect sacred relics and the clergy work just as well to defend the trove against theft. If a former paladin's church does not accept the use of the trovebond, however, the dragon mage is required to construct their own holding place for their treasures. In most cases, this means the trove is housed in a stronghold built by the dragon mage for mundane purposes, such as a fortress or keep. Former paladins make use of secret doors and tunnels to protect their trove. Along with physical traps and





the few magical wards they can muster, the best defense of a former paladin's trove is obscurity.

Former Rangers

Isolated and frequently confronted with hostile forces, rangers who discover the trovebond gladly accept its enhanced powers as a means to an end. While the gathering of so many valuable items is somewhat alien to the ranger's mindset, anything that allows him to better defend his territory and turn back the tide of evil creatures is an advantage not to be taken lightly.

Rangers who become dragon mages typically hide their troves in deep caverns discovered in their journeys through the wild. The defense of the trove relies almost entirely on the difficulty of finding it, due to the ranger's inability to cast long-term magical wards and his inexperience with creating physical defenses. Still, given the vast areas of wilderness in most campaigns, sheer isolation can be an adequate defense for this type of dragon mage's trove. And, of course, if someone makes off with his trove, a dragon mage with the skills of a ranger can always track them down through the trovebond...

Former Sorcerers

Dragon mages who were once sorcerers tend to build barrow-like structures to hold their troves. With half or more of the trove underground, the dragon mage is more easily able to control points of entrance into the storage facility. A common construction technique is to build several layers into the outside walls, with pockets of air inside them to confound *passwall* or other wall-breaching spells. Thick iron plates are interspersed between layers of stone to discourage tunneling into the trove from below ground.

Rather than rely totally on magical defenses, former sorcerers employ physical guards and cleverly constructed traps. The guards can either do battle with invaders while the dragon mage prepares himself for combat (or attempts to arrive at the scene if he is not in residence) or use the traps to bring down the enemies that manage to get into the troves' holding area. With their more limited ability to cast enduring spells, this type of dragon mage is unable to put forth the magical defenses of a wizard, but makes up for it with the sheer number and variety of physical deterrents.

Former Wizards

With their penchant for study and lust for magical power, wizards are the prototypical dragon mage. They willingly accept the trovebond as a means to greater understanding of magical power and revel in their increased abilities. Evil wizards become every bit as dangerous as evil dragons, using their newfound powers and enhanced spells to secure ever-greater hoards of treasure. Good wizards find themselves faced with the chore of dealing with their evil counterparts, especially if these natural enemies become aware of one another. The battle to claim treasure from a rival's hoard can become quite intense, leading natives of the area to help one side or the other in a bid to just end the wizard war before the entire landscape is laid to waste.

Towers are a favorite location for wizardly dragon mage troves. Diabolically constructed traps and magical constructs litter the halls of these places as a deterrent to the foolhardy or overly ambitious. Because these towers are also likely to hold the dragon mage's library and workshop, they are also defended by mundane means including armored guards and mutual defense pacts with the local rulers.

Dragon Mage Prestige Class

The only way for characters to make use of dragon magic is to enter the dragon mage prestige class. While the trovebond can be performed anytime the character is able to perform the ritual (as noted above), it does little good until the character takes his first level of dragon mage. Then, and only then, are the realms of dragon magic open for the character.

Unlike many other prestige classes, the benefits gained from advancing as a dragon mage are variable. In the advancement chart below, the character only gains the hit points, abilities, spells, saves, and base attack bonus appropriate to the current attainment of his trove. This allows dragon mages to determine how they grow in power and offers them a great many options.

Hit Dice:

Breath Attunement:	d4
Scales Attunement:	d10
Talon Attunement:	d8
Wings Attunement:	d6

Requirements

To qualify as a dragon mage, the character must fulfill all of the following criteria:

Spellcraft: 13 ranks

Knowledge (Arcana): 10 ranks

Knowledge (Dragons): 10 ranks

Spells: Ability to cast any 1st level spells

Special: The character must have undergone the trovebond ritual, as detailed above, and have the required amount of treasure in his trove, as shown on the Tables 3-6:

Class Skills

The dragon mage's class skills are the same as the class skills of his highest-level non-prestige character class. If there is a tie among classes, the dragon mage must choose one for purposes of skills.

Skill Points at Each Additional Level: 3 + Int bonus.

Breath

Perhaps the most identifiable trait of the dragon's power is the breath weapon. Capable of destroying even the mightiest of heroes, the devastating power of these magical weapons is a hallmark of dragonkind throughout the multiverse. Attuning a trove to this aspect acknowledges this fact and provides the dragon mage with mastery over his magical abilities.

But the breath aspect is more than just raw destructive power. It also represents the powerful arcane magic that lies at the very essence of a dragon, powerful, mysterious, and eldritch in nature. Those who attune their troves to this aspect discover an increased knowledge where arcane magic is concerned, as well as a greater capacity for controlling and unleashing arcane energies. This is the most popular aspect for dragons to attune to, as it provides them with the most complementary abilities to their natural skills and affinities. Like an attunement to the wings aspect, the breath aspect requires at least some training in the arcane arts to use effectively.

Attuning a trove to this aspect requires at least 40% of the trove's value consist of arcane magical items other than weapons or armor.



Table 3: The Dragon Mage (Breath)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells/day	Req. Trove Value
1	+0	+0	+0	+2	Trove Awareness	As base spellcasting class +1	6,750 gp
2	+1	+0	+0	+3	Siphon Magic	As base spellcasting class +1	9,750 gp
3	+1	+1	+1	+3	Stored Spell	As base spellcasting class +1	14,250 gp
4	+2	+1	+1	+4		As base spellcasting class +1	20,250 gp
5	+2	+1	+1	+4	Distant Scrolls	As base spellcasting class +1	27,500 gp
6	+3	+2	+2	+5		As base spellcasting class +1	46,750 gp
7	+3	+2	+2	+5	Attuned Staves	As base spellcasting class +1	82,500 gp
8	+4	+2	+2	+6		As base spellcasting class +1	112,500 gp
9	+4	+3	+3	+6		As base spellcasting class +1	150,000 gp
10	+5	+3	+3	+7	Return to Trove	As base spellcasting class +1	195,000 gp

Scales

The skin of a dragon is covered in supple, interlocking scales that provide amazing protection without inhibiting the dragon's movements or speed. Troves attuned to this aspect provide similar defensive benefits to the trovebound, sheathing them in magical defenses and improving their resilience and resistance to damage. Feeble spell casters quickly become anything but when their troves are attuned to this aspect—their flesh becomes tough and their health improves dramatically. Dragons with a paranoid streak keep their troves attuned to this aspect to protect themselves from sneak attacks.

Attuning a trove to the scales aspect requires at least 40% of the trove's value consist of magical armor or shields.

Talons

Few dragons or trovebound characters make use of this aspect of the trove because of its focus on purely physical power. Still, those characters who use magic as a fast way to improve their combat skills or resilience in battle find this aspect to be very beneficial and those wizards and sorcerers who attune their troves toward talons may be surprised to discover just how effective raw combat ability can make them.

Troves with a talons aspect are renowned for providing their trovebound with an enhanced ability to strike and damage targets in combat (both melee and ranged) and an impressive increase in size brought on by the transformative powers of the trovebound. The benefits of this aspect are most notable in non-dragons, as their natural forms are not as innately powerful as a dragon's and do not dramatically increase in size during their lifetimes. Though dragons can benefit, somewhat, from attuning their trove to this aspect, most prefer to pursue an aspect that better supplements the areas in which they are weaker.

Attuning a trove to the talons aspect requires that at least 40% of the trove's value consist of magical weapons.

Table 4: The Dragon Mage (Scales)

Class Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells/day	Req. Trove Value
1	+0	+2	+2	+2	Trove Awareness	As base spellcasting class +1	6,750 gp
2	+1	+3	+3	+3	+2 racial bonus to Spot checks	As base spellcasting class +1	9,750 gp
3	+2	+3	+3	+3	Damage Reduction 2/+1	As base spellcasting class +1	14,250 gp
4	+3	+4	+4	+4		As base spellcasting class +1	20,250 gp
5	+3	+4	+4	+4	Damage Reduction 3/+1	As base spellcasting class +1	27,500 gp
6	+4	+5	+5	+5	+1 increase to Constitution	As base spellcasting class +1	46,750 gp
7	+5	+5	+5	+5	Damage Reduction 5/+1	As base spellcasting class +1	82,500 gp
8	+6/+1	+6	+6	+6	Cannot be caught flatfooted	As base spellcasting class +1	112,500 gp
9	+6/+1	+6	+6	+6	Damage Reduction 10/+2	As base spellcasting class +1	150,000 gp
10	+7/+2	+7	+7	+7	Cannot be flanked	As base spellcasting class +1	195,000 gp

Wings

Dragons should not fly—their bodies and wings are not suitable to airborne travel and their sheer mass makes the whole prospect ludicrous. And yet, the dragons still take to the air, day after day, eon after eon, without showing any signs of faltering. This aspect represents the mystery and majesty of creation that allows dragons to fly, despite the patent impossibility of such a feat.

Dragon mages who attune their troves to this aspect discover an increased awareness of the world around them and the divine energies that permeate the multiverse. An improved capacity for casting and directing divine magic results and the dragon mage gains a deeper understanding of his ability to turn or rebuke the undead. While it requires at least some training in the divine arts to truly master this aspect, even religious neophytes have experienced dramatic increases in their ability to channel divine energy after attuning their troves to this aspect. Dragons with a religious bent make frequent use of this aspect, and few opponents are more difficult to defeat than a dragon with the divine favor to master clerical magic.

Attuning a trove to the wings aspect requires at least 40% of the trove's value consist of divine magical items. The god to whom these items are consecrated is not important (though some clerics may be uncomfortable with blasphemous objects in their trove); it is their value and divine resonance that is necessary.

Class Features

All of the following are class features of the dragon mage prestige class:

Weapon and Armor Proficiency: Dragon mages gain no additional proficiency with any armor, but any dragon mage with a trove currently attuned to the Scale aspect suffers no arcane spell failure for wearing armor. If the trove's attunement changes to another aspect at any time, this ability is lost until the trove is re-attuned to the Scale aspect.

Table 5: The Dragon Mage (Talon)

Class Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells/day	Req. Trove Value
1	+1	+2	+0	+0	Trove Awareness	As base spellcasting class +1	6,750 gp
2	+2	+3	+0	+0	Improved Flyby	As base spellcasting class +1	9,750 gp
3	+3	+3	+1	+1		As base spellcasting class +1	14,250 gp
4	+4	+4	+1	+1	Hop Attack	As base spellcasting class +1	20,250 gp
5	+5	+4	+1	+1		As base spellcasting class +1	27,500 gp
6	+6/+1	+5	+2	+2	Stunning Grapple	As base spellcasting class +1	46,750 gp
7	+7/+2	+5	+2	+2	+1 size category increase	As base spellcasting class +1	82,500
8	+8/+3	+6	+2	+2	Brutal Knockdown	As base spellcasting class +1	112,500
9	+9/+4	+6	+3	+3		As base spellcasting class +1	150,000
10	+10/+5	+7	+3	+3	Fracture	As base spellcasting class +1	195,000

Dragon mages with a trove currently attuned to the Talon aspect gains proficiency with all simple and martial weapons. If the trove's attunement changes to another aspect, at any time, this proficiency is lost until the trove is re-attuned to the Talon aspect.

Spell Ability: When a level of dragon mage is gained, the character receives new spells per day as if he had also gained a level of the divine or arcane (as noted above) spellcasting class he belonged to before this prestige class. The character does not gain any other abilities associated with gaining a level in the previous class, however. If the dragon mage had more than one appropriate caster class before taking this prestige class, he must decide which class to apply the new level to for purposes of determining new spells each day.

Attuned Rings (Su): This ability allows the dragon mage to attune to the magical rings stored within his trove. As a full-round action, the dragon mage can then activate one of the rings he has attuned himself to, and be thereafter treated as if he were actually wearing the ring. The dragon mage may only attune one ring per two levels of the dragon mage prestige class. In order to successfully 'wear' an attuned ring, the dragon mage must not be currently wearing any other magical rings. If the dragon mage activates a second ring while 'wearing' an attuned ring, the effects of the first ring end immediately, and the effects of the second ring begin.

For every attuned ring after the first that is 'worn' in a given day, there is a 10% chance that a flare of energy through the trovebond destroys the last-attempted ring in the trove. Dragons, with their perfected trovebond, never destroy one of their rings in this way.

Attuned Staffs (Su): Using this ability requires the dragon mage to create a proxy staff that is attuned to other staffs in the dragon mage's trove. This staff may be attuned to one other staff for every three levels of the dragon mage prestige class, and its value must be at least equal to 3,000 gp per staff to be attuned. Thus, a staff that may be attuned to three other staffs must have a value of at least 9,000 gp. Note that the proxy staff can have no other magical enhancements or abilities of its own, of any kind. It is merely a conduit through which the power of other staffs may be released.

With the proxy staff created, the dragon mage then attunes it to another staff within his trove. This process requires 24 hours, during which the dragon mage, the proxy staff, and the staff to

be attuned must all remain within 100' of the dragon mage's trove. At the end of the required time, the proxy staff is attuned and the magical staff may be returned to its place in the trove.

Once a staff is attuned to the proxy, the dragon mage spends a full-round action to activate the powers of the attuned staff. From that point on, the proxy staff acts as if it were the attuned staff and remains so until the dragon mage activates another attuned staff or chooses to end the effect.

For every staff, after the first, activated in a given day, there is a 10% chance that a flare of energy through the trovebond destroys the just-activated staff. Dragons never destroy one of their staffs in this way.

Brutal Knockdown (Ex): This ability improves the tail sweep attack, allowing dragons to apply 3 times their strength bonus to any tail sweep attack.

Creatures without a tail sweep attack may still use this ability in a more primitive form that allows them to use a full-round action to perform a trip attack against all opponents within 5 feet. Note that this ability may not be used in conjunction with the improved trip feat.

Damage Reduction (Ex): If the creature already possesses damage reduction from another ability, this ability adds to the amount of damage ignored from the attack and to the type of weapon required to negate the ability. So, a young adult black dragon (with DR 5/+1) that is a 9th level dragon mage with his trove attuned to the Scales aspect (DR 10/+2) would have a total DR of 15/+3.

Distant Potions (Su): This ability is activated with a full-round action after which the dragon mage may use a potion within his trove as if he actually held the potion in his hand. This immediately reduces the value of the trove by the value of the potion, which could be problematic if the ability is frequently used. The dragon mage may imbibe the potion himself or administer it to another (the target must be within 5' of the dragon mage and accept the potion willingly). If the target refuses the potion, it is still lost from the trove but no one gains its benefits.

Distant Scrolls (Su): The dragon mage may use this ability to cast a spell from his trove as if he were physically holding it. Activating this ability requires a full-round action, after which the spell from the scroll is cast as normal.



Table 6: The Dragon Mage (Wings)

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells/day	Required Trove Value
1	+0	+2	+0	+2	Trove Awareness	As base spellcasting class +1	6,750 gp
2	+1	+3	+0	+3	Siphon Magic	As base spellcasting class +1	9,750 gp
3	+2	+3	+1	+3		As base spellcasting class +1	14,250 gp
4	+3	+4	+1	+4		As base spellcasting class +1	20,250 gp
5	+3	+4	+1	+4	Distant Potions	As base spellcasting class +1	27,500 gp
6	+4	+5	+2	+5		As base spellcasting class +1	46,750 gp
7	+5	+5	+2	+5	Attuned Rings	As base spellcasting class +1	82,500 gp
8	+6/+1	+6	+2	+6		As base spellcasting class +1	112,500 gp
9	+6/+1	+6	+3	+6	Healing Sacrifice	As base spellcasting class +1	150,000 gp
10	+7/+2	+7	+3	+7		As base spellcasting class +1	195,000 gp

Fracture (Ex): Creatures with this ability have an innate knack for damaging objects. Any time this ability is used to strike at an inanimate object, the attacker may add twice his strength bonus to damage caused by the attack. See **Attacking Objects** in the *Player's Handbook*.

Healing Sacrifice (Sp): Dragon mages that are able to cast healing magic may use this ability to sacrifice from their trove in order to gain additional healing spells in a day. These additional spells may only come from **Table 7: Healing Sacrifice** and do not count against the extra spell levels each day that are granted through the trovebond and the siphon magic ability. This table lists each of the spells available through this trove and the value of the trove that is depleted to cast them.

Hop Attack (Ex): Creatures with the hover feat may use this ability to make an attack with their bite, all four feet, tail, and wings all in the same round, but cannot move during the round in which this ability is used. The creature hops up from the ground and unleashes its devastating rain of attacks before landing amid its opponents.

For creatures that do not have the hover feat, this feat allows them to leap off the ground in order to exert greater force through a single attack during the round, allowing the creature to double its strength bonus to damage for a single attack. The creature may only take a 5 ft. step in the same round this action is used, but may perform the rest of its attacks as normal.

Improved Flyby (Ex): This ability gives dragons with the Flyby Attack feat a +1 to all attacks made using this feat. For creatures without the flyby attack, this ability enables them to move both before and after an action, if the total distance moved is not greater than their speed. Using this ability does allow an attack of opportunity.

Return to Trove (Sp): This ability may only be activated once per week. As a standard action, the dragon mage returns to its trove instantly, and without error. The ability works across planes and through magical and physical barriers—it cannot be thwarted through any known mundane or magical means. The dragon mage can take himself and up to 100 pounds of objects/creatures

per dragon mage level. Use of this ability immediately reduces the value of the trove by 5,000 gp.

Siphon Magic (Su): This is the core of dragon magic, the original purpose behind the trovebond. Dragon mage characters gain this ability at second level. The danger of this ability is that its careless use can actually destroy a trove, burning up the items that provide the energy.

When this ability is used, it can provide as many as three benefits to the caster calling on the power of the trove. First, the power to siphon magic allows spell casters to ignore the need for material components worth up to 100 gp per dragon mage level. If the caster would like to use the energy of the trove to replace a material component that exceeds the value listed above, he may do so, but one half of the component's value is immediately removed from the trove itself. The sudden ripping of so much energy from the trove destroys many items, leaving the dragon mage that much poorer.

The second power available through the siphon magic ability is the means to exceed the daily allotment of spells available to spell casters. The amount of spells the character can cast in excess of his normal maximum per day is dependent on the size of the trove, as shown on **Table 8: Siphon Magic**.

In **Table 8: Siphon Magic**, the **Extra Spell Levels/Day** column indicates the total number of spell levels gained through this ability each day and the **Max. Spell Level** column indicates the highest level of spell that the extra spell levels can be used to power. For example:

Avrando has a trove worth 49,500 gp and needs to cast a few extra spells to get through a particularly dangerous encounter. Avrando is entitled to seven extra spell levels each day, and the highest level of spell these can be applied to is third. Avrando could cast two 3rd level spells and one 1st level spell (3 + 3 + 1 = 7), three 2nd level spells and one 1st level spell (2 + 2 + 2 + 1 = 7), or any other combination of spells in which the total number of levels is equal to 7 and the highest spell level does not exceed 3.

Table 7: Healing Sacrifice

Spell	Sacrifice
Cure light wounds	500 gp. (½ mundane, ½ magical)
Cure moderate wounds	1000 gp. (½ mundane, ½ magical)
Cure serious wounds	2000 gp. (½ mundane, ½ magical)
Cure critical wounds	3000 gp. (½ mundane, ½ magical)
Healing circle	3000 gp. (all magical)
Heal	4000 gp. (all magical)
Regenerate	4500 gp. (all magical)
Mass heal	5000 gp. (all magical)
True resurrection	10,000 gp (all magical)



Table 8: Siphon Magic

Trove Value	Extra Spell Levels/day	Max. Spell Level
6,750 gp	1	1
9,750 gp	2	1
14,250 gp	3	1
20,250 gp	4	2
27,000 gp	5	2
46,750 gp	6	2
49,500 gp	7	3
66,000 gp	8	3
82,500 gp	9	3
112,500 gp	10	4
150,000 gp	11	4
195,000 gp	12	4
255,000 gp	13	5
330,000 gp	14	5
435,000 gp	15	5
570,000 gp	16	6

Note that the dragon mage may only use the extra spell levels each day to power spells that he either already memorized (or prayed for) that day or is capable of casting as spontaneous magic. A cleric can use the extra spell levels gained each day to cast healing (or harming magic) as per their spontaneous casting ability, even if they have no spells to convert.

The third power of the siphon magic ability is exercised either when a spell is prepared (if the character must prepare spells ahead of time), or at the moment that the spell is cast (if the character is capable of spontaneous casting). Use of the bond in the first case extends the time required for preparation (or prayer) by 10 minutes per extra spell level used. If this option is exercised at the moment the spell is cast, the casting time for the spell is tripled. These extra spell levels may pay the cost for metamagic feats, as detailed below.

Any metamagic feat that uses up spell slots of a higher level than the spell they affect can be powered by using the extra spell levels gained each day through dragon magic. To offset this increase in spell level, the dragon mage must use a number of extra spell levels equal to the original level of the spell for each one-level increase. For example, a 3rd level fireball prepared with the empower feat (requiring a spell slot 2 levels higher than spell's actual level) would be prepared as a 5th level spell. However, a dragon mage can expend 6 extra spell levels (3 extra levels for each level increase required by the metamagic feat) to prepare the empowered spell at its normal level.

Note that the last two uses of the siphon magic ability both draw from the same pool of extra spell levels each day.

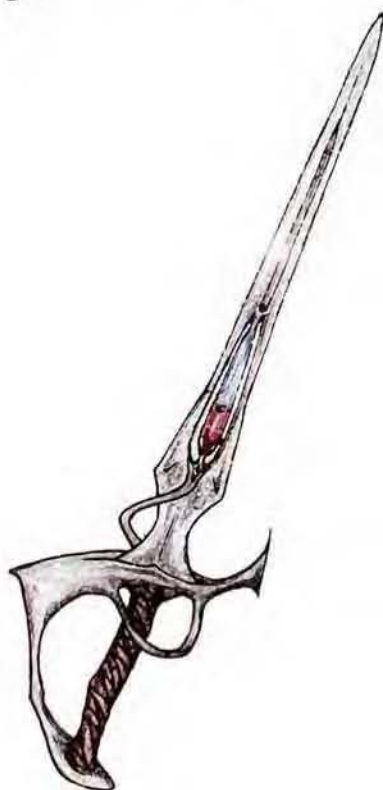
Stored Spell (Su): With this ability, any single arcane spell may be cast and its effect stored in the trovebond for up to 24 hours. At any time within those 24 hours, the caster may designate a target and release the stored spell as a free action. If the caster is a dragon, the upper limit to the spell that may be stored is 9th level or the highest spell level the dragon is able to cast, which ever is lower. Non-dragons may only store a spell of up to 3rd level in power, or the highest level they are able to cast, which ever is lower.

Stunning Grapple (Ex): If a creature has the snatch feat, this ability enables them to exert extra force during the initial grapple attempt, possibly stunning their foes with the power of the attack. Creatures hit by a snatch attack must make a successful Fortitude Save (DC 10 + attackers Hit Dice or levels) or be stunned for 1 round (until just before the attacker's next action). The stunning grapple ability may be used once per day for every 5 Hit Dice or levels and must be declared before the attack is made.

If the attacker does not have the snatch feat, they may attempt to stun their foes with a ferocious attack. If the attack hits, the foe must make a Fortitude Save (DC 10 + ½ the attacker's Hit Dice or levels) or be stunned for one round (until just before the attacker's next action). The attacker must declare their use of the ability before making the attack, and may use this ability once per day for every 5 Hit Dice or levels the attacker has attained.

Trove Awareness (Su): The first ability gained after undergoing the trovebond provides the character with an instinctual knowledge of the trove's location and condition. This allows the character to find his trove at any time and to know instantly if it is being tampered with in any way, regardless of distance. Though no detailed information is sensed, the trovebond character knows the instant that anyone touches his trove. This ability even works across planar boundaries, so tightly is he bonded to his trove.

This ability continues to function regardless of what aspect the character's trove is currently attuned to, even if the attunement changes.



Chapter 4: Faery Magic

Those who wander the land sometimes encounter the world of wild faeries. Few, however, possess the sensitivity to notice their encounters for what they really are: Brushes with a primal magic filled with wondrous charm and terrible danger. Those who begin to understand the true nature of the fey become enchanted by, or covetous of, the powerful natural magic of the faerie.

Faerier Prestige Class

Those who devote themselves to the study of fey creatures are known as *faeriers*. While faeriers form a rarified community of magical study, they are generally not formally affiliated with one another. Almost all faeriers come from the ranks of bards, druids, and rangers. A few rogues, and even a scattering of barbarians, have devoted themselves to the study of faerie ways; however, clerics, sorcerers, and wizards generally disdain the primitive magic of the fey. Fighters, monks and paladins rarely exhibit any sensitivity to the world of the faeries.

Hit Dice: d6

Requirements

To qualify for the faerier prestige class, a character must fulfill the following criteria:

Size: Medium or smaller

Languages: Fey

Feat: Alertness

Skills: Diplomacy: 8 ranks; Perform: 8 ranks; Sense Motive: 8 ranks

Knowledge: 8 ranks in Knowledge: Nature or Knowledge: Fey or Bardic Knowledge bonus of +6

Spellcasting: Ability to cast magic spells or use magic devices

Class Skills

The faerier's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Knowledge: Nature and Fey (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spellcraft (Int) and Spot (Wis). (See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.)

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

Class Features

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

Weapon and Armor Proficiency: The faerier gains no armor or weapons proficiencies beyond those he already possesses.

Fey Sense (Su): The faerier develops a special sensitivity to the presence of fey beings. As a free action, the faerier can detect the presence of fey creatures within 100 feet. The faerier does not

know the type or specific location of the fey creatures and this ability does not give the faerier the ability to see invisible fey creatures. The faerier senses the number and general direction of all fey within range. A faerier gains this special ability at 1st level.

Fey Arts (Sp): The faerier's study allows him to adopt some of the magical traits of a fey being. When taking his first Art, the faerier must choose whether to study the magic of Seelie or Unseelie faeries. Faeriers of Evil alignment may not study Seelie magic and those of Good alignment may not study Unseelie magic. Once the choice is made, the faerier must select his Seelie Arts from among the corresponding list of Seelie or Unseelie Arts. A faerier may not switch between these studies at any later time.

At 1st, 3rd, and 5th levels, the faerier chooses a new Seelie Art from the appropriate list below. He must choose a new Seelie Art each time; that is, he may not select the same Seelie Art more than once. These are special abilities.

Seelie Arts

Grig Fiddle: Once per day, you may play an enchanting tune on a fiddle or other stringed instrument. While you play this enchanted tune, all non-fey creatures within 60 feet must make a Will save (DC 15 + Levels of the faerier prestige class) or be affected as if by *Otto's irresistible dance*. The effect ends when you stop playing. Any creature that is attacked while affected by this ability stops dancing at the beginning of the following round.

Nixie Breath: Three times per day, you may cast *water breathing* as if cast by a 6th-level sorcerer.

Dryad Form: Once per day, you may cast *tree shape* as if cast by a 6th-level druid.

Hybsil Sight: Three times per day, as a free action you may choose to see invisible objects and creatures for 10 minutes.

Gnome Brew: Once per day, as a full-round action, you may imbue up to 1 barrel of liquor with an enchanting potency. Creatures that drink a mug of the enhanced liquor must make a Fortitude Save (DC 11 + Levels of the faerier prestige class) or immediately fall asleep for 1d4 days. Creatures sleeping off the effects of a Gnome brew do not suffer from starvation or dehydration, due to the magical nature of the draught. Dwarves and fey creatures are not affected. Any creature put to sleep by the enchanted liquor awakes if he receives a damage-causing blow. The DC increases by 1 for each mug consumed without failing the Fortitude Save.

Hanid Hiding: Once per day, as a full-round action, you may become immaterial and house your spirit in any plant within 10 feet. Your clothing and gear become immaterial as well and rematerialize when you do. You may remain hidden in the plant for up to 3 hours. Emerging from the plant requires a full-round action. If a plant in which you are hiding is killed, you must succeed at a Fortitude Save (DC 15) or die. A successful save causes you to rematerialize at a randomly determined location within 10 feet.

Table 9: The Faerier

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+0	+2	Fey Sense, 1 st Seelie Art
2 nd	+2	+0	+0	+3	Fey Friend
3 rd	+3	+1	+1	+3	Detect Crossroads & Backroad, 2 nd Seelie Art
4 th	+4	+1	+1	+4	Create Crossroads & Backroad
5 th	+5	+1	+1	+4	Fey Form, 3 rd Seelie Art

Unseelie Arts

Satyr Pipes: Once per day, you may play an enchanting tune on pipes or another wind instrument. While you play this enchanted tune, all non-fey creatures within 60 feet must make a Will save (DC 15 + Levels of the faerier prestige class) or be affected as if by *Fear*. The effect ends when you stop playing.

Pixie Invisibility: Three times per day, you may become invisible for up to 10 minutes. You remain invisible even while casting spells or attacking but become visible if you are successfully attacked or otherwise suffer damage.

Hob Lick: Once per day, as a full-round action, you may lick an edged weapon to imbue it with fey poison. A successful hit with that weapon requires the target to make a Fortitude Save (DC 13 + Levels of the faerier prestige class) or temporarily lose 1d4 points of Constitution (initial and secondary). The fey poison lasts 5 minutes or until an attack using the weapon causes damage.

Siren Song: Once per day, you may call out to a creature, which must make a Will save (DC 22, -2 for every 20 feet of distance from you) or feel compelled to walk toward you. An affected creature disregards all considerations other than his compulsion to move toward you in a straight line. If a dangerous obstacle

appears in the creature's path (such as the edge of a cliff or a body of water), the target is immediately allowed another Will save, with a +5 natural bonus. If the target fails his save, he ignores any obstacles in his path. Affected creatures attempt to walk the entire distance at their normal movement rate; they do not run, fly or Swim, even if doing so would make sense to someone not enchanted.

Bogon's Fog: Three times per day, as a full-round action, you may cause a cloud of fog to form. The fog is centered on your location at the time the ability is activated and extends to a 40-foot radius, providing 100 percent cover to everything inside the cloud. The fog dissipates in 2d4 minutes.

Sprite Charm: Three times per day, you may cast *charm person* or *charm animal* as a 6th-level druid.

Fey Friend (Ex): Fey creatures come to see the faerier as a sympathetic being. Crossroads guardians treat the faerier as if he was a fey creature. The faerier gains a +4 circumstance bonus to Bluff, Diplomacy, Gather Information, Perform and Sense Motive checks when interacting with fey creatures. A faerier gains this special ability at 2nd level.

Detect Crossroads and Backroads (Su): The faerier gains an innate sense for the presence of fey crossroads. Once per day per faerier level, the faerier can detect nearby crossroads and backroads as if casting the spell of the same name. A faerier gains this special ability at 3rd level.

Create Crossroads and Backroad (Sp): As his familiarity with the fey arts grows, the faerier gains the ability to create crossroads and a connecting backroads once every 10 days as if he was a fey creature. This ability works like the spell of the same name and requires the faerier to pay the listed XP cost. A faerier gains this special ability at 4th level.

Fey Form (Su): At the culmination of his study of fey beings, the faerier may assume the form of a fey creature once per day. This special ability works like a druid's Wild Shape ability, but the form is limited to that of a fey creature within one size increment of the faerier. A faerier gains this special ability at 5th level.



Chapter 5: Mirror Magic

The power of the mirror has been known since time immemorial. From ancient, primitive men staring at their reflection in a still pool of water to the perfect works of art used as scrying tools and crafted by masters of divination magic, mystics and mages have sought power from the world beyond the glass. Some spellcasters have delved deeply into the nature of mirrors and discovered a powerful way of connecting their magic to the mysterious reflecting surfaces.

The Reflecting World

Mirrors do more than simply reflect images that are presented to them—they absorb and recreate anything that crosses their surface. The reflecting masters long ago discovered that this process of absorption and display could be put to good use in the study and practice of magic. Over time, their studies revealed that, provided with a mirror of the appropriate size and composition, virtually any magical effect could be stored for later release.

But their studies did not stop with the simple storage and release of spells. The reflecting masters built citadels lined with mirrors and created infinitely repeating reflections into which they spent years peering in their search for lost knowledge. Alternately known simply as mirror mages, the reflecting masters are an enigmatic group with little interest in sharing their knowledge with others. Lost in their own studies, the first reflecting masters disappeared, leaving behind only a handful of incomplete notes and their magical mirrors. Those who rediscovered these reflecting citadels have since reconstructed the majority of the lost lore, but there are whispers of far stranger powers, now lost forever.

The Magic of Mirrors

Reflecting masters use mirrors like other spell casters use scrolls, with one exception—the mirrors can be used more than once, *many* more times. When the mirror is prepared, the reflecting master casts the desired spell into his own reflection, locking the spell's pattern within the glass. Over time, the mirror absorbs other energies and reflects them back into the world in the image of any of the spells it once contained. In this way, reflecting masters are able to create self-renewing magical items from which they can cast spells. Unfortunately, the more a reflecting master relies on the power of his mirrors, the less able he is to perform magic when isolated from them. The most powerful mirror masters are completely dependent on their mirrors, without which they are no more able to perform magic than is your average peasant.

This is rarely a serious problem. Mirrors come in many shapes and sizes, each created to perfectly reflect the qualities of the spell it was created to hold. Earrings, pendants, belt buckles, and even cuff links are used by the reflecting masters to house their mirrors. One can be quite sure that they are never caught defenseless.

Refracted Magic

The reflecting masters are not merely capable of creating the equivalent of re-useable scrolls. Their study into the nature of magic has given them the knowledge to reflect back the spells of others using their mirrors. The most powerful mirror mages are even able to absorb the magical attacks of other spell casters and use the captured magic to lay waste to their enemies.

Light and Dark

Mirror magic depends on reflections and, thus, it is entirely reliant on the interplay between light and darkness. If a reflection cannot be seen, then mirror magic cannot be used. In a brightly lit room, or in daylight, the mirrors of a reflecting master are very potent indeed. But, in the pitch black of a cavern or a *darkness* spell, magical mirrors are useless. Darkvision does not negate this drawback; mirrors must have some kind of light source to function.

To compensate for this weakness, virtually all reflecting masters invest in spells that are capable of creating light, no matter how brief the illumination the spells provide. It is fortunate for the reflecting masters that so many other types of magic create plenty of light on their own as it takes but an instant for the mirrors to seize the light and reflect or absorb it. As long as there is any light during a round in which the reflecting master attempts to release a spell from within a mirror (or reflect or absorb a spell), their magic works as normal. When there is no light at all, however, the mirror mages cannot release any spells from their mirrors.

Apprenticing to the Reflecting Masters

Mirror magic is not an instinctive art. Its principles are based on complex mathematical formulae and nearly impenetrable magical theories that test the limits of the mind. While no magical art is easy to master, mirror magic has a complexity all its own based on the creation of physical representation of mystical energies.

Because of the difficulty inherent in practicing mirror magic, it is impossible for the average mage to pick up the basics of the art on his own. Apprenticeships are virtually required for those who *wish* to become a reflecting master, a fact that the current masters of mirror magic are more than willing to exploit.

The first step, then, in becoming a mirror mage is to find a reflecting master willing to teach the art. Because of their rarity and insistence on seclusion, finding one of them may be particularly difficult. Because of their need for a steady stream of supplies, most reflecting masters can be found in large cities, providing apprentices a place to start looking for a master.

The course taken by most would-be apprentices is to take a room in a city and then let it be carefully known that you are looking for one of the reflecting masters. While those who practice mirror magic are cautious, they have a network of spies (both magical and mundane) that can be used to help them keep an eye on what happens in their city. If the master deems the aspiring pupil to be ready for instruction, the apprentice is contacted by an agent and given instructions for where to meet the master to begin his tutelage.

The initial study with a reflecting master takes no less than one month to complete. At the end of that time, the student is regarded as a 1st-level reflecting master himself, and is prepared to begin his own experimentation in the world of mirror magic. During the first month, the apprentice is taught the basics of creating a mirror, from pouring the glass through sealing the quicksilver between walls of clay. But the apprentice is trained using vigorous indoctrination procedures and strange magical items that hasten the student's ability to absorb and understand information.

The Immersion Pool

Normally found in a cellar or cavern, the immersion pool of a reflecting master is a powerful tool used to funnel information into an apprentice by, literally, immersing them in the subject matter. The pool itself is shallow, never more than three feet deep, but wide—most pools are at least ten feet across. The pool is typically set into the floor, but may sometimes look like a giant cauldron resting on crystalline legs. The interior surface of the pool is lined with finely polished steel plates that are pieced together to form a gently faceted mirror.

Apprentices are expected to spend at least three hours each day in the immersion pool. While in the pool, the apprentice is covered with a thick, perfectly clear fluid that can be breathed as easily as air. The fluid holds the student just above the floor of the reflecting pool and allows them to float weightlessly within the hemisphere of reflections. During their time in the pool, the student is subjected to a relentless outpouring of knowledge from the reflecting master, who waits outside the pool and suspends his own mirrors over the student. The reflections between the master's mirror and those on the surface of the pool focus the knowledge so that the student cannot help but grasp the concepts being taught.

Each pool is a unique reflection of the master who creates it and cannot be used by another to instruct a student. This is one of the reasons that reflecting masters do their best to hide their laboratories and study chambers—if forced to flee, all the effort that went into creating the immersion pool is lost and another must be constructed. More worrisome, from the master's point of view, is the fact that a considerable amount of his own essence is contained within the mirrors of the reflecting pool. An enemy master with sufficient knowledge could use that residual energy to cause him a great deal of trouble. (If any spell caster obtains a piece of a reflecting pool, they receive a +5 circumstance bonus to any scrying check made while attempting to magically spy on the creating reflecting master.)

Reflecting Chambers of Insight

These mirror-lined cubes are reminiscent of the citadels of the original reflecting masters. Massive mirrors are set into the walls and curved strips of polished metal are used to smooth out the edges between them and conceal the room's corners. Stepping into a reflecting chamber is disorienting—the interior of the room is covered with mirrors and, when the door is closed, presents a spherical mirror that create an infinite number of diminishing reflections stretching off to eternity.

Unlike the mirrors used by the first reflecting masters, these are designed to amplify and focus the images that are presented to them, rather than absorbing them and diffusing their essence. Those who spend any time within a reflecting chamber feel their sense of self strengthening and their grasp of information becoming more concrete. After time spent in an immersion pool, apprentices are placed within the reflecting chambers where their new information is reinforced and solidified. Where the immersion pool provides the raw knowledge, the reflecting chamber of insight gives the apprentice the tools he needs to apply that knowledge to his own life and studies.

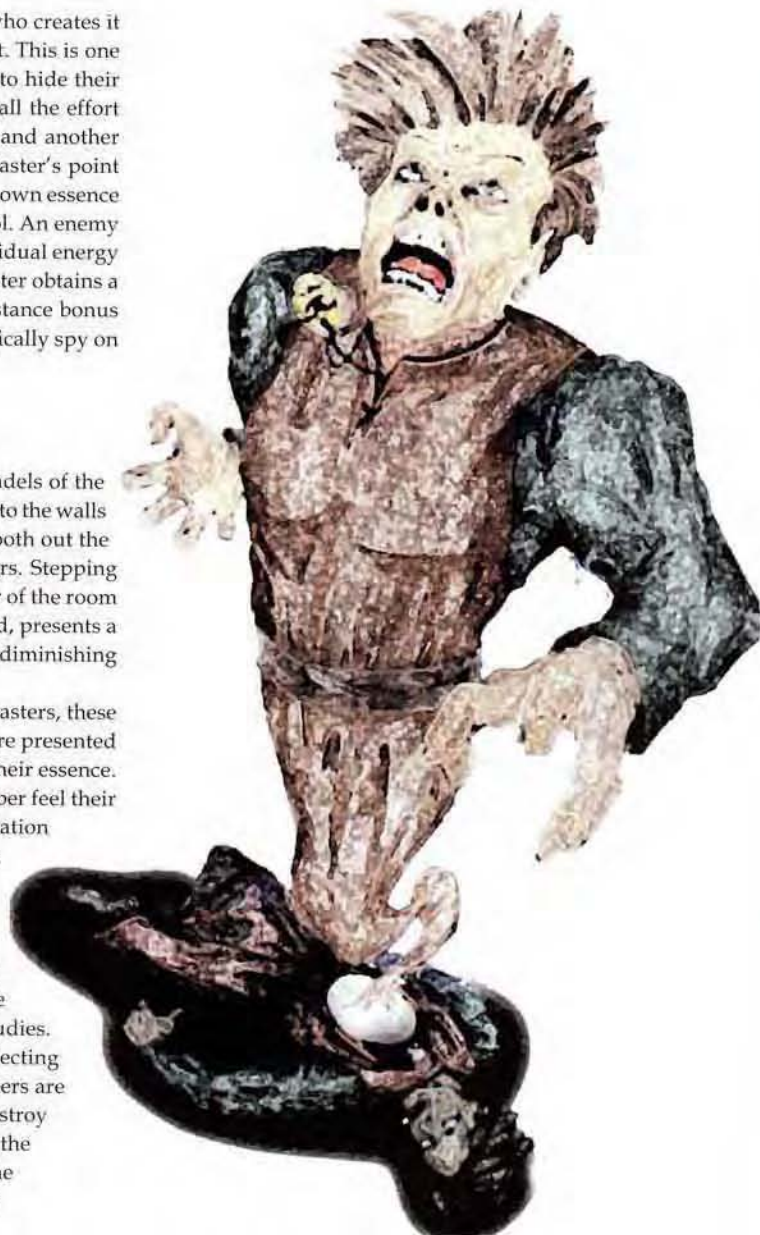
No reflecting master ever leaves behind a reflecting chamber of insight if he is forced to flee. The chambers are equipped with magical or mechanical devices that destroy the mirrors if the master must depart in haste. While the reflecting chamber presents no more danger to the master than his immersion pools, the chamber of

insight holds residual images of every apprentice to pass through it, giving an enemy many more targets to attack. Enemies entering a master's reflecting chamber should expect great gouts of fire hot enough to melt glass, shortly after their intrusion is detected.

Any scrying check made within a reflecting chamber receives a +5 circumstance bonus if the target of the scrying attempt created, or ever used, the reflecting chamber.

The Art of Glass and Silver

Mirrors are at the heart of this type of magic, and all reflecting masters learn early on how to construct their own reflecting devices. While steel mirrors are useful enough for the common folk, a mirror mage uses only the finest glass and other materials to construct his own mirrors. This section discusses how these mirrors are made, and what types of materials are necessary for performing different types of magic.



The Glass

Creating glass is not an easy task—in fantasy worlds, the only place one might see a great deal of true glass is in the possession of a mirror mage. The process is difficult and time consuming, but results in pure and flawless glass that makes an excellent mirror.

While a smooth mirror surface could be made by melting down shards of broken glass or even the glass found in windows or expensive chalices, a mirror mage always starts a new mirror with new glass to avoid contaminating his magical items with the images and essences captured within old glass. The raw ingredients necessary are sand, natron, and potash. River sand is most commonly used; the high quartz content and consistent size make it ideal for creating glass. Natron can be obtained from alchemists for a reasonable price—the naturally occurring salt is found near inland seas or at the mouth of rivers where they enter the ocean. Potash is easy enough to make by simply passing clean water through burnt wood or charred root vegetables and then evaporating the resulting alkali solution.

Once all the ingredients are gathered, they are mixed together thoroughly in an iron crucible and placed inside a furnace. Sufficiently melting the materials requires *20 minutes per ounce* of material in the crucible, during which the mirror mage needs to tend to the melting glass, stirring it regularly to allow impure gases to escape from the material. This phase of the process requires a successful Craft (mirrors) check (DC 10 + 1/inch of the new mirror's diameter).

After the required time has passed, the sand, natron, and potash are transformed into a glowing orange stew, molten glass ready for pouring. The mirror mage uses metal tongs to remove the crucible from the furnace and pours the glass out into a mold of the proper size resting on a heated marble slab to form a thin layer of glass. A warm copper spatula is used to spread the glass evenly and aid in the removal of any bubbles or other imperfections. The size of the glass (and the mirror that holds it) is determined by the highest-level spell that is contained within the mirror—the diameter of the mirror, in inches, is equal to the highest-level spell the mirror may contain.

Over the next several hours, the reflecting master monitors the slab and the glass. A small fire is kept burning below the marble to control the rate at which it cools. If glass is allowed to cool too quickly, it develops cracks or even shatters. Pouring and monitoring the glass as it cools requires a successful Craft (mirrors) check (DC 10 + 1/inch of the new mirror's diameter). It takes one hour per inch of the mirror's diameter for the glass to cool at the proper rate, with the fire being slowly reduced each hour until the marble slab and the glass both reach room temperature.

Once the glass has cooled, the mage can begin the construction of the actual mirror. Each mirror is composed of several basic elements: the glass, the frame, the backing, the interior, and the seal. All of these elements must be correctly fashioned or the mirror is unsuitable for the reflecting master's needs.

The Frame

While metals or glasses were originally used to construct the frames of mirrors, it was discovered that their reflective nature actually diluted the focus necessary for magical work. When it was discovered that certain types of wood could actually enhance the mirrors for certain types of magic, wood became the standard material for frames.

Each school of magic is associated with a particular type of wood. When this wood is used to construct the frame for the mirror, then the mirror itself becomes better able to focus spells of the appropriate school. While it is certainly possible to create a frame out of a different type of wood than those listed below, there is no benefit to doing so—the cost to construct the frame remains the same, the mirror simply lacks any attachment to a particular type of magic.

Abjuration: Mirrors attuned to the abjuration school of magic must have frames constructed of rowan wood. Rowan wood is light in color with clearly visible patterns that are most not lacquered over.

Conjuration: Birch wood is tied closely to creative energies and is used when building the frame for a mirror attuned to conjuration magic. Normally very pale with an almost invisible grain, birch can also be carved from a burl (an outgrowth from the main tree), which tends to have a very distinctive, dark and swirling grain pattern.

Divination: Spells used to discern information and uncover secrets lost to the mists of time are best served through a mirror with a hickory frame. While a predominantly light-colored wood, hickory is shot through with darker, reddish colors that highlight the grain.

Enchantment: Mirrors attuned to enchantment magic are framed with linden wood. With its pale, uniform grain, linden wood can be carved into very intricate designs without the worry of stress fractures along the grain.

Evocation: Cherry wood is the material of choice for the frames of mirrors attuned to evocation magic. Spells of war and energy are housed most comfortably within the boundaries of this light, reddish wood. The striking patterns found in the grain of this type of wood are reminiscent of flickering flames.

Illusion: Spells designed to fool the mind and senses are traditionally associated with the willow tree. Its fine, uniform grain is tinged red toward the edges of the tree and forms a distinctive butterfly shape when cut across the width of the tree.

Table 10: The Glass

Mirror Size	Sand	Natron	Potash*	DC
1" diameter	3 ounces	5 ounces (40 gp)	5 ounces (18 gp)	11
2" diameter	6 ounces	9 ounces (72 gp)	11 ounces (40 gp)	12
3" diameter	9 ounces	14 ounces (112 gp)	16 ounces (58 gp)	13
4" diameter	12 ounces	18 ounces (144 gp)	21 ounces (76 gp)	14
5" diameter	15 ounces	23 ounces (184 gp)	26 ounces (94 gp)	15
6" diameter	18 ounces	27 ounces (216 gp)	33 ounces (115 gp)	16
7" diameter	21 ounces	32 ounces (256 gp)	37 ounces (133 gp)	17
8" diameter	24 ounces	36 ounces (288 gp)	42 ounces (151 gp)	18
9" diameter	27 ounces	41 ounces (328 gp)	47 ounces (169 gp)	19

* If a Reflecting Master chooses to create his own potash rather than use that purchased from an alchemist or other supplier, it requires one hour per ounce, with a minimum batch size of 8 ounces, to create.

Necromancy: Associated with many aspects of union between this world and the ones that come before and after, the yew tree is tightly tied to the necromantic traditions. A light wood when cut, exposure to air quickly darkens a piece of yew until is a warm amber shade.

Transmutation: Mirrors tied to the transmutation school of magic are framed with maple. The grain of this cream-colored wood is exotic and shifting—within the same piece of wood, there may be three or four different grain patterns in evidence.

Table 11: Creating the Frame summarizes the cost and Difficulty Class of the Craft (mirror) check for crafting the frame for a mirror based on its size. The differences in cost for the different varieties of wood are highly variable; all are assumed to be of roughly equal value here, but DMs are encouraged to alter the prices as they see fit for their campaign.

Table 11: Creating the Frame

Size	Cost	Difficulty
1" diameter	155	6
2" diameter	310	9
3" diameter	465	12
4" diameter	620	15
5" diameter	775	19
6" diameter	930	22
7" diameter	1085	25
8" diameter	1240	28
9" diameter	1395	30

The Backing

In order for a mirror to work, the glass must lie over a reflective surface. The glass serves as a lens to focus and clarify images, but the backing does the actual displaying of those images. Thus, the quality and purity of the image is determined not by the glass (though that does play some part), but by the backing material.

There are four commonly used backing materials, each of which provides some benefit to the mirrors in which it is used.

Quicksilver is the traditional material and is used most because it is so easy to work with. The liquid metal requires no polish to retain its reflective surface and when it is compressed between the glass and the frame it provides a uniform, smooth surface that is unrivaled by other backing materials. Note that when quicksilver is used, no essences may be placed within the interior of the mirror—the quicksilver itself takes up the space that would be occupied by one or more oils or essences. The prime benefit of working with quicksilver is that it requires no skill check to create a backing from this material.

Copper is malleable and hammers well into the thin, smooth plates needed for mirror magic. While not as easy to use as quicksilver, it is readily available and has some beneficial properties that quicksilver does not. When divine spells are stored within a mirror that has a copper backing, the mirror is treated as if it were 1" larger in diameter for purposes of determining the maximum level of spells that it can store. If an arcane spell is stored in the mirror, no benefit is achieved by the use of a copper backing.

Copper is also useful for mirrors that are meant to absorb spells. Copper absorbs magical energy very easily, and any mirror with a copper backing is treated as if it were 1" in diameter larger for purposes of absorbing incoming magic.

Silver provides the best benefit for the smallest expenditure when it comes to arcane magic. A silver-backed mirror functions as if it were 1" larger in diameter for the purposes of storing arcane spells, but it provides no benefit for divine magic. Silver is also useful for deflecting spells and any mirror with this metal as its backing is treated as if it were 1" larger in diameter for purposes of deflecting incoming magic.

Gold is a very expensive backing material, but it provides benefits for both divine and arcane magic. Mirrors backed with gold are treated as if they were 1" larger in diameter for storing *any* spell, whether of divine or arcane origin. Gold also combines the reflection and absorption properties of silver and copper; any mirror backed with gold is treated as if it were 1" larger when either deflecting or absorbing incoming magic.

Mithral is the backing used for very versatile mirrors, but is prohibitively expensive. Mirrors backed with this mystical metal are treated as if they are 1" larger in diameter when deflecting, absorbing, or storing spells of any type. Due to the rarity of mithral, mirrors that use it as a backing material are highly sought after by mirror mages, who attempt to acquire them through fair means or foul.

Adamantine, the otherworldly metal found only in fallen stars and mines in areas rich with magic, is used to create the most powerful mirrors of all. When used as a backing for a magical mirror, the mirror is treated as 2" larger than it actually is for all purposes: storing, absorbing, and deflecting spells.

Table 12: Creating the Backing lists the costs to create a backing plate of each of the metals listed above for a mirror of a given size. Also found in this table is the DC of creating a backing plate of each size, from each material.

Table 12: Creating the Backing

Mirror Size	Quicksilver	Copper	Silver	Gold	Mithral	Adamantine
	Cost/DC	Cost/DC	Cost/DC	Cost/DC	Cost/DC	Cost/DC
1"	10 gp/—	10 gp/10	25 gp/10	50 gp/10	100 gp/15	300 gp/18
2"	20 gp/—	20 gp/11	40 gp/11	75 gp/11	150 gp/16	350 gp/19
3"	25 gp/—	25 gp/12	50 gp/12	100 gp/12	200 gp/17	400 gp/20
4"	30 gp/—	30 gp/13	60 gp/13	125 gp/13	250 gp/18	450 gp/21
5"	35 gp/—	35 gp/14	75 gp/14	150 gp/14	300 gp/19	500 gp/22
6"	40 gp/—	40 gp/15	80 gp/15	175 gp/15	350 gp/20	550 gp/23
7"	50 gp/—	50 gp/16	100 gp/16	200 gp/16	400 gp/21	600 gp/24
8"	55 gp/—	55 gp/17	110 gp/17	225 gp/17	450 gp/22	650 gp/25
9"	60 gp/—	60 gp/18	125 gp/18	250 gp/18	500 gp/23	700 gp/26

Expert craft in the construction stage makes the mirror more durable than would otherwise be possible. For every 5 points by which the DC is exceeded on a successful check, add 1 to the mirror's hardness. See below for more information regarding the hardness and hit points of mirrors.

The Interior

Between the backing and the glass, there is a thin slice of space that mirror mages can fill with various oils or distilled essences that are useful in increasing the power of a mirror when the mirror is used to reflect, absorb, or store specific spells. The type of spells the interior affects is based on a descriptor. **Table 13: The Interior** lists each of the oils or essences and which descriptor they affect. It costs 20 gp per inch of the mirror's diameter to fill the interior with the proper liquid.

Table 13: The Interior

Essence/Oil	Descriptor
Almond	Acid
Rose	Force
Lotus	Chaotic
Lilac	Good
Nutmeg	Cold
Cinnamon	Language-dependent
Orris	Darkness
Jasmine	Lawful
Honeysuckle	Death
Acacia	Light
Magnolia	Electricity
Vanilla	Mind Affecting
Lily	Evil
Sandalwood	Sonic
Musk	Fear
Violet	Teleportation
Cedar	Fire

It takes 8 hours to prepare the fluid for the interior of a mirror, but no skill check is required unless the mirror mage decides to include more than one oil or essence within the mirror. While it is theoretically possible to fill the interior of the mirror with all seventeen of the fluids listed above, the difficulty of doing so makes the reality much different.

If more than one essence is included in the mixture for the interior fluid, the mirror mage must succeed at an Alchemy check with a Difficulty Class equal to the 5 + (10 per essence after the first). The time to prepare the internal fluid increases as well, requiring an additional 8 hours for each additional essence. Thus, if a mirror mage wants to include violet, cedar, and musk into the fluid for a mirror, he would have to make an Alchemy check with a DC equal to 25 (5 + 10 for the first additional essence + 10 for the second additional essence). The time to prepare the fluid would be 24 hours—8 hours for the initial essence and an additional 8 hours for each of the two additional essences.

Each essence included in the interior fluid causes the mirror to be treated as if it were 1" larger in diameter than it actually is for purposes of storing, deflecting, or absorbing spells of the appropriate descriptor. Thus, a 9" mirror that contained the essence of almond would be treated as if it were 10" in diameter when dealing with spells that have an acid descriptor. A 7" mirror

Table 14: Mirror Durability

Metal	Hardness	HP Multiplier
Quicksilver	0	1
Copper	7	1.5
Silver	6	1.5
Gold	5	1.5
Mithral	1.5	2
Adamantine	20	2

that contained essences of orris and honeysuckle would be treated as if it were 8" in diameter when dealing with spells with the darkness and death descriptors.

Note that it is impossible to include more than one of the same essence within a mirror in an attempt to increase its effective size against a particular descriptor. For instance, it is impossible to include two cedar essences to provide the mirror with an additional 2" of effective diameter against fire spells.

The Seal

The final element of the mirror is the seal. This thin ribbon of clay or other adhesive runs around the inside edge of the glass, forming a shallow lip for the lens. The interior fluid is poured into the center of the mirror and allowed to spread out evenly until it reaches the lip formed by the seal. The backing is then pressed down onto the seal, bonding the front, center, and back of the mirror into a completed unit. The sealed mirror is then seated into its frame to complete its construction. Mirrors constructed with a quicksilver backing have the backing poured directly onto the glass and inside of the seal.

Sealing the mirror is a tricky process, requiring the careful mixing of the clay or adhesive used in the seal. This requires an Alchemy check (DC 15) to create the proper mixture for sealing the mirror—because each mirror is unique in both its precise construction and the energy patterns that it resonates, it is impossible to make large 'batches' of adhesive.

The sealing process is difficult, and requires a steady hand to avoid misaligning the two halves of the mirror or inadvertently splashing out some of the carefully brewed interior fluid. The character must make one Craft (mirror) check (DC 20) to fill the interior and one Craft (mirror) check (DC 20) to properly align the two halves and seal them completely. If quicksilver is used as the backing, it takes the place of the interior and only one Craft (mirror) check is required.

If the check to fill the interior fails, enough of the fluid has been lost in the process that it must be brewed again. If the second check fails, the problem is more severe—the seal is incomplete and the interior fluid leaks out immediately. This requires a replacement of both the sealing material and the adhesive.

Fortunately, putting the mirror into the frame is a simple process requiring a strong glue that can be purchased from any alchemist for 10 gp per inch of the mirror's diameter, or created with a Craft (mirror) check (DC 15) for half that price. There is no skill check required to fit the mirror into its frame—the process is straightforward and extremely simple to complete.

Mirrors created with a quicksilver backing do require a Craft (mirror) check (DC 15) in order to lower the frame over the glass without spilling any of the stored quicksilver. A failure on this indicates the need to scrape the adhesive off the frame and try again, but a 1 rolled on this check indicates a ruptured seal and the loss of the quicksilver backing. The mirror mage must completely recreate the seal and purchase more quicksilver for the backing.

The Durability of Mirrors

With the power being thrown around through mirrors, it is inevitable that a reflecting master either inadvertently damages one of his own items or comes across a foe that is wise enough to begin attacking his mirrors directly.



A mirror has a number of hit points equal to its diameter, multiplied by a modifier for the material used in its backing. The hardness of a mirror is determined solely by the material used as its backing and the skill of its creator (see above). **Table 14: Mirror Durability** details the hardness for each type of backing as well as the hardness for each type of material.

The Power of the Mirrors

Mirror magic revolves around three basic practices:

Spell storage, in which the magical energies of a spell are captured in the mirror and can be released by a knowledgeable mirror mage.

Reflection allows the mirror mage to use his mirrors to protect himself from a harmful spell by redirecting it back at the caster.

Absorption is the least common use of mirror magic, primarily because it is so difficult. Skillful reflecting masters can use their mirrors to absorb magic directed at them and use that power against their enemies. This powerful ability, when properly used, can render the magic of an opposing mage meaningless while increasing the power available to the reflecting masters.

Mirror mages train themselves in only one aspect of their magic, honing their specific abilities to a frightening degree. While it is certainly possible for a reflecting master to study more than one aspect of their craft, their skills are never as sharp as those who specialize. Each of the three types of ability is discussed in more detail below.

Spell Storage

The easiest way to use mirror magic is to simply store spells in one or more mirrors for release later. The advantage to this form of magic is the speed with which spells may be released from mirrors—releasing any spell from a mirror is considered activating a magic item (a use-activated item, specifically) and does not require the user's concentration or provoke an attack of opportunity. This allows a reflecting master much greater assurance that his spells activate when needed, even when enemies at close range threaten him. Even spells with a normal casting time longer than one action are still released through the process above, greatly accelerating the rate at which they can be cast.

The number of spells, and the power of those spells, any given mirror can hold is equal to the effective size of the mirror in question. For every 1" of effective diameter, the mirror can hold three levels of spells. A mirror that is 5" in effective diameter can hold 15 total spell levels—this could be fifteen 1st-level spells, or one 7th-level spell and four 2nd-level spells, or any other combination that totals 15 levels. Note that the effective diameter of a mirror is not the same as its actual diameter. Effective diameter is equal to the actual diameter of the mirror, plus any modifiers for the type of frame, backing, and interior fluid used in its construction.

Each level of the reflecting master prestige class adds to one of the character's previous spellcasting classes to determine the maximum number of spell slots available for storage each day. Bonuses for intelligence, wisdom, or charisma provide extra spells per the requirements for the previous spellcasting class. In

essence, the reflecting master prepares his spells each day by spending time with his mirrors, rather than studying a book or praying to a deity. Characters that did not have to prepare or pray for spells in their previous spellcasting profession must still spend the required time to store their spells within mirrors—the studies of the reflecting masters are not as simple as the instinctive magic used by lesser practitioners.

Reflecting masters who have not yet reached the level at which they become dependent on mirrors (see below) may choose to either prepare a spell (or not at all if they are a bard or sorcerer) or store it within a mirror. Of course, the longer a mirror mage resists his dependence on his mirrors, the greater his shock will be when he must use the mirrors.

To store his spells, the reflecting master requires one hour of gazing into his mirrors, filling each of them with the power of his available spells. When a mirror can contain no more power, it is set aside and another mirror becomes the focus of the reflecting master's attention. This process continues until all mirrors have been filled, or the reflecting master has expended all of his available spells for the day.

When all the spells stored in a mirror have been released, the mirror grows dim and cloudy, its surface covered with a gray mist, which dissipates only when the mirror is filled with magic once more.

The energy used to power the spells stored in a mirror dissipates at dawn on the day following their storage. The mirror mages have yet to discover a way to hold the magic in their mirrors indefinitely, though many have devoted their lives to the pursuit of this knowledge.

Reflection

Some reflecting masters have learned how to use their mirrors defensively as a tool to protect themselves against the hostile spells cast by their foes, turning incoming magic back on its caster. This powerful ability reduces the number of spells available to the reflecting master, but being able to turn a spell back on its caster can more than make up for this. A reflected spell returns back to its caster exactly as if it had been affected by the *spell turning* spell.

In order for a spell to be reflected by a reflecting master, the master must be the actual target of the spell—no spell with an area of effect can be deflected. Thus, a master targeted by a *magic missile* could attempt to deflect the spell, but a mirror mage within the blast radius of a *fireball* spell would be unable to turn back the magic.

To reflect an incoming spell, the reflecting master must be holding an enchanted mirror with spells stored in it. Reflecting spells reduces the number of spell levels stored in the mirror by the level of the spell that was deflected. The lowest level spells are removed from a mirror first, with each depleted in turn until the cost has been paid.

This can cause the mirror mage a great deal of difficulty; especially when a mirror with only a few high-level spells stored within is used to deflect incoming spells. If the reduction in stored spell levels removes even part of a spell's total levels, that spell and all of its attendant spell levels dissipate out of the mirror and the spell is lost. Even more dangerously, if a reflection removes more levels than are currently stored within the mirror, the spell is still reflected, but the mirror itself may be destroyed by the expenditure of energy.

Once per round, a reflecting master can reflect any spell that targets him. This applies even if the reflecting master has used his action for the round, but not if he is incapable of reacting

(such as being surprised or caught flat-footed). A mirror mage can use a readied action to reflect multiple spells in the same round.

Vanla the reflecting master is targeted by an enemy evoker, who decides to launch a power word, kill at her. In Vanla's hand is a mirror that she has been using to swat down the Evoker's allies—it contains four 1st-level magic missile spells and two 3rd-level fireball spells for 10 effective levels. Vanla holds her mirror out in front of her and the incoming spell reduces the total number of spell levels stored in the mirror by 9 (the spell's level). First, all 4 of the magic missile spells are removed from the mirror, leaving 5 levels to reflect. One of the fireball spells is removed, but that still leaves 2 spell levels that must be removed from the mirror. Unfortunately for Vanla, the only other spell stored in that mirror is another 3rd level fireball spell. When the final 2 levels are removed from the mirror, they come from that remaining spell, which is then lost as a portion of its levels were expended in the reflection. Happily for Vanla, though, the Evoker must now deal with the reflected power word, kill spell.

If there are not enough levels stored within the mirror to fully reflect a spell, then a portion of it gets through to affect the reflecting master. To determine how much of the spell gets through, divide the remaining levels of the incoming spell by the original spell level. For damaging spells, the reflecting master and the spell's caster each take their proportional fraction of the damage. For nondamaging spells, the reflecting master and the spell's caster each have a proportional chance of being affected.

A mirror suffers 1 hit point of damage for each spell level that exceeds the maximum number of levels it can reflect. Hardness is ignored in this case—the damage to the mirror comes from within as the spells attempt to fit within the magical matrix formed by the reflective surface. If the mirror is reduced to 0 hit points or fewer, it is destroyed and all spells contained within are released in a violent explosion. This causes 1d6 points of damage per inch of the mirror's physical diameter to all within a 10' radius of the spell caster (Ref Save with a DC of 10 + 1/ inch of the mirror's physical diameter for half damage).

Note that a spell that has been reflected by a mirror mage may not be reflected again and is not affected by the *spell turning* spell in any way. Touch-attacks cannot be reflected.

Absorption

This is the most hazardous of the three abilities and one which few reflecting masters spend much time mastering. By carefully aligning a mirror along the axis of an incoming magical effect, a sufficiently skilled mirror mage can trap the energy of the spell within the mirror. The danger in this, of course, is that a failure to snare the power results in the effect slamming into the reflecting master at full force.

On the positive side, absorbing an incoming spell can recharge the mirror used in the attempt. When a spell is released from a mirror, it leaves behind a framework that holds the formula of the spell that is just waiting to be filled with magical power. When a spell is successfully absorbed, the captured energy flows back into the empty framework, making a previously cast spell ready for release from the mirror again. (A reflecting master can only absorb a spell that is also eligible for a reflection attempt, as noted above.)

To successfully absorb an incoming spell, the reflecting master must succeed at a Spellcraft check (DC 15 + the spell's level). If the mirror mage is successful, then one spell level is restored to

the mirror for every two levels of the absorbed spell (rounded down). If the number of spell levels restored to the mirror exceeds the number of empty spell levels remaining within the mirror, then the mirror suffers 1 hit point of damage for each of the excess levels. If the mirror is reduced to 0 hit points or fewer, it is destroyed and all spells contained within are released in a violent explosion (See above section for effects). Absorbing a spell is a readied action.

Vanla, realizing her mirror is now completely empty, decides that she will attempt to absorb the next spell that comes her way. The mirror originally held two fireball spells and two magic missile spells, which is equal to 8 spell levels total. The first of her opponents launches a flame arrow at Vanla, who successfully absorbs the spell. The incoming spell is 3rd level and so restores 1 spell level (one-half of 3, rounded down) to Vanla's mirror. At this point, Vanla needs 2 more spell levels to make one of the fireball spells her mirror previously held available for casting again today.

*As if sensing her thoughts, the Evoker comes around with another power word, kill spell that Vanla attempts to absorb. She makes a Spellcraft check (DC 15 + 9 for the spell's level) and miraculously succeeds. The incoming power word, kill is sucked into the mirror with a dull **whump**, and Vanla's mirror regains 4 spell levels (One-half of the spell's 9 levels, rounded down). Now, Vanla has a total of 5 spell levels in her mirror—one of her fireball spells is ready to be cast and she only needs to absorb one more spell level into the mirror to ready the second fireball.*

Unfortunately for Vanla, a nearby enemy cleric targets her with an energy drain spell. Desperate to avoid the effects of the spell, Vanla snaps her mirror up and attempts to absorb the incoming spell. Though she succeeds, the power of the absorbed spell is too much for her mirror—Vanla's mirror only had space for 3 more spell levels (as she had previously absorbed 5 of the 8 levels the mirror could hold) and the energy drain spell provides an additional 4 levels of power. The mirror sustains 1 hit point of damage from the excess level, and Vanla frowns as a fine tracery of cracks spreads across its surface.

If an absorption attempt fails, the reflecting master is not allowed a save against the incoming spell. Magical or mundane protections that offer resistance to magic can protect the mirror mage, but he otherwise suffers the full effects of the spell.

Slaves of Glass

The darker side of the reflecting master's power is their use of magical mirrors to imprison the minds of other creatures, forcing them into a form of eternal slavery that leaves them at the master's mercy. Known as glass shadows, these enslaved creatures provide the mirror master with some of his most potent abilities.

Though the process used to enslave the glass shadows within the mirrors of the reflecting masters effectively destroys their intellect, they retain a powerful instinct for survival that the mirror mages put to good use. Once implanted within a mirror, a glass shadow gains a keen insight into the nature of the magic contained within its mirror and a desire to protect its new master at all costs. This combination allows the glass shadow to unleash

the magic in its mirror in the defense of the reflecting master who created it.

Glass shadows, fortunately, are not easy to create and require a vast expenditure of energy from the reflecting master. The ritual used in their creation is all but lost and is jealously guarded by those mirror mages who possess the knowledge and even they use it only rarely because the cost is so high.

Creating a glass shadow requires a mirror no less than 5" in physical diameter that has not yet been used to store a spell. This mirror must be held over the lips of a dying sentient creature with Hit Dice, or levels, no greater than the mirror's physical diameter. At the moment of the creature's death, the mirror mage must expend 1,000 experience points per Hit Die of the creature in order to focus the power of the mirror on the escaping soul.

If the price is paid, the soul is absorbed into the mirror and becomes just another weapon in the mirror mage's repertoire. If the absorbed soul belongs to a clear enemy (such as if the mirror mage kills the being in self-defense) then creating a glass shadow is not an evil act—otherwise, turning a spirit into a glass shadow is considered evil.

Once trapped in a mirror, the glass shadow does not take up any of the mirror's available levels for spell storage.

Powers of Glass Shadows

A glass shadow is not truly intelligent, though its unique situation does provide it with remarkable magical ability and a direct link to its creator. The glass shadow is able to perform any of the following actions, either at the direction of its master or when it is given permission to act according to its master's wishes.

- **Cast any one spell contained in the mirror.** When the glass shadow casts the spell, it is treated exactly as if its creator cast the spell herself. It requires a full-round action for the glass shadow to cast the spell. A glass shadow always casts the spell at a target chosen by its master or, if the master is unable or unwilling to provide a target, at whichever creature appears to be the most threatening at the time the spell is cast.
- **Temporarily transfer ranks of any one skill it possessed in life to the caster.** This may only be performed once per day and transfers only the ranks the creature possessed in life to its master, not any ability or synergy bonuses. The reflecting master must spend a standard action staring into the mirror to gain the knowledge he needs from his slave and will have the skill ranks available for use just before his next action. The skill ranks remain available for use for 1d6 + the mage's Intelligence modifier rounds, after which the knowledge fades from the master's mind.
- **Prevent a mirror from being destroyed by reflection or absorption.** When an excess of energy from a deflected or absorbed spell would otherwise destroy a mirror, the glass shadow may deduct one-half of the Hit Dice or levels it possessed

in life from the levels of the spell to be absorbed or deflected. For example, a glass shadow that had 10 Hit Dice while still alive would reduce the levels to be absorbed from an incoming spell by five spell levels. Unless instructed otherwise, the glass shadow always does this to prevent its own destruction.

Note that this reduction occurs after the spell has already been successfully deflected or absorbed—the glass shadow simply uses its own innate power to protect its mirror from the excess spell levels. The glass shadow may only protect its mirror in this way once per day.

The glass shadow may be instructed to destroy itself and its mirror at the command of the master who created it. When this occurs, the mirror detonates in a magical conflagration that causes 1d6 points of damage per level (or Hit Dice) possessed by the glass shadow before its death. This damage erupts out in a burst with a radius equal to ten times the mirror's diameter in feet; creatures caught within the blast are allowed a Reflex Save (DC 10 + the inches of the mirror's physical diameter) for half damage.

If a mirror that contains a glass shadow is destroyed, by any means, the glass shadow is instantly destroyed as well.

Reflecting Master Prestige Class

The following prestige class opens the world of mirror magic to those who pursue its secretive teachings. Only members of the reflecting master prestige class (also simply known as mirror mages) can make use of mirror magic. Characters that desire to pry secrets from the mirror mages certainly have more luck with flattery than demands, but each of the masters has her own personality and things they look for in a potential apprentice. While being accepted for training as a reflecting master is not a simple task, the rewards are great enough that many try to seek out these mysterious men and women each year.

Hit Dice: d8

Requirements

To qualify as a reflecting master, the character must fulfill all of the following requirements.

Knowledge (arcana): 10 ranks

Alchemy: 10 ranks

Craft (Mirrors): 10 ranks

Spells: Able to cast a divine or arcane spell of 4th level or higher.

Class Skills

The reflecting master's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Craft (Mirror) (Int), Knowledge (Arcana) (Int), Scry (Int, Exclusive Skill), and Spellcraft (Int).

Table 15: The Reflecting Master

Class Level	Bonus	Save	Save	Save	Special	Spells per day
1	+0	+0	+2	+2	Mirror Magic	+1 level existing class
2	+1	+0	+3	+3	Enhanced Proficiency	+1 level existing class
3	+1	+1	+3	+3	Shatter Darkness	+1 level existing class
4	+2	+1	+4	+4	Enhanced Proficiency	+1 level existing class
5	+2	+1	+4	+4	Mirror Dependence	+1 level existing class
6	+3	+2	+5	+5	Enhanced Proficiency	+1 level existing class
7	+3	+2	+5	+5	Enduring Spells	+1 level existing class
8	+4	+2	+6	+6	Enhanced Proficiency	+1 level existing class
9	+4	+3	+6	+6	Bonded Mirror	+1 level existing class
10	+5	+3	+7	+7	Enhanced Proficiency	+1 level existing class

Skill Points at Each Additional Level: 3 + Int Modifier

Class Features

The following are the class features of the reflecting master prestige class.

Weapon and Armor Proficiency: The reflecting master gains no additional proficiency with any weapons or armor.

Spell Ability: When a level of reflecting master is gained, the character receives new spells per day as if he had also gained a level of the spell casting class he belonged to before taking this prestige class. The character does not gain any other abilities associated with gaining a level in the previous class, however. If the reflecting master had more than one caster class before taking this prestige class, he must decide which class to apply the new level to for purposes of determining new spells each day.

Bonded Mirror (Ex): When this ability is gained, the largest mirror the reflecting master owns becomes intimately bonded to its master's magical aura. The mirror master may, at his discretion, suffer any hit point damage that would have been suffered by the mirror himself. This allows a reflecting master to protect at least one mirror from disaster, providing him with a supply of spells if all else fails.

Enduring Spells (Ex): While most mirror mages lose all of the spells stored in their mirrors at dawn of the following day, those who approach the highest levels of this prestige class are able to retain one spell in one mirror each day. When dawn comes and wipes clean the spells locked in this mage's mirrors, the highest-level spell still stored within the mage's largest mirror (the reflecting master may choose which mirror if there are two of the largest size) stays in the mirror until the following dawn.

Enhanced Proficiency (Ex): When this ability is gained, the character must choose which of the following three aspects of mirror magic he becomes

more proficient in: absorption, reflection, or storing.

- The first time the character takes the Absorption ability, he is granted a +2 expertise bonus to all attempts to absorb incoming spells. For each consecutive time this enhanced proficiency is taken for absorption, the character's expertise bonus is increased by +1.

- The first time the character takes the reflection ability, he is able to reduce the level of all spells to be reflected by 1 level. For each consecutive time this enhanced proficiency is taken for deflection, the character may reduce any excess spell levels remaining after a reflection by 1 additional level.

- When the character takes the enhanced proficiency for storing, he gains bonus spells. The first time this is taken he gains a bonus 1st- and 2nd-level spell. The second time it is taken, he gains bonus 3rd- and 4th-level spells. The third time he takes it, he gains 5th- and 6th-level spells. The fourth time yields bonus 7th- and 8th-level spells, and the last time yields a bonus 9th-level spell.

If a character does not choose to take the same proficiency improvement consecutively, he may never return to the prior proficiency. If, for example, the first proficiency the character takes is for absorption, and his second proficiency is for reflection, the character may never again gain addition proficiency in absorption. The wise reflecting master focuses his training on one aspect of his career.

Mirror Dependence: At this level, the mirror mage is completely dependent on his mirrors. Regardless of his previous spellcasting career, the reflecting master must now prepare all of his spells using his mirrors.

Mirror Magic: The character gains the ability to perform mirror magic as outlined in this chapter. Only characters that take this prestige class can perform this type of magic.

Shatter Darkness (Su): Any spell that would inhibit the light available to the mirror mage is automatically dispelled on the round following its casting. Thus, a *darkness* spell cast on the mage would be effective for exactly one round, at the end of which it dissipates. This ability is automatic; as a mirror mage grows in power, he becomes more resistant to such an easy defeat.



Chapter 6: The Path of Jewels

While many spellcasters use gems as material components to their spells, as decorations on magic items, or as portable wealth, few realize the potential power they are wasting. Even fewer discover the secrets of the Path of Jewels, the Alchemical methods that can alter gems and allow them to enhance and alter spells, absorb magical energies, and bind the souls of living beings. Those that do become jewel mages, heirs to an ancient magical tradition that, though financially costly, can lead to great power and immortality.

Students of the arcane discovered long ago that gems could be used as components to aid in channeling magical energy. Some also discovered that certain gems were naturally linked to the various schools of magic and to different spell energy types. Alchemist-mages discovered that by applying Alchemical treatments to these gems, their links to the different magical energies could be enhanced and used to manipulate those energies in new and innovative ways. These Alchemist-mages were the first jewel mages.

Facets of Power

At its core, Jewel Magic revolves around the combination of Alchemy and magic to attune gems to various magical energies and imbue them with magical effects. Jewel mages can use these magical gems to affect spells both arcane and divine, just as metamagic feats can be used to affect both arcane and divine spells.

The process of altering a gem prior to applying a jewel mage class technique to it involves both an Alchemy check and a Craft: Gemcutting check. The DCs for these checks are listed under the appropriate class feature descriptions. If either of these checks fails, the gem is ruined beyond salvaging.

Jewel Mage Prestige Class

Jewel mages are spellcasters who have chosen to rely on Alchemically altered gems to augment their spellcasting abilities. Though they spend much of their time in the laboratory, tending their experiments, the expenses involved in acquiring enough gems to experiment on often require them to go out into the world to seek adventure and treasure to finance themselves.

Characters without levels in a spellcasting class find no use in becoming a jewel mage. Rangers, paladins, and bards may find the abilities somewhat helpful, but the scholarly emphasis tends to discourage such action-oriented characters from pursuing the Path of Jewels. While any cleric is capable of becoming a jewel mage, those who most commonly adopt this class are priests of

the gods of magic, knowledge, or craft. Druids rarely adopt this class, due to its abstract focus on magical techniques, although a few Dwarven druids devoted to the powers of the great caverns have found value in its devotion to the products of the earth they revere.

Jewel mages are often part of a Mage's Guild, where they can be assured of access to the tools they need. Some establish a solitary tower near a jewel mine, where they can exchange protection for the gems they need. A few take positions as court mage to some wealthy prince or king able to finance their experiments.

The discipline and orderly mind needed to fully explore the mysteries of Jewel Magic lead many jewel mages toward lawful alignments, but the isolated nature of their lives tends to result in a neutral viewpoint. Though the majority of jewel mages are Human, many Gnomes pursue this class. Many Dwarves also find it to be a worthy path. The few Elves who are disciplined enough to seek this class, tend to excel at it due to centuries of experience. It is a rare halfling who has the drive to lock herself away in a smelly laboratory long enough to succeed at this class. Half-orcs, Orcs, and other Humanoids almost never have the wealth, the intellect, or the discipline to apply themselves to the Jeweled Path.

Hit Die: d4

Requirements

To qualify to become a jewel mage, a character must fulfill all the following criteria.

Alchemy: 10 ranks.

Craft: Gemcutting: 10 ranks.

Knowledge: Arcana: 8 ranks.

Spellcasting: ability to cast 3rd level spells, transmutation cannot be opposed school.

Feats: Craft Wondrous Item, any two metamagic feats.

Class Skills

The jewel mage's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Craft: Gemcutting (Int), Knowledge: Arcana (Int), Knowledge: Geology (Int), Scry (Int), and Spellcraft (Int).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the jewel mage prestige class.

Table 16: The Jewel Mage

Class Level	Base				Special	Spells per day
	Attack Bonus	Fort. Save	Ref. Save	Will Save		
1 st	+0	+0	+0	+2	Create Attunement Jewel, rebuke earth creatures	+1 level of existing class
2 nd	+1	+0	+0	+3		+1 level of existing class
3 rd	+1	+1	+1	+3	Greater Create Attunement Jewel	+1 level of existing class
4 th	+2	+1	+1	+4		+1 level of existing class
5 th	+2	+1	+1	+4	Create Encoded Jewel	+1 level of existing class
6 th	+3	+2	+2	+5		+1 level of existing class
7 th	+3	+2	+2	+5	Create Binding Jewel	+1 level of existing class
8 th	+4	+2	+2	+6		+1 level of existing class
9 th	+4	+3	+3	+6		+1 level of existing class
10 th	+5	+3	+3	+7	Soul Gem	+1 level of existing class

Armor and Weapons Proficiencies: The jewel mage gains no proficiency in any weapon or armor. Armor of any type restricts a jewel mages movement, which can interfere with his ability to cast spells with somatic components (unless those somatic components have been replaced by an attuned jewel). Remember that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Spells per Day: A jewel mage continues to study spellcasting, even as she begins to explore the arts of Jewel Magic. When a jewel mage advances in level, she gains new spells as if she had advanced a level in any spellcasting class she belonged to before she became a jewel mage. She does not gain any other class benefits that a member of that class would have gained.

Rebuke Earth Creatures: At 1st level, a jewel mage can rebuke or command earth creatures as an evil cleric of her jewel mage level rebukes or commands undead. She may use this ability a total number of times per day equal to 2 + her Charisma modifier.

Jewel Mage Techniques

The core of the jewel mage prestige class is a series of class techniques that allow the jewel mage to create magical jewels that can enhance his spellcasting, absorb and release spells, bind and transform creatures, and ultimately, achieve immortality of a sort. These techniques are similar to item creation feats, but differ in that the jewels they create are much more closely tied to their creators than is usual for magic items and that they are only available to members of the jewel mage prestige class.

Both a masterwork Alchemist's lab and a well-stocked magical library are required for the use of these class techniques.

The caster level for the jewels created by these techniques is not static, instead it is the same as the jewel creator's current spellcaster level. The creator's jewel mage levels stack with whatever spellcaster levels he had achieved before taking up the jewel mage prestige class. No one but the jewels' creator can use them; to anyone else they are merely finely crafted gems with an odd glow about them.

All jewels must be in physical contact with their creator to operate, and no more than two may be operational at one time, unless placed in a jewelstaff or similar item.

Create Attunement Jewel: At 1st level, a jewel mage can create attunement jewels. Attunement jewels are Alchemically altered gems that the jewel mage can use as a spell focus to replace one type of spell component (vocal, somatic, or material) for spells from a particular school of magic. An attunement jewel that replaces material components cannot replace the material component of a spell that requires a material component worth more than 50 gp. It also cannot replace the divine focus component

of divine spells. The types of gems and their attunements are listed on **Table 17: Primary Gems and Attunements**.

To create an attunement jewel, the jewel mage takes a gem of the type appropriate to the school he wishes to attune himself to, and determines which type of component the jewel replaces. He then makes an Alchemy check DC 25 and a Craft: Gemcutting check DC 25. If either of these checks fails, the gem is utterly ruined. The gem must be worth at least 100 gp, but every 100 gp of value over the base value lowers the Alchemy and Craft: Gemcutting check DCs by 1. He must then expend 1,000 gp worth of materials and invest 40 XP in the prepared gem in a ritual that takes 1 day to complete.

Attunement jewels cannot be used by anyone other than the jewel mage who created them. To use an attunement jewel, the jewel mage must be in direct physical contact with it as he casts the spell.

Spells cast using an attunement jewel add +5 to the DC of a Spellcraft check attempting to identify them as they are cast.

Table 17: Primary Gems and Attunements

Gem	School
Amber	Conjuration
Amethyst	Enchantment
Cat's Eye Chrysoberyl	Divination
Garnet	Transmutation
Jade	Abjuration
Jet	Necromancy
Pearl	Illusion
Spinel	Evocation

Create Greater Attunement Jewel: At 3rd level, a jewel mage can create greater attunement jewels. Greater attunement jewels are Alchemically altered gems that the jewel mage can use as a spell focus to replace two types of spell components (vocal, somatic, or material) for spells from a particular school of magic. A greater attunement jewel that replaces material components cannot replace the material component of a spell that requires a material component worth more than 100 gp. It also cannot replace the divine focus component of divine spells.

To create a greater attunement jewel, the jewel mage takes a gem of the type appropriate to the school he wishes to attune himself to, and determines which types of components the jewel replaces. He then makes an Alchemy check DC 30 and a Craft: Gemcutting check DC 30. If either of these checks fails, the gem is utterly ruined. The gem must be worth at least 300 gp, but every 300 gp of value over the base value lowers the Alchemy and Craft: Gemcutting check DCs by 1. He must then expend



5,000 gp worth of materials and invest 200 XP in the prepared gem in a ritual that takes 5 days to complete.

Greater attunement jewels cannot be used by anyone other than the jewel mage who created them. To use a greater attunement jewel, the jewel mage must be in direct physical contact with it as he casts the spell.

Spells cast using a greater attunement jewel add +10 to the DC of a Spellcraft check attempting to identify them as they are cast unless the spell in question has only two components, and both have been replaced by the greater attunement jewel. In that case, attempts to identify the spell being cast are futile. Attempts may be made afterwards to identify the effects, but this adds +5 to the DC of the Spellcraft check.

Create Encoded Jewel: At 5th level, a jewel mage can create encoded jewels. There are two types of encoded jewels, descriptor encoded jewels, and school encoded jewels. Descriptor encoded jewels are Alchemically altered gems that contain up to three spells with a common spell descriptor (acid, chaotic, cold, etc.); school encoded jewels are similar, but contain up to two spells of the same school that have no descriptor. These jewels are usually referred to by their encoded descriptor or school; for example, a jewel encoded with three fire spells would be referred to as a fire encoded jewel, where a jewel encoded with two illusion spells would be referred to as an illusion encoded jewel. The combined levels of the encoded spells cannot exceed its creator's jewel mage level at the time of the jewel's creation. The jewel mage can activate any of the encoded spells as a standard action without provoking an attack of opportunity. The spell activated is treated as though cast by the jewel mage at his current level for determining save DCs and effects. The encoded jewel is powered by casting spells matching its encoded descriptor or school into it. Every level of the spell cast into it is stored as a level for the purposes of powering the encoded spells. An encoded jewel can store twice the combined levels of the encoded spells in spell power.

An encoded jewel can be used to absorb any spell cast at its bearer that shares its descriptor or school. To absorb a spell, the jewel mage must first identify the spell being cast with a Spellcraft check, as if he were going to counterspell it. Then, he must ready the appropriate encoded jewel to absorb the spell. The jewel mage then makes another Spellcraft check DC 15 + the level of the spell he is attempting to absorb, this time using his Dexterity as the base instead of his Intelligence. Absorbed spells are stored as power for the spells encoded into the jewel, as if the jewel mage had cast them into the encoded jewel himself. If an encoded jewel absorbs more spell levels than it can hold, then it must make a Fortitude save DC 10 + the level of the spell that overloaded it to avoid exploding. If the jewel succeeds, then it releases the excess spell energy in a harmless display of light. If it fails, then it explodes,

doing 1d6 damage for every spell level contained within to all within 10 ft. who fail to make a Reflex save DC 15 + the number of spell levels within. The jewels creator must make a Fortitude save DC 10 + the combined level of the spells encoded within the jewel or take an additional point of damage for every spell level contained within.

For example, the 8th level jewel mage Arikel has created a fire-encoded jewel, a ruby with *burning hands*, *fireball*, and *fire shield* encoded into it. This jewel can store up to 16 spell levels of spells with the fire descriptor, enabling Arikel to activate *burning hands* 16 times before recharging the jewel. Or, he can cast *fire shield* once and *fireball* four times. When Arikel and his companions confront the wizard mastermind behind the conspiracy they have been investigating, the wizard begins casting, Arikel makes his



Spellcraft check and realizes that their foe is casting *flame arrow*, so he readies his encoded ruby. The ruby currently has only 8 spell levels stored within. Arikel's Dexterity modifier is +1 and his Spellcraft skill rank is +13, giving him a +14 modifier to his Spellcraft check to absorb the spell. Arikel's player rolls an 11 to get a total of 25, handily making the check and absorbing the spell. If Arikel's foe had instead cast *meteor storm* and Arikel had attempted to absorb it, his jewel would have had to make a Fortitude save DC 19 to keep from exploding. The jewel's caster level is 14 (Arikel has six levels of wizard and eight levels of jewel mage), giving it a modifier of +9 to its save.

Many jewel mages store their jewels in a pouch at their belt, in much the same way that ordinary mages store spell components. This arrangement is convenient, though insecure, and readying a jewel from a belt pouch is a free action. Some security conscious jewel mages store their jewels in an inside pocket to keep them safe from pickpockets, but this makes readying a jewel a move-equivalent action.

To create an encoded jewel, the jewel mage takes a gem of the type appropriate to the descriptor or school of the spells he wishes to encode and makes an Alchemy check DC 35 and a Craft: Gemcutting check DC 30. If either of these checks fails, the gem is utterly ruined. The gem must be worth at least 500 gp, but every 500 gp of value over this lowers the Alchemy and Craft: Gemcutting check DCs by 1. He must then expend 4,000 gp per total spell level of the spells to be encoded for materials, and invest 160 XP per total spell level into the prepared gem in a ritual that takes 3 days per total spell level to complete.

Encoded jewels cannot be used by anyone other than the jewel mage who created them. To use an encoded jewel, the jewel mage must be in direct physical contact with it as he activates the spell encoded within.

Because the spells activated by the encoded jewel are simply released, rather than cast, Spellcraft attempts to identify them while they are being activated are futile. Attempts may be made afterwards to identify the effects, but this adds +5 to the DC of the Spellcraft check.

Create Binding Jewel: At 7th level, a jewel mage can create binding jewels. Binding jewels are alchemically altered gems that allow the jewel mage to trap creatures within them. Creatures trapped within a binding jewel can be summoned forth by the jewel mage who trapped them and forced to serve him. The jewel mage must make a Charisma check, opposed by the targets Will save, to trap a creature. The jewel mage adds half his jewel mage levels to his Charisma check. If the target succeeds, then it and the jewel mage are both stunned for 1d4 rounds from mental shock. If the target fails, then it is pulled irresistibly into the heart of the binding jewel. Three times per week, the jewel mage can call the jewelbound creature forth to serve him for a total of 24 hours per week. Every time the jewel mage calls the jewelbound creature forth, he must make another Charisma check opposed by the jewelbound creatures' Will save to maintain control, but once the creature has become jewelbound, the jewel mage adds all his jewel mage levels to his Charisma check.

Jewelbound creatures automatically receive the Crystalline template when called forth. The template is removed if the creature breaks the jewel mage's control or it is freed by the jewel mage from the binding jewel. Sentient creatures are sometimes bargained with by more ethical jewel mages to exchange a period of voluntary service for payment of some kind, thus negating the need for Charisma checks upon being trapped or called forth. Jewelbound creatures receive a bonus to their Will save equal to the jewel mages level, but this does not apply to check made against the jewel mage.

The jewel mage can attempt to bind a creature as a full round action, or call a jewelbound creature forth as a standard action. The jewel mage may free a jewelbound creature as a standard action. Jewelbound creatures are dimly visible inside the binding jewel, but while inside they do not experience the passage of time, either consciously or physically.

For example, Arikel has created a corundum binding jewel. While adventuring, he encounters a dragonne, and decides to try to bind it to his service. Arikel's Charisma is a 14, giving him a bonus of +2, and he is 8th level, giving him an additional +4 to his Charisma check. He rolls a 12, giving him a total of 18. The dragonne's Will save is +4, and the DM rolls an 8, resulting in a 12. The dragonne fails his Will save, and the corundum jewel draws him in. From then on, Arikel can call the dragonne forth three times a week. Each time he must make another Charisma check, but now that the dragonne has been bound, Arikel's total bonus to his check is +10 (+2 for his Charisma bonus, +8 for his jewel mage levels), while the dragonne's Will save remains +4. If the dragonne succeeds at its Will save it breaks free, but both it and Arikel are stunned for 1d4 rounds.

To create a binding jewel, the jewel mage takes a gem of the type appropriate to the type of creature he wishes to bind. He then makes an Alchemy check DC 30 and a Craft: Gemcutting check DC 30. If either of these checks fails, the gem is utterly ruined. The gem must be worth at least 1,000 gp, but every 1,000 gp of value over the base value lowers the Alchemy and Craft: Gemcutting check DCs by 1. He must then expend 50,000 gp worth of materials and invest 2000 XP in the prepared gem in a ritual that takes 50 days to complete.

Binding jewels cannot be used by anyone other than the jewel mage who created them. To use a binding jewel, the jewel mage must be in direct physical contact with it as he binds, calls forth, or frees a creature.

Table 18: Binding Jewel Types

Corundum	Animal, Beast, Magical Beast, Plant, Vermin,
Emerald	Dragon
Opal	Aberration, Ooze, Shapechanger
Ruby	Outsider
Sapphire	Fey, Giant, Humanoid, Monstrous Humanoid,

Soul Gem: At 10th level, the jewel mage reaches the pinnacle of her power with the creation of her Soul Gem. The jewel mage acquires a diamond of at least 10,000-gp value and makes an Alchemy check DC 40 and a Craft: Gemcutting check DC 35 to prepare it for enchantment. Any failure ruins the gem beyond repair. She then expends 100,000 gp of materials and 4,000 XP in a ritual that takes 100 days to complete, following the same rules for the creation of a wondrous item. At the end, she casts *magic jar*, *mind blank*, and *permanency* onto the gem and makes a Will save DC 25. If she fails, she goes mad, as the spell *insanity*, for 1d12 months.

If she succeeds, her soul is now bound into her Soul Gem. The Soul Gem is tiny and has a hardness rating of 20, 40 hit points, and a break DC of 35. With the Soul Gem, she can cast *magic jar* 1 + her Charisma modifier times per day. She is affected by a permanent *mind blank* effect, so long as the Soul Gem is within 100 ft + 10 ft/level of her. Since her soul is no longer in her body, the jewel mage is now immune to energy drain attacks of any kind. She also retains consciousness and the ability to act normally when reduced below 0 hit points until she reaches -10 hit points, at which point she dies.

When the jewel mage dies, her soul remains in the Soul Gem. At this point, the *magic jar* power has no duration limit. The Soul



Gemmed jewel mages can *detect thoughts* as the spell at will. Three times per day, she can share senses with any creature within 30 ft. of her Soul Gem that fails a Will save DC 20. Most jewel mages who reach 10th level either begin construction of a specialized golem to carry their Soul Gem about, or recruit a trustworthy cohort willing to suffer occasional possession so that they can continue to experience life. Some of the more ancient Soul Gemmed jewel mages have formed cadres devoted to providing them with capable and aesthetically pleasing protectors and mounts. The most devoted of these, the soul gem guardians, have learned to share in their charges' power, developing spellcasting abilities and strange powers to better serve their patrons.

Soul Gem Guardian Prestige Class

Soul gem guardians are members of an elite order, sworn to protect and serve jewel mages who have taken the final step beyond mortal life. Jewel mages whose mortal bodies have died and have become Soul Gemmed often create organizations of trustworthy companions to protect them, serve their interests, and provide them with volunteers for occasional possession so that they can continue to experience life's sensory pleasures. The most favored of these, and those chosen for missions of critical importance, are the soul gem guardians. Chosen for their physical prowess, dependable nature, strong will, and attractive appearance, soul gem guardians devote themselves to serving an individual Soul Gemmed jewel mage, giving their patrons a protector, a public face and a window back to the physical realm for both research and pleasure.

Fighters are the class that pursues this path most often, though occasionally a rogue or an ex-monk finds serving a Soul Gemmed jewel mage to be a rewarding career. Athletically inclined wizards

and sorcerers occasionally adopt this class to gain knowledge from an illustrious predecessor. Paladins feel that the vows required would distract from their sworn duties, as do most clerics. Occasionally, a cleric of a god of knowledge, magic, or craft serves as a soul gem guardian for a jewel mage who was once a cleric of his god. Rangers and druids find little value in protecting those who have stepped so far outside the boundaries of natural life, and bards rarely have the sense of dedication required for this class.

Occasionally, a trusted cohort of a recently deceased jewel mage chooses to continue to serve her leader in his new state, but soul gem guardians are most often part of a larger organization devoted to serving Soul Gemmed jewel mages. Soul gem guardians, of course, hold a very high position within the order.

Hit Die: d10.

Requirements

To qualify to become a soul gem guardian, a character must fulfill all the following criteria.

Alignment: Any lawful.

Base Attack Bonus: +6

Knowledge: Arcana: 4 ranks.

Feat: Iron Will.

Special: Must swear to protect and serve the jewel mage whose Soul Gem he bears.

Class Skills

The soul gem guardian's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Jump (Str), Ride (Dex), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.



Table 19: The Soul Gem Guardian

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1 st	+1	+2	+0	+2
2 nd	+2	+3	+0	+3
3 rd	+3	+3	+1	+3
4 th	+4	+4	+1	+4
5 th	+5	+4	+1	+4

Class Features

All the following are class features of the soul gem guardian prestige class.

Weapon and Armor Proficiency: Soul gem guardians are proficient with all simple and martial weapons and all types of armor and shields. Armor of any type may restrict a soul gem guardian's movement, which can interfere with his ability to cast spells with somatic components (unless those somatic components have been replaced by an attuned jewel). Remember that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Initial Bond: At 1st level the soul gem guardian has made his vows to his chosen patron and has become bonded to the patron's Soul Gem. The Soul Gem is magically set into his forehead and cannot be involuntarily removed unless the soul gem guardian fails a Will save DC 15. He can remove the Soul Gem voluntarily or replace it as a standard action. The patron can share senses with his protector at will, and can communicate telepathically with him while the Soul Gem is within 100 ft + 10 ft. per soul gem guardian level his protector possesses. The soul gem guardian automatically fails to save against his patron's *magic jar* ability. The soul gem guardian can use any magical jewels created by his patron, whether attunement jewels, greater attunement jewels, encoded jewels, or binding jewels.

Shared Spells: At 1st level, the bond between the soul gem guardian and her patron allows her to select three 1st level spells that her patron knows, which she can now cast as a sorcerer of twice her soul gem guardian level. These spells must be chosen at the time of bonding and cannot be changed.

At 3rd level, she gains two 2nd level spells, which must be chosen at the time she gains this level and cannot be changed later.

At 5th level, she gains one 3rd level spell, which must be chosen at the time she gains this level and cannot be changed.

Crystalline Form: At 2nd level the soul gem guardian can take on crystalline form as the template once per day, for one minute per level of soul gem guardian he possesses. The soul gem guardian can only adopt this form while carrying his patron.

At 4th level, he can take on crystalline form twice per day.

Final Bond: At 5th level, the bond between patron and protector becomes complete. The Soul Gem cannot be removed while the soul gem guardian still lives. The jewel mage patron can now share her consciousness with her protector without resorting to her *magic jar* ability. She can still use it on others within range. The soul gem guardian is now protected by the *mind blank* ability.

Crystalline Creatures

Crystalline creatures are beings that have been altered by magical forces, most commonly by being trapped in a binding jewel or affected by a spell. They are usually in service to a jewel mage, whether voluntarily or involuntarily.

Special

Initial Bond, 3 1st level spells

Crystalline form 1/day

2 2nd level spells

Crystalline form 2/day

Final Bond, 1 3rd level spell

earth elementals or constructs of some kind.

Most crystalline creatures occupy this state temporarily, but for some it becomes permanent.

Creating a Crystalline Creature

"Crystalline" is a template that can be added to any aberration, animal, beast, dragon, fey, giant, Humanoid, magical beast, monstrous Humanoid, ooze, outsider, plant, Shapechanger, or vermin (referred to hereafter as the "base creature"). The creature's type becomes "elemental." It uses all the base creature's Statistics and abilities except as noted here.

Speed: A crystalline creature with wings' maneuverability changes to clumsy, due to the immense weight of their crystal bodies. A crystalline creature's weight is triple that of the base creature.

AC: Natural armor increases by +4

Attacks: Creatures without natural attacks gain a slam attack at their base melee attack bonus.

Damage: The slam attack deals 1d6 points of damage, if the base creature was medium sized. Small creatures deal 1d4 points of damage, and large ones deal 1d8.

Special Attacks: A crystalline creature retains any special attacks of the base creature. Crystalline creatures with an Intelligence or Wisdom score of 8 or higher possess the following spell-like abilities, using their hit dice or level as the caster level as specified in the table below. Unless otherwise specified, the ability is usable once per day. These abilities are a result of the magical energies coursing through the creature's crystalline body.

Level	Abilities
1 - 3	Flare 3/day
4 - 6	Color spray
7 - 9	Hypnotic pattern
10 - 12	Blindness
13 - 15	Rainbow pattern
16 +	Prismatic spray

Special Qualities: A crystalline creature keeps any special qualities that the base creature had, and is now elemental, granting it immunity to poison, sleep, paralysis, and stunning. It is no longer subject to critical hits, and gains darkvision with a range of 60 ft. It also has cold and fire resistance 10. It has no metabolism, and therefore needs no food, water, or air.

Saves: Saves remain the same as the base creature.

Abilities: The creature's Strength increases by +4, its Dexterity decreases by -2, and its Constitution increases by +4.

Skills: Crystalline creatures receive a -4 to their Move Silently checks, due to their increased weight.

Feats: Same as the base creature.

Climate/Terrain: Same as the base creature.

Organization: Same as the base creature.

Challenge Rating: Up to 3 HD/Level, as base creature +1

4 HD/Level to 9 HD/Level, as base creature +2

10+ HD/Level, as base creature +3

Treasure: Same as the base creature.

Alignment: Same as the base creature.

Advancement: As the base creature.

Crystalline creatures retain their basic form and features, but appear to be mobile crystal statues. However ugly the original creature may have been, the transformation creates a being of stunning beauty. They are often mistaken for



K. WARDEN

Crystalline Equipment

When a creature is granted the crystalline template, whatever equipment it is carrying is transformed along with it. While the template alters the appearance of the equipment to appear as though it was made of crystal, this has no effect on its performance.

Sample Crystalline Creature

Crystalline Dragonne

Large Elemental

Hit Dice: 9d10+45 (85 hp)

Initiative: +4 (+1 Dex, +4 Imp. Initiative)

Speed: 40 ft., fly 30 ft. (clumsy)

AC: 21 (-1 size, +1 Dex, +11 natural)

Attacks: Bite +14 melee, 2 claws +9 melee

Damage: Bite 2d6+9, claw 2d4+3

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Roar, spell-like abilities

Special Qualities: Scent, elemental immunities, darkvision 60 ft., cold/fire resist 10

Saves: Fort +11, Ref +7, Will +4

Abilities: Str 23, Dex 13, Con 21, Int 6, Wis 12, and Cha 12

Skills: Listen +12, Spot +13

Feats: Blind-Fight, Improved Initiative



Combat

Roar (Su): A crystalline dragonne can loose a terrifying roar every 1d4 rounds. All creatures (except dragonnes) within 120 feet must succeed at a Will save (DC 15) or be weakened with fear, losing half their current Strength scores for 2d6 rounds. Those within 30 feet become deafened for 2d6 rounds: Creatures with 8 or fewer HD get no saving throw, but others can negate the effect with a successful Fortitude save (DC 15). Deafened creatures cannot be affected again by the dragonne's roar.

Spell-like Abilities: 3/day - *flare*, 1/day - *color spray*, 1/day - *hypnotic pattern*. These abilities are as the spells cast by a 9th level wizard.

Elemental Immunities: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Path of Jewels Options

The jewel mage prestige class can be easily adapted for use as the core magic-using class of your campaign. To replace the core wizard class in a standard magic-level campaign, simply give the jewel mage the wizard's spell progression and spell list, and spread the class techniques out across twenty levels. Move Create Encoded Jewel to 5th level, Create Greater Attunement Jewel to 10th, Create Binding Jewel to 15th, and keep Soul Gem at 20th as the culmination of power. These techniques replace the standard wizard's bonus feats. Minor variations like this can give a world an interesting flavor.

For DMs creating a more limited magic world, some minor changes in the class features can make things much more interesting. First, make the attunement jewel a required focus for spellcasting. Give the starting jewel mage her choice of three attunement jewels to start with. The DM can also require greater attunement jewels for spells of fifth level and above for an added limitation. These limits make a spellcaster much more vulnerable, since without her jewels, she cannot cast. The financial burdens of creating a complete set of attunement jewels create an additional limitation that can make for an interesting world.

For a freer approach to jewel magic, change some or all of the class features to item creation feats. This allows those spellcasters who do not want to multiclass to access some of these abilities. Keeping them as a chain of feats should keep them under control.

Other options could include using the sorcerer's spellcasting abilities as the base, instead of the wizard. Or, in a more elementally focused world, clerics devoted to the elemental powers could need jewels blessed by their patron deities to cast spells. Further adaptations are possible as well, limited only by the DMs imagination and sadistic nature.

Expanded Gem Descriptions

The existing method for randomly generating gems for treasure, while useful, is a bit sparse on detail. Do you know what rhodochrosite looks like? How would you describe a flawless jacinth the size of a man's head? **Table 20: Gem Values and Descriptors** contains brief descriptions of all the gems on the random table, with school and spell descriptor attributions for the various jewel mage class techniques.

The present values on the table also limit the gold piece value of various gems into rigid groups. As an additional option, the list below presents methods for increasing or decreasing the value of a particular gem. When generating a gem, roll an additional set of percentile dice and check here to see if a particular stone is a flawless jewel or a worthless rock.

For example, using the base gem table you roll percentile dice and get 73. This gives you a base value of 2d4 x 100 gp. (If you roll a 5, this results in a 500-gp-value gem.) From the gem choices available within this price range, you choose topaz and roll percentile dice again, resulting in 87. This multiplies the base value by 2, giving you an exceptionally fine topaz, worth 1000 gp.

Altering Gem Values

Percentile Result	Base Value Divisor/Multiplier
1-5%	Divide by 10
6-20%	Divide by 2
21-80%	Normal value
81-95%	Multiply by 2
96-100%	Multiply by 10

These values are based on naturally occurring gemstones. If your PCs are on the hunt for even more valuable gems than these tables provide, do not forget the Elemental Plane of Earth. Fighting off elder elementals enraged by poaching mortals should make them appreciate that 50,000-gp garnet even more.

Jeweled Items

Jewel mages have created a number of different items to hold their magical jewels in an active position, allowing them to be activated at will. Some prefer gauntlets, others diadems, and still others prefer staves, but whatever the form, the principles remain the same. The item must be made primarily of metal, normally silver, and gold alloys. Some part of it must remain in contact with the jewel mages skin in order to operate correctly, and it must be large enough to hold at least one gem.

The construction process requires the Craft Wondrous Item feat, and is largely the same as the construction of any other magic item. It requires the item itself, which must be of the highest quality and a variety of other arcane materials. The total cost varies, depending on how many jewel settings are desired. Each desired setting costs 2,000 gp, and requires the investment of 80 XP into the item. Jeweled items cannot hold other magical effects.

Table 20: Gem Values and Descriptors

Agate, Banded/Eye/Moss	(4-16 gp)	white, gray, blue, brown, green, in bands, translucent, hard
Alexandrite - [chaotic]	(200-800 gp)	green under natural light, red under artificial, transparent, hard
Amber - Conjunction [electricity]	(40-160 gp)	amber yellow to orange, transparent, soft
Amethyst - Enchantment [language-dependent, sonic]	(40-160 gp)	purple, transparent, hard
Aquamarine - [cold, lawful]	(200-800 gp)	blue, blue-green, transparent, hard
Azurite	(4-16 gp)	deep blue-black, bright blue, opaque
Bloodstone (Hematite) - [fear]	(20-80 gp)	dark green with red flecks, opaque, hard
Carnelian - [fire]	(20-80 gp)	bright red, translucent
Chalcedony - [lawful]	(20-80 gp)	
white, gray, blue, brown, translucent/transparent		
Chrysoberyl - [teleportation]	(40-160 gp)	yellow/gold/green, translucent, hard
Chrysoberyl, Cat's Eye - Divination [mind-affecting]	(40-160 gp)	yellow/gold/green, inclusions reflecting sliver of light in center, translucent, hard
Chrysoprase	(20-80 gp)	bright green, opaque, hard
Citrine - [acid]	(20-80 gp)	pale yellow, transparent, hard
Coral - [sonic]	(40-160 gp)	white, pink, orange, red, blue, violet, golden, black, opaque, soft
Corundum - [light]	(400-1,600 gp)	orange-pink, golden, white, purple, transparent, hard
Diamond - [force]	(2,000-8,000)	colorless, pale yellow, brown, gray, white, blue, black, reddish, greenish, transparent, very hard
Emerald - [acid]	(400-1,600 gp)	bright green, transparent, hard
Garnet - Transmutation [acid, fire]	(40-160 gp) {most}	red*, green, orange, black, violet, transparent, hard
	(200-800 gp) {violet}	
Iolite - [cold]	(20-80 gp)	violet blue, transparent, hard
Jacinth - [light]	(2,000-8,000 gp)	colorless, brown, green, red, yellow, blue, black, transparent, hard
Jade - Abjuration [good]	(40-160 gp)	bright green, green, white, gray, yellow, orange, violet, opaque, hard
Jasper	(20-80 gp)	red, yellow, green, grayish blue, opaque, hard, type of quartz
Jet - Necromancy [darkness, death, evil]	(40-160 gp)	velvety black, opaque, soft
Lapis Lazuli	(4-16 gp)	deep blue, occasionally golden sparkles, opaque, soft
Malachite	(4-16 gp)	bright/dark green, banded, opaque
Moonstone - [light]	(20-80 gp)	colorless, white to yellowish, reddish to bluish gray, opaque, hard
Obsidian	(4-16 gp)	black, gray, translucent, hard
Onyx - [darkness, evil, fear,]	(20-80 gp)	black, occasionally with white bands, hard
Opal - [chaotic]	(400-1,600 gp)	
colorless, white, pale yellow, pale red, gray, black,		(multicolored flashes), transparent
Pearl - Illusion [mind-affecting]	(4-16 gp){freshwater}),	white, cream, light rose, cream rose, black, gray,
	(40-160 gp){most others}	bronze, blue, dark blue, blue green, red, purple,
	(200-800 gp) {black}	yellow, violet, opaque, soft
Peridot - [language-dependent]	(20-80 gp)	yellowish-green, transparent, hard

Once created, the jeweled item can be used by any jewel mage to hold his magical jewels. The jewels can be easily placed in or removed from the settings as a move-equivalent action. Certain types of items prevent their users from fully utilizing the powers of an encoded jewel. Unless the item can be maneuvered freely, an encoded jewel cannot be used to absorb a spell being cast on its bearer. For example, a jewelstaff or a jeweled gauntlet could be used to absorb a spell, but a diadem or a necklace could not, unless removed and held in the jewel mages hand. If a jewel item with an encoded jewel set into it is used to absorb a spell that overloads the jewel, the jeweled item must make a Fortitude save DC 10 + the combined level of the spells encoded within the encoded jewel or be destroyed. If the jeweled item is destroyed, any other magical jewels set into it must make the same save to avoid the same fate. Even if the jeweled item succeeds in making

the save, the setting containing the overloaded jewel is rendered useless.

The jewelstaff below is a common example of a jeweled item.

Jewelstaff

This 5 foot long silver metal staff has settings for eight gems on it, one at each end, and six along the shaft. The settings are linked to each other by angular patterns of inlaid gold. To anyone but a jewel mage, it is useless, though certainly beautiful. A jewel mage may place any combination of attunement jewels, greater attunement jewels, encoded jewels, or binding jewels within the settings. All jewels in the settings are considered active when the staff is held by their creator, and may be used at will.

Caster level: 9th; *Prerequisites:* Craft Wondrous Item, caster must be a 3rd level jewel mage; *Market Price:* 24,000 gp; *Weight:* 5 lbs.

Chapter 7: Rune Magic

Rune magic is the study of harnessing and directing magical energies using a set of written symbols called runes. These runes allow someone knowledgeable in their use to channel great amounts of magical energy, but doing so can be very dangerous. A demanding area of study, it requires great mental strength and physical endurance to undergo the rigors of casting magic using runes. Rune magic is not for the weak of heart.

Rune magic is a mixture of both divine and arcane magic. Runes are the tools of the gods of magic, wisdom, or nature, but they are occasionally put in the hands of worthy mortal servants of such powers. These followers expand their magical might by learning the powers of various runes and becoming a rune caster. Each rune is able to shape and control a certain aspect of power, using both arcane energies and divine energy to do so. Each rune is associated with specific spells and powers, which a rune caster unlocks by studying its secrets. The rune caster must understand fully the rune's significance as a symbol of magical power, a facet of nature, and how it represents the god to which the rune caster is beholden. Each rune mastered expands the rune caster's power, allowing the rune caster to cast a wider variety of spells and to call on the powers associated with the rune.

Unfortunately, rune magic exacts terrible costs. Many of the most powerful rune casters remove one of their own eyes in pursuit of greater comprehension, allowing them to experience the world in the two dimensional fashion in which runes exist. Others cause themselves permanent damage by trying to use too many runes at once, causing their body to overload with magical energy. Runes are the tools of the gods and mortals risk much by using them for their own ends. For the power hungry, runes offer many roads to self-destruction paved with their own greed.

Rune magic is utilized by groups on the edges of civilization. They are rarely found in magical schools or academies, instead being taught in the wilds where the connection each rune has to nature can still be felt. Because of this, most rune casters are sorcerers as opposed to wizards. The primal nature of the sorcerer lends itself far more readily to the practice of rune magic than the studious ways of the wizard. Rune magic requires a deep connection that cannot be learned in a school; it must be experienced. Clerics of gods of magic, wisdom, or nature may become rune mages but, like sorcerers, druids perform better at rune magic than their clerical counterparts because of the basic connection they have to their magic.

Rune casters are solitary folk, living the lives of hermits on the highest peaks or the deepest forests. They rarely traffic with other people, using their solitude to contemplate the deeper meanings of the runes. Powerful rune casters are sought out for their advice or magical prowess, though they charge very high prices for both. Considering the price that many rune casters have paid for their power, this is understandable.

Casting Rune Spells

To perform rune magic a character must take at least one level in the rune caster prestige class. Other characters may take the Activate Rune feat to use inscribed runes but may not then cast rune spells or use runestones.

Rune magic uses a set of specific symbols, the runes, to focus magical energies and use them to cast spells or create other effects. Each rune has a certain type of energy it channels, granting the rune caster using it access to a certain set of spells and abilities. Beginning rune casters only know a handful of runes while the more experienced rune caster may know a dozen or more.

Unfortunately, a rune caster may only focus the energies of a limited number of runes at a time, forcing rune casters to pick and choose which runes they would like to use from their available supply.

There are twenty-four runes available to rune casters to learn, each of which is based on a rune from the Elder Futhark runic alphabet. The process of learning a rune is a difficult one, requiring deep and lengthy contemplation and meditation. These assist in the formation of a deep magical and intellectual connection with the concept embodied by the rune. You do not just need to know how to draw the rune; you need to understand the meaning it holds and what it can do. To learn a rune the rune caster must spend one week contemplating the single rune he wishes to learn. During this week, the rune caster must meditate and pray at least eight hours a day and cannot undertake any strenuous activity or travel. Also, the rune caster must fast, eating nothing and drinking only water during this time. At the end of the week, the rune caster must make a Knowledge (Runes) check (DC 15 + the number of runes the rune caster already knows). If this check is successful, the rune caster has learned the new rune and may use it as normal. If the check is unsuccessful, the rune caster must try again by spending another week in contemplation. If a rune caster fails to learn a rune after five tries, the rune is beyond his comprehension and he can never learn it. A rune caster may generally know no more runes than their level in the rune mage prestige class plus their Intelligence modifier, though certain feats may allow a rune caster to learn more runes.

Arik, a 4th level sorcerer, 3rd level druid and 6th level rune mage wishes to learn the Ansuz rune. Arik knows five runes currently, but his 17 Intelligence allows him to know nine runes total (6 for his 6 levels in rune mage +3 for his Intelligence bonus). Ansuz spends a week in meditation and makes his Knowledge (Runes), in which Arik has a +10 bonus. The DC is 20 (15 +5 for the runes Arik already knows). Arik rolls a 3, failing to learn the Ansuz rune. Arik recuperates from his week of fasting and tries again, this time rolling a 14. Arik learns the Ansuz rune after the second week of contemplation. If Arik had failed his check five times he would be incapable of grasping the meaning and powers of the Ansuz rune.

Once a rune caster has learned a rune, he can begin casting rune magic. Each rune provides a list of spells it allows the rune caster to cast, a special ability the rune caster may use, and a skill that the rune caster gets a bonus to, but these powers are only available if the rune caster is currently *attuned* to that rune. A rune caster may know many runes, but he can only be *attuned* to a number of runes equal to his Constitution bonus plus his highest rank in the Attune Rune ability. To attune, the rune caster must have a runestone, which is a small enchanted stone bearing one of the runes. The runestone must be held in hand while the attuning takes place. Attuning to a rune requires a full-round action (provoking an attack of opportunity) and a Will save (DC 15 + number of runes to which the rune caster is currently attuned). Failing this roll causes a number of hit points of damage to the rune caster equal to the amount by which the check was failed. If a rune caster is ever knocked unconscious by failing an attunement check, they lose one point of Constitution permanently.

Preparing to go into a fight, Arik wishes to attune to the Thurisaz rune, which he has already learned. Arik can be attuned to four runes simultaneously (2 because of his +2 Constitution bonus and 2 from Attune Rune II ability) but he is already attuned to three runes. To attune to the Thurisaz rune Arik must use a full-round action and make

a Will save (DC 15+3 for the runes to which Arik is currently attuned, or 18). Arik's Will save is +9, but he rolls a 4, meaning he fails the check by 5 points. Arik takes 5 hit points of damage for his failed attempt to attune. He tries again the next round and roll a 14 on his attune check, successfully attuning himself to the Thurisaz rune.

Rune casters create their own runestones, and more powerful rune casters are able to simply draw the rune in the air to invoke its power. Powerful rune casters may craft runestaves, which carry multiple runes engraved into their surface. (Such a runestaff may hold one to five runes but only counts as one rune in terms of determining how many runes are currently attuned to a character.)

The rune caster must hold in his hands those runestones (or the runestaff) for each rune to which he is attuned. Dropping or putting away a runestone (or runestaff) immediately severs the character's attunement to the runes the item contained. Wise opponents do their best to knock such items out of a rune caster's hands or stun the rune caster so that he drops whatever he is holding.

Once a rune caster is attuned, he may cast spells from his rune spell slots using the spell list for that rune. Casting spells using rune spell slots acts as normal spellcasting, requiring Concentration checks and possibly provoking at-



tacks of opportunity. Each rune has a special ability, similar to those granted by clerical domains, which may only be used while the rune caster is attuned to the rune. Lastly, each rune provides an enhancement bonus to a specific type of skill check to any rune caster attuned to the rune.

A rune caster may try to attune to more than his normal allotment of runes, but doing so inflicts one hit point of damage per extra rune per round that the extra runes are attuned. A rune caster remains attuned to his runes until he wishes to remove the attunement or he drops the runestones or runestaff.

While attuned to a rune, it also affects the rune mage's behavior. A rune mage who attunes himself with Thurisaz becomes more destructive in his actions, while a rune mage attuned with Isa tries to overcome any obstacle. This is merely a roleplaying effect but it can provide quite a challenge for the player of the rune mage.

Adding Runes to Normal Spells

When a rune caster casts a spell using his available spell slots, he may augment them using the runes. If, at the time of casting, one of the caster's attuned runes has the spell being cast on its spell list, the spell may be *augmented* by the power of the rune. The rune caster has two choices of how to augment the spell.

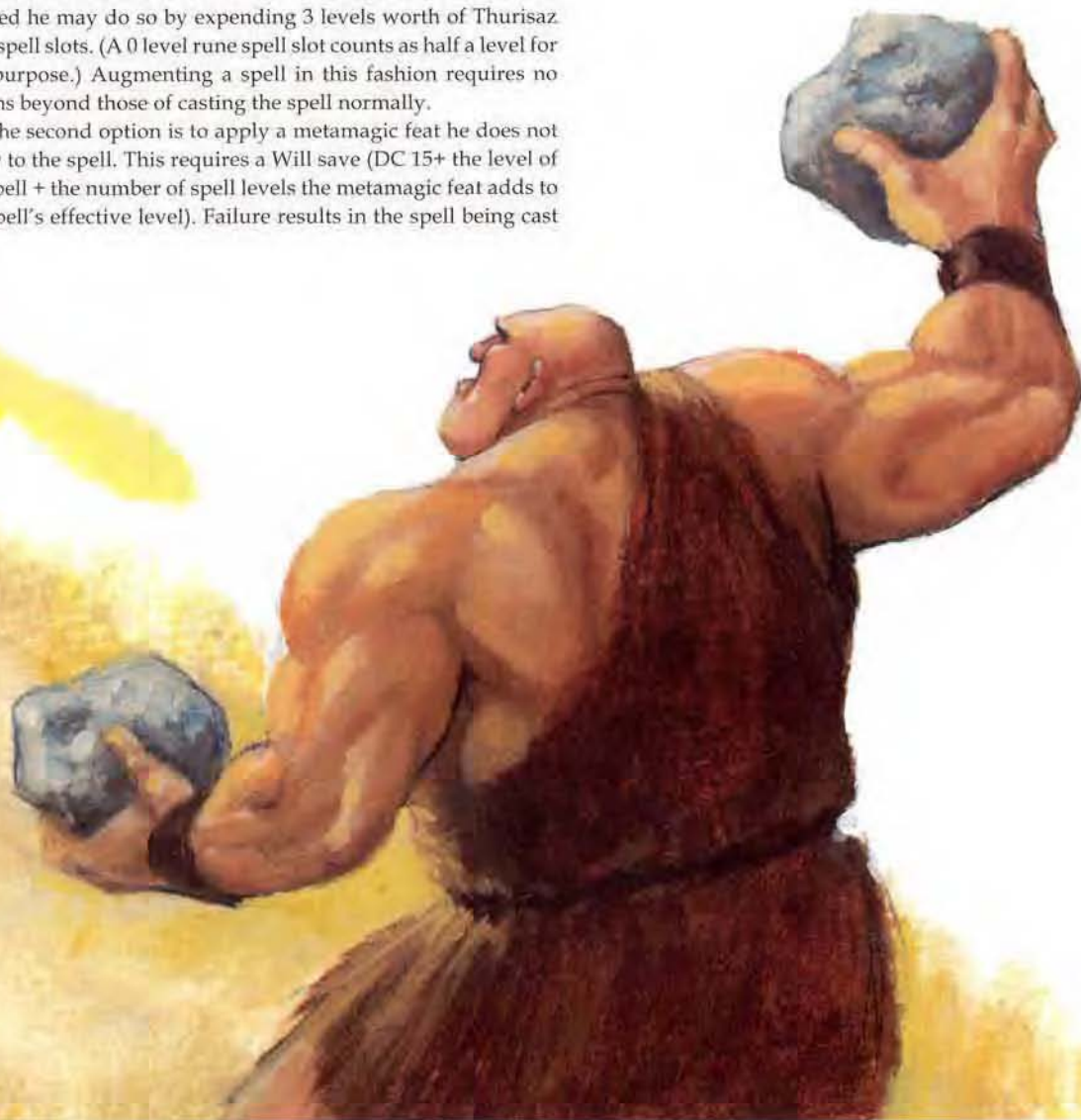
The first option is to apply metamagic feats he has to the spell, making up the spell levels needed for the metamagic feat by expending spell levels from his rune magic spell slot. So, if a rune caster wishes to *maximize* a fireball while he has the Thurisaz rune attuned he may do so by expending 3 levels worth of Thurisaz rune spell slots. (A 0 level rune spell slot counts as half a level for this purpose.) Augmenting a spell in this fashion requires no actions beyond those of casting the spell normally.

The second option is to apply a metamagic feat he does not know to the spell. This requires a Will save (DC 15+ the level of the spell + the number of spell levels the metamagic feat adds to the spell's effective level). Failure results in the spell being cast

normally, without any enhancements from the metamagic feat. If the Will save succeeds, then the spell is cast with enhancements from the metamagic feat. In either case, the rune mage takes a number of hit points of damage equal to twice the number of levels the metamagic feat adds to the spell level. Any levels needed by the metamagic are filled by taking spells from the rune mage's available rune spell slots.

Inscribing Runes

Runes may also be inscribed on items, creating a stored spell that may be activated later. To do so the rune caster must be attuned to a rune that would allow him to cast the spell to be inscribed. Once he is attuned, the rune caster uses a full round action per spell level to draw the rune on the item on which the spell is to be stored. Some form of mark must be left on the surface where the rune is inscribed; the rune mage cannot simply run his finger over a surface to inscribe a rune. In situations where the rune is already drawn, such as a rune carved into a wall or a shield, the rune caster need only trace the rune with his finger. With the actual drawing of the rune complete, the rune caster must use one of his rune spell slots of the spell level to be inscribed to cast the spell into the rune. At this time the rune caster spends XP equal to the spell level times (caster level of the rune mage x5) to



power the rune. Once the experience points are spent the rune is inscribed and remains active for a year per caster level or until the rune is used. If a rune is carved into an item, the destruction of that item destroys the rune and its power.

Once inscribed a rune may be activated by anyone capable of casting rune spells (or anyone with the Activate Rune feat) as a full-round action.

Arik wishes to inscribe a 3rd level rune. Arik is a 6th level rune mage so inscribing the rune costs him 90 XP (3x6x5). Inscribing the rune takes 3 rounds to complete.

Rune Mage Prestige Class

Rune mages (also known as rune casters) are the true masters of the art of rune magic. While they begin their studies in the more mundane forms of arcane and divine magic, most rune mages make the study of runes their life's work after they learn the basics. The runes, as tools of the gods and symbols of their power, hold a far deeper meaning than simply being a conduit for magical energies. They offer a mixture of philosophy, guidance, and information about the structure and function of the universe. To rune mages, studying dusty tomes in dark libraries pales in comparison.

Beginning rune mages learn their craft from the solitary hermits who make up the upper echelons of the rune mage hierarchy. These hermits have only one or two students at a time and spend years forcing their students to perform menial tasks like cleaning and caring for the livestock. Suffering is an important part of rune magic, so rune mages *wish* to know their students can take some punishment before imparting real knowledge to them.

Rune mages spend their time in pursuit of complete comprehension of the runes, but this study takes many forms. Some sit on high mountaintops and watch the fury of nature about them, trying to see how each rune connects itself to the world. Others involve themselves in great quests using the magical properties of the runes to better understand them. In either case, while worldly goods are sometimes important to a rune mage, they mean nothing before the value of knowledge.

Sorcerers and druids are the most likely to take up the study of runes because their magical gifts are of the same primal nature as rune magic. Sorcerers do not have to study books for their power but instead master their own internal powers while druids are already deeply involved in the study of nature. Wizards and clerics also become rune mages but do not take to it like sorcerers or druids. Bards rarely study runes because it detracts from their other pursuits, but it is possible for bards to become rune mages. Other classes cannot become rune mages without first multi-classing to sorcerer, bard, wizard, cleric, or druid.

Rune mages of all alignments can be found, but most lean in some fashion toward the neutral alignments. The majority of rune mages are human, yet a sizable number of dwarves can be found. Despite not being fond of arcane magic, dwarves find the permanent and steady nature of runes attractive and employ them in magically enhancing items. Elves and gnomes occasionally practice rune magic, while halfling and half-orc rune mages are almost unheard of.

Hit Dice: d6

Requirements:

To qualify to become a rune mage a character must fulfill all the following criteria.

Spellcasting: Ability to cast second level arcane spells and second level divine spells.

Constitution: 12+

Knowledge (Arcana): 4 ranks

Knowledge (Nature): 2 ranks

Will Save: +5

Class Skills

The rune mage's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Intuit Direction (Wis), Knowledge (Arcana) (Int), Knowledge (Runes) (Int), Knowledge (Nature) (Int), Profession (Wis), Scry (Int), Spellcraft (Int), and Wilderness Lore (Wis).

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

Class Features

All of the following are class features of the rune mage prestige class.

Armor and Weapons Proficiencies: The rune mage is proficient with simple weapons but not armor or shields. Armor of any type interferes with a rune mage's arcane gestures, which can cause his spells to fail. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every five pounds of armor and equipment carried.

Rune Spells (Ex): Rune mages cast spells using runes to focus magical energies. These spells are a mixture of the arcane and divine. A rune mage's spells are limited to those made available by runes he is currently attuned to. A rune mage may only be attuned to a number of runes equal to his level in the Attune Rune class ability plus his Constitution bonus. Each rune has a list of ten spells, one of each level, that are available to the rune mage who is attuned to the rune. The rune mage may use his rune magic spell slots to cast any spells made available to him by his attuned runes.

Rune mages begin with the number of rune spell slots listed for a first level rune mage. Wizards, bards, and clerics keep their original spell casting abilities and may use them normally. Druids and sorcerers may keep their original spell casting abilities if they choose, or they can choose to transfer their caster levels to rune magic. When sorcerers and druids take their first level in rune mage they may choose to reduce their caster level in their original classes and add them to their caster level in rune mage. This does not affect the class abilities, Hit Dice, saving throws or attack bonuses of the character, merely their effective caster level and number of spell slots. This allows sorcerers and druids to become far more effective rune mages than other classes. Each level in rune mage the character gains increases his rune mage caster level by one, increasing the number of available spell slots.

Hengar is a 4th level sorcerer, 3rd level druid and just became a 1st level rune mage. He has 5 0-level rune spell slots and 3 1st level rune spell slots. He also has 6 0-level, 6 1st level and 3 2nd level sorcerer spell slots. Lastly he has 4 0-level, 2 1st level and 1 2nd level druid spell slots. Hengar chooses to change two of his sorcerer caster levels and one of his druid caster levels over to rune mage. Hengar now has the spell slots of a 4th level rune mage, 2nd level sorcerer, and 2nd level druid. He has the class abilities, hit points, attack

bonus and saving throws of a 1st level rune mage, 4th level sorcerer and 3rd level druid. When Hengar goes up another level he is a 2nd level rune mage, 4th level sorcerer and a 3rd level druid but has the spell slots of a 5th level rune mage, 2nd level sorcerer and 2nd level druid.

A rune mage may cast a certain number of spells each day, but does need to prepare these spells beforehand. The rune mage receives bonus rune spells based on his Wisdom, Charisma, or Intelligence whichever is higher. So, Arik (with an 18 Wisdom) would have a bonus 1st, 2nd, 3rd, and 4th level spell.

A rune mage may cast a lower level spell using a higher-level slot if desired. For purposes of all Concentration checks and saving throws, the spell level is considered that of the lower level spell, but the higher-level spell slot is used.

To cast a spell from an attuned rune, a rune mage must have an Intelligence or Charisma (whichever was the primary attribute of the rune mage's arcane magic class) and Wisdom equal to 10 + the spell's level. The Difficulty Class for saving throws against rune mage spells is 10 + the spell's level + the Intelligence, Charisma, or Wisdom modifier of the rune mage, whichever is higher.

If a rune mage wishes to use a metamagic feat on one of their rune spells and the spell takes 1 standard action to cast, they must instead spend a full round action casting the spell. If the spell requires more than a standard action, then an extra full round action is added to the casting time for the spell.

Runecasting (Ex): In addition to using runes to work magic, rune mages may use the runes to perform a type of divination called runecasting. Runecasting does not actually predict the future but allows the rune mage to look back on what he has done, see what he is doing, and what path he is on. The rune mage may then choose to try to alter this path. It does not give a glimpse of a certain, unchangeable future. Instead, it helps the rune mage puzzle out what is likely to happen on his own, allowing him to take appropriate actions.

Casting runestones takes at least ten minutes of uninterrupted concentration. The rune mage must sit comfortably and concentrate for a few moments, after which he tosses all of his runestones to the ground, reading the placement and orientation of the runes. The rune mage then makes a Knowledge (Runes) check (DC 15). If successful, the rune mage has gleaned some guidance from the runes. The rune mage gains a +1 insight bonus to: 1) all skill checks, 2) all attack rolls, or 3) all saving throws for a 24-hour period at the discretion of the rune mage. Once chosen, the bonus cannot be switched. The DM should feel free to impart some real wisdom on the rune mage if he feels the future holds something important.

Table 21: The Rune Mage

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1 st	+0	+2	+0	+2	Runecasting, Create Runestone, Attune Rune I
2 nd	+1	+3	+0	+3	
3 rd	+1	+3	+1	+3	Inscribe Rune
4 th	+2	+4	+1	+4	
5 th	+2	+4	+1	+4	Attune Rune II
6 th	+3	+5	+2	+5	
7 th	+3	+5	+2	+5	
8 th	+4	+6	+2	+6	Draw Rune
9 th	+4	+6	+3	+6	
10 th	+5	+7	+3	+7	Attune Rune III
11 th	+5	+7	+3	+7	Create Runestaff
12 th	+6/+1	+8	+4	+8	Rune Mastery I
13 th	+6/+1	+8	+4	+8	
14 th	+7/+2	+9	+4	+9	
15 th	+7/+2	+9	+5	+9	Attune Rune IV, Rune Mastery II

Runecastings may be performed for others as well, but they do not receive the inspiration bonus unless the dungeon master feels they have a suitable faith in the runes (anyone with the rune mage prestige class or who has the Activate Rune feat qualifies).

Create Runestone (Ex): Rune mages (except the highest levels) cannot work their magic without runestones. Runestones are small stones, about the size of a coin, inscribed with a single rune on one side. They are made from smooth stone but may be made from metal, wood, or even bone. A rune mage may only attune to runes for which he has an appropriate runestone (or runestaff, see below). Because of this, making runestones is one of the first things a rune mage learns. Rune mages are given a set of runestones by their instructor, but soon prefer using runestones made with their own hands. When using a runestone made by someone else, rune mages suffer a -1 penalty to attunement checks.

Creating a runestone requires a complete day of work during which the rune mage may cast no spells and undertake no strenuous activity or travel. The process takes eight hours, during which the rune mage meditates and carefully carves the rune. Runestones may be made from almost any material, but stone is the most common. At the end of eight hours, the rune mage must make a Knowledge (Runes) check (DC 10). If successful, the runestone is properly made. The rune mage then spends 100 XP to bind it to him. If the check fails, the rune mage starts again another day and the material used is destroyed.

Runestones are made from materials that have some link to the rune to be inscribed, such as Hagalaz rune inscribed on a piece of wood from a tree struck by lightning. Such runes are more powerful than normal runestones. They can add anywhere from a +1 to a +5 bonus to attunement checks when using that runestone depending on the power of the connection the material has to the rune. Creating such runestones require more XP, costing 500 XP per point of bonus.

Inscribe Rune (Ex): At third level a rune mage is able to inscribe runes, as detailed above.

Attune Rune (Su): A rune mage may know many runes but can only use a certain number at a time. Each level of Attune Rune allows the rune mage to attune to one rune, enabling him to use the powers of that rune. A rune mage may only attune to a number of runes equal to his level in Attune Rune plus his Constitution bonus.

Draw Rune (Sp): Once a rune mage reaches 8th level they are no longer tied down by needing runestones. If the rune mage does not have the correct type of runestone on hand, he simply draws the rune on any available surface. The rune must be visible;

meaning a rune mage cannot simply run his fingers over a surface. This takes a standard action. The rune mage then attunes the rune (as long as he is within ten feet of the drawn rune and the rune remains intact). Any marring of the drawn rune destroys it; any creature within 5 ft. of a rune may take a partial action to render it useless.

Create Runestaff (Ex): Powerful rune mages create rune staves, enabling them to attune to runes in greater numbers. A runestaff is one foot long for each rune they carry. Creating a runestaff is a long and difficult process that only the most powerful rune mages dare attempt.

The staff itself must be made out of a very stout substance, such as oak, metal, or stone. Most runestaves are wood. Once a suitable staff is obtained, the rune mage must spend one day per rune inscribing each rune carefully on the staff. At the end of each day a Knowledge (Runes) check must be made at DC 25 plus the number of runes on the staff. If successful, the rune mage spends 1,000 XP to empower the rune and continues to the next. If the roll fails the staff is ruined and must be started over completely any XP spent on the process thus far is lost.

If all the runes are inscribed correctly, the staff is enchanted over the course of five days, during which the rune mage must fast. At the end of this time, the rune mage makes a Knowledge (Runes) check (DC 25 + the number of runes on the runestaff) and a Fortitude Save (DC 15+ the number of runes on the staff). If both checks are successful, the runestaff is complete. If either check fails, the rune mage starts again from scratch and any XP or material costs are lost.

Once created, a runestaff allows the rune mage who constructed it to attune to all the runes on the runestaff by simply attuning to the staff once, which also only counts as a single rune in terms of how many runes the rune mage may attune to. So, a runestaff with four runes on it allows the rune mage attuned to it to use any of the four runes on the runestaff but it only counts as being attuned to a single rune. A rune mage may only attune to one runestaff at a time.

If a rune mage finds a runestaff built by another mage, he may attune himself to it by spending one full day in meditation and 500 XP per rune on the staff. Until then, the rune mage cannot use the staff.

If used in combat runestaves with 1-3 runes count as clubs and those with 4-5 runes count as staves. A finished runestaff is treated as having an enhancement bonus equal to the number of runes inscribed upon it when determining if the runestaff breaks. Other enchantments may be added to a runestaff later, if desired, up to a maximum of 5 runes. The process of adding runes to a staff is the same as above.

Rune Mastery (Su): The most powerful rune mages learn to find the power of the runes inside themselves, allowing them to permanently attune themselves to a rune. This is done with a rune that in some way embodies the beliefs of the rune mage; warriors bond to the Thurisaz or Uruz rune while a nomadic rune mage may master the Raidho rune. In any case, the rune mage brings the power of the rune into himself, forever altering his relationship with the world.

Mastering a rune requires permanently inscribing the rune on the surface of the rune mage's body. This is done with tattoos or scarring. Once this is accomplished, the rune mage retires to an area to which his chosen rune is linked (such as a glacier or snow capped mountain for the Isa rune). The rune mage invokes his chosen rune, pulling its power into himself. The rune mage then meditates and prays for five days. Each day, he must make a Fortitude save (DC 20 + the number of previous days spent in meditation) to withstand the energy of the rune seeping into him. Failure causes a number of hit points of damage equal to the amount by which the rune mage failed his Fortitude Save. After

making five successful saves in a row, the rune mage is permanently linked with the rune and gains mastery of it. The rune mage is permanently attuned to this rune, which does not count against his normal allotment of attuned runes.

Rune Mastery II allows the rune mage to forge a permanent bond with a second rune if desired, using the process described above.

Runes

Each of the 24 runes has several sections within its entry. Each begins with a rough description of the area of influence of the rune; what types of things the rune holds power over, and what types of actions it favors. Each description also provides some ideas on how the rune affects the personality of those to which it is attuned.

Special Power: Each rune has a special power it grants to those attuned to it. The rune caster must be attuned to a rune to activate its special power and must maintain this attunement for as long as the power is active. If the attunement is broken, the effects of the power end immediately.

Spells Available: Each rune has a list of spells, one per level available to a rune mage who is attuned to that rune. These spells are cast using the rune mage's rune spell slots. Some spells listed under certain runes are divine spells, but for purposes of rune magic, they are considered arcane. Any damage that would be divine is instead energy damage of a type appropriate to the spell. For example, the divine damage from *flame strike* becomes *flame damage* instead. If the damage from a spell consists entirely of divine energy, it is instead considered a force effect when the spell is cast by a rune caster.

Associated Skill Bonus: Each rune provides a bonus to one skill. This bonus may only apply in certain situations.

(The runes below are based on the Elder Futhark runic alphabet, but some liberties were taken with some of their meanings for increased playability.)

Algiz

Defenders against evil, those who favor Algiz work against the dark forces in the world and protect the good. Those attuned to Algiz stand steadfast against all evil, allowing them do no wrong without resisting.

Special Power: While attuned to this rune, the character may detect evil within a 60 ft. radius as a full-round action.

Spells Available:

0	<i>Disrupt undead</i>
1	<i>Protection from evil</i>
2	<i>Consecrate</i>
3	<i>Magic circle against evil</i>
4	<i>Remove curse</i>
5	<i>Hallow</i>
6	<i>Banishment</i>
7	<i>Holy ward</i>
8	<i>Holy aura</i>
9	<i>Soul bind</i>

Associated Skill Bonus: +2 bonus to Spellcraft.

Ansuz

Ansuz is the rune of air and communication, drawing its power from the power of the wind. Politicians and leaders favor Ansuz. Those attuned to the Ansuz rune are talkative, sometimes to the point of annoyance.

Special Power: Rune mages attuned to Ansuz may attempt to control or rebuke air elementals as an evil cleric controls

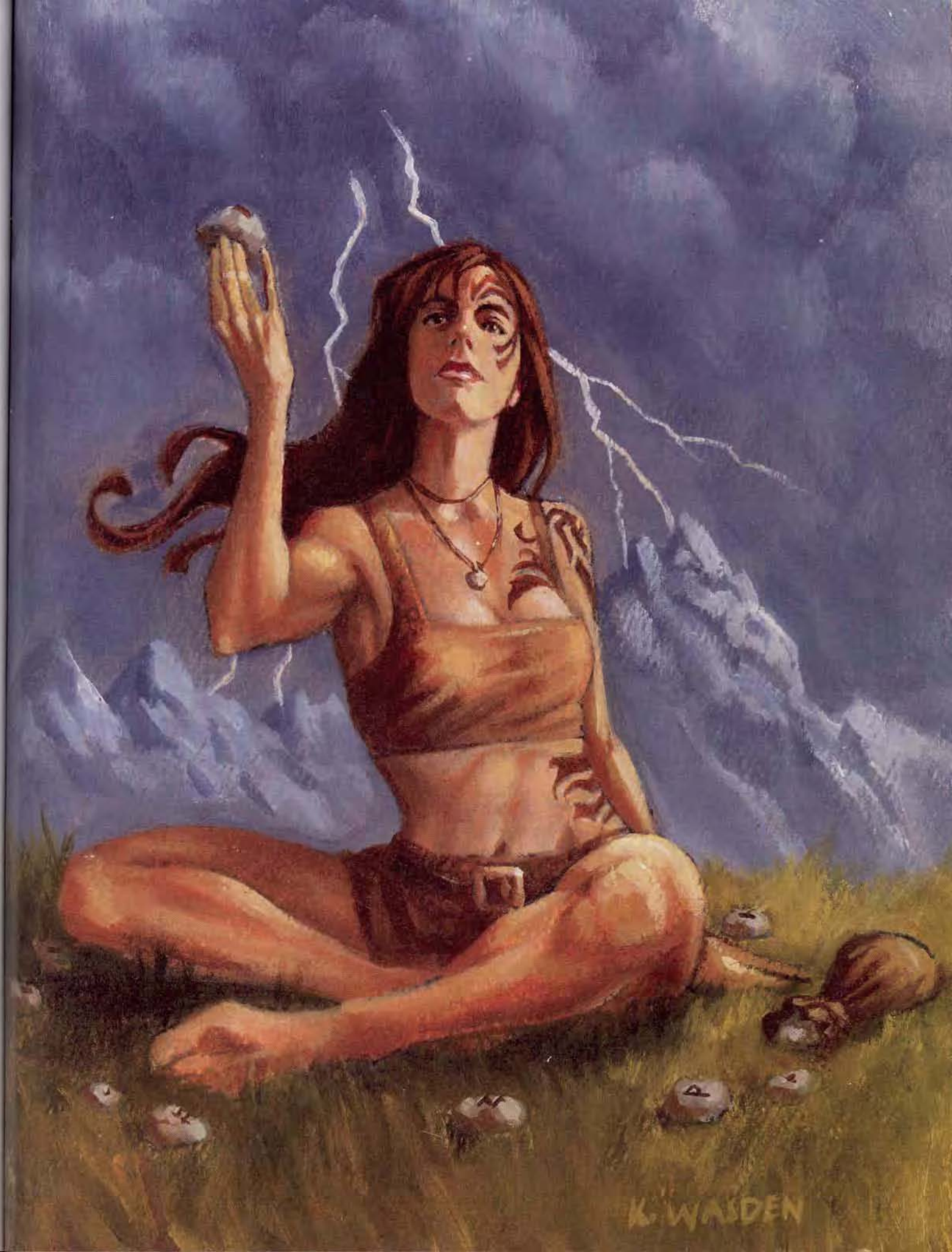


Table 22: Rune Magic Spells Per Day

Level	0	1	2	3	4	5	6	7	8	9
1	5	3	-	-	-	-	-	-	-	-
2	6	4	-	-	-	-	-	-	-	-
3	6	5	-	-	-	-	-	-	-	-
4	6	6	3	-	-	-	-	-	-	-
5	6	6	4	-	-	-	-	-	-	-
6	6	6	5	3	-	-	-	-	-	-
7	6	6	6	4	-	-	-	-	-	-
8	6	6	6	5	3	-	-	-	-	-
9	6	6	6	6	4	-	-	-	-	-
10	6	6	6	6	5	3	-	-	-	-
11	6	6	6	6	6	4	-	-	-	-
12	6	6	6	6	6	5	3	-	-	-
13	6	6	6	6	6	6	4	-	-	-
14	6	6	6	6	6	6	5	3	-	-
15	6	6	6	6	6	6	6	4	-	-
16	6	6	6	6	6	6	6	5	3	-
17	6	6	6	6	6	6	6	6	4	-
18	6	6	6	6	6	6	6	6	5	3
19	6	6	6	6	6	6	6	6	6	4
20	6	6	6	6	6	6	6	6	6	6

undead. This ability may be used a number of times per day equal to the rune mage's Constitution modifier.

Spells Available:

- 0 *Ghost sound*
- 1 *Obscuring mist*
- 2 *Whispering wind*
- 3 *Gaseous form*
- 4 *Air walk*
- 5 *Control winds*
- 6 *Chain lightning*
- 7 *Control weather*
- 8 *Whirlwind*
- 9 *Elemental swarm* (Air elementals only)

Associated Skill Bonus: +2 bonus to Diplomacy.

Berkana

A rune of plenty and fertility, Berkana is favored by farmers and druids for the effects it has on nature. Those attuned to Berkana become very animalistic and gain a distinct dislike for civilization and all its trappings.

Special Power: If a rune mage sows a field while attuned to Berkana, that field produces twice as much food as normal during the next harvest.

Spells Available:

- 0 *Detect poison*
- 1 *Animal friendship*
- 2 *Lesser restoration*
- 3 *Remove disease*
- 4 *Restoration*
- 5 *Commune with nature*
- 6 *Summon nature's ally VI*
- 7 *Greater restoration*
- 8 *Animal shapes*
- 9 *Summon nature's ally IX*

Associated Skill Bonus: +1 bonus to Wilderness Lore and Heal checks.

Dagaz

Dagaz is the rune of beginnings, endings, and awakenings. It is popular amongst with a number of groups because its area of

influence is so large. Those attuned to Dagaz always see things through to the end, but after finishing one quest are left yearning to start another.

Special Power: While attuned to the Dagaz rune, the character receives a +2 enhancement bonus to any saving throws against mind-affecting spells or spell-like abilities.

Spells Available:

- 0 *Open/Close*
- 1 *Hold portal*
- 2 *Detect thoughts*
- 3 *Dispel magic*
- 4 *Polymorph self*
- 5 *Contact other plane*
- 6 *Greater dispelling*
- 7 *Permanency*
- 8 *Polymorph any object*
- 9 *Mordenkainen's disjunction*

Associated Skill Bonus: +2 bonus to Decipher Script checks.

Ehwaz

The rune of the horse and movement, Ehwaz is favored by nomads, cavalry and messengers. The rune stands for all domestic animals in addition to horses, making it popular amongst farmers. Those attuned to Ehwaz tend to be very friendly with animals and prone to not staying in one place for too long.

Special Power: While attuned to the Ehwaz rune the rune mage may take 10 on any Riding check no matter the situation. He is also considered to have the Mounted Combat feat while attuned to this rune.

Spells Available:

- 0 *Know direction*
- 1 *Mount*
- 2 *Animal messenger*
- 3 *Phantom steed*
- 4 *Haste*
- 5 *Animal growth*
- 6 *Mass haste*
- 7 *Summon nature's ally VII*
- 8 *Summon nature's ally VIII*
- 9 *Sympathy*

Associated Skill Bonus: +1 bonus to Ride and Handle Animal checks.

Eihwaz

Rune of protection and endurance, Eihwaz is popular with rune warriors and the more combative rune mages. Those attuned to Eihwaz tend to be very steadfast and protective of others while always willing to demonstrate their own endurance.

Special Power: While attuned to the Eihwaz rune, runecasters may reduce the chance of arcane spell failure due to armor by 20%.

Spells Available:

0	Resistance
1	Endure elements
2	Endurance
3	Protection from elements
4	Death ward
5	Stoneskin
6	Guards and wards
7	Spell Turning
8	Protection from spells
9	Freedom

Associated Skill Bonus: +1 to all Constitution based skill checks.

Fehu

Fehu is the rune of wealth and possessions, and is related specifically to livestock. Those who pursue the accumulation of possessions through honorable or dishonorable means favor this rune, but the possessions must be gained by one's own actions. Rune mages attuned to Fehu are constantly on the lookout to add to their property.

Special Power: While attuned to this rune the rune mage may detect the presence of any items worth 500+ gp within 10 ft. of the rune mage with a Intelligence Check (DC 10). Using this ability requires a standard action.

Spells Available:

0	Mending
1	Unseen servant
2	Locate object
3	Suggestion
4	Minor creation
5	Fabricate
6	Major creation
7	Animate object
8	Discern location
9	Temporal stasis

Associated Skill Bonus: +2 bonus to Appraise skill checks.

Gebo

Gebo is the rune of interaction between people and of society as a whole. This rune gives those attuned to it power over the actions of others, making this rune one which can be easily abused. Those attuned to Gebo are talkative and interested in the affairs of everyone around them.

Special Power: While attuned to Gebo, the rune mage gains a +2 enhancement bonus to any skills based on Charisma.

Spells Available:

0	Guidance
1	Charm person
2	Enthrall
3	Suggestion
4	Emotion
5	Dominate person
6	Mass suggestion
7	Repulsion
8	Mass charm
9	Dominate monster

Associated Skill Bonus: +2 bonus to Sense Motive checks.



Hagalaz

The rune of storm and earthquake, Hagalaz represents the anger of nature. A popular rune with Warriors, this rune is a powerful if clumsy force. Those attuned to Hagalaz are violent and destructive but also respectful toward nature.

Special Power: While attuned to the Hagalaz rune, the rune mage receives a +4 enhancement bonus to all saving throws made to resist damage from exposure to the environment.

Spells Available:

0	<i>Inflict minor wounds</i>
1	<i>Shocking grasp</i>
2	<i>Produce flame</i>
3	<i>Call lightning</i>
4	<i>Rusting grasp</i>
5	<i>Insect plague</i>
6	<i>Chain lightning</i>
7	<i>Creeping doom</i>
8	<i>Whirlwind</i>
9	<i>Earthquake</i>

Associated Skill Bonus: +2 bonus to Wilderness Lore checks.

Ingwaz

Ingwaz is the rune of earth, popular with miners and engineers. Those attuned to Ingwaz become very stoic and quiet, but act with great determination when called upon.

Special Power: While the rune mage is attuned to Ingwaz he may rebuke or control earth elementals like evil cleric of the same level can rebuke or control undead. This ability may be used a number of times per day equal to 3 + the rune mage's Constitution modifier.

Spells Available:

0	<i>Resistance</i>
1	<i>Magic stone</i>
2	<i>Stone shape</i>
3	<i>Meld into stone</i>
4	<i>Spike stones</i>
5	<i>Wall of stone</i>
6	<i>Move earth</i>
7	<i>Earthquake</i>
8	<i>Iron body</i>
9	<i>Elemental swarm</i> (earth elementals only)

Associated Skill Bonus: +1 bonus to all Constitution based skill checks.

Isa

Isa is commonly known as the rune of ice, but it also has influence over challenges and obstacles. Woodcutters, explorers, and those who enjoy a good challenge in the wilderness favor it. Those attuned to Isa can be distant and unfriendly, but they are always up for a challenge or contest.

Special Power: While attuned to the Isa rune, the character receives a +2 enhancement bonus to any saving throws against spells with the Cold descriptor.

Spells Available:

0	<i>Ray of frost</i>
1	<i>Endure elements</i> (cold only)
2	<i>Resist elements</i> (cold only)
3	<i>Sleet storm</i>
4	<i>Ice storm</i>
5	<i>Cone of cold</i>
6	<i>Otiluke's freezing sphere</i>
7	<i>Control weather</i>
8	<i>Horrid willing</i>
9	<i>Elemental swarm</i> (Water elementals only)

Associated Skill Bonus: +2 bonus to Concentration checks.

Jera

The rune of peace and healing, Jera is a popular rune with rune mages because of the healing powers it makes available. Those attuned to Jera tend to become less violent and more concerned with the well being of others.

Special Power: Any healing spells cast while the rune mage is attuned to this rune are cast at +1 caster level.

Spells Available:

0	<i>Cure minor wounds</i>
1	<i>Cure light wounds</i>
2	<i>Cure moderate wounds</i>
3	<i>Cure serious wounds</i>
4	<i>Cure critical wounds</i>
5	<i>Healing circle</i>
6	<i>Heal</i>
7	<i>Regenerate</i>
8	<i>Mass heal</i>
9	<i>True resurrection</i>

Associated Skill Bonus: +2 bonus to Heal skill checks.

Kenaz

Kenaz is the rune of vision and light, bringing forth illumination so knowledge can be found. Sages and scholars of all types favor Kenaz. Those attuned to Kenaz try to educate their fellows, always willing to broaden the knowledge of those around them.

Special Power: While attuned to Kenaz, the radius of any light produced by an item carried by the rune mage (either magical or otherwise) is doubled.

Spells Available:

0	<i>Light</i>
1	<i>Identify</i>
2	<i>Daylight</i>
3	<i>Clairaudience/Clairvoyance</i>
4	<i>Scrying</i>
5	<i>Dream</i>
6	<i>Legend lore</i>
7	<i>Greater scrying</i>
8	<i>Vision</i>
9	<i>Foresight</i>

Associated Skill Bonus: +2 bonus to Scry skill checks.



Laguz

The rune of water, Laguz is popular amongst sailors and alchemists. Those attuned to it change behavior quickly, going from calm to raging in mere seconds. This behavior makes others uncomfortable around rune mages known to favor Laguz.

Special Power: Rune mages attuned to Laguz may rebuke or control water elementals as an evil cleric of the same level rebukes or controls undead. This ability may be used a number of times per day equal to 3 plus the rune mage's Constitution bonus.

Spells Available:

0	Create water
1	Endure elements (cold only)
2	Fog cloud
3	Water breathing
4	Control water
5	Wall of ice
6	Control weather
7	Acid fog
8	Horrid wilting
9	Elemental swarm (water elementals only)

Associated Skill Bonus: +2 bonus to Swim checks.

Manaaz

A favorite of wizards and scholars, Manaaz is the rune of intelligence and awareness. Those attuned to it become obsessed with learning from the world around them, always willing to take on some new mental challenge.

Special Power: While attuned to the Manaaz rune, a rune mage may take 20 on any Knowledge skill checks without increasing the amount of time necessary for those checks. The character must abide by all other restrictions for taking 20.

Spells Available:

0	Detect magic
1	Comprehend languages
2	See invisibility
3	Tongues
4	Arcane eye
5	Prying eyes
6	Analyze dweomer
7	Limited wish
8	Symbol
9	Wish

Associated Skill Bonus: +1 to all Knowledge checks.

Nauthiz

Nauthiz is the rune of conflict and confusion, spreading strife and pain in its wake. It is not a widely favored rune because it does not spare the rune mage from its influence. Those attuned to Nauthiz tend to be argumentative and difficult, sometimes even betraying their friends for the sake of creating conflict. A rune mage attuned to Nauthiz may be attuned to Teiwaz at the same time.

Special Power: While attuned to the Nauthiz rune, the rune mage gains a +2 enhancement bonus to all saving throws against spells with the Law descriptor.

Spells Available:

0	Daze
1	Cause fear
2	Shatter
3	Bestow curse
4	Confusion
5	Mind fog
6	Animate objects

7	Insanity
8	Antipathy
9	Cloak of chaos

Associated Skill Bonus: +2 bonus to Intimidate.

Othala

The rune of unearned possessions, Othala is favored by thieves, the greedy, and the paranoid. Those attuned to it become suspicious of others, thinking everyone is after their wealth, which they are always yearning to increase.

Special Power: Any time one of the trap-style spells of the rune mage, such as *alarm* or *fire trap*, are triggered, the rune mage is permitted a Wisdom check (DC 15) to sense the activation. The rune mage knows the spell has triggered regardless of distance.

Spells Available:

0	Arcane mark
1	Alarm
2	Arcane lock
3	Explosive runes
4	Fire trap
5	Leomund's secret chest
6	Guards and wards
7	Mordenkainen's magnificent mansion
8	Prismatic wall
9	prismatic sphere

Associated Skill Bonus: +2 bonus to Pick Pocket checks.

Perthro

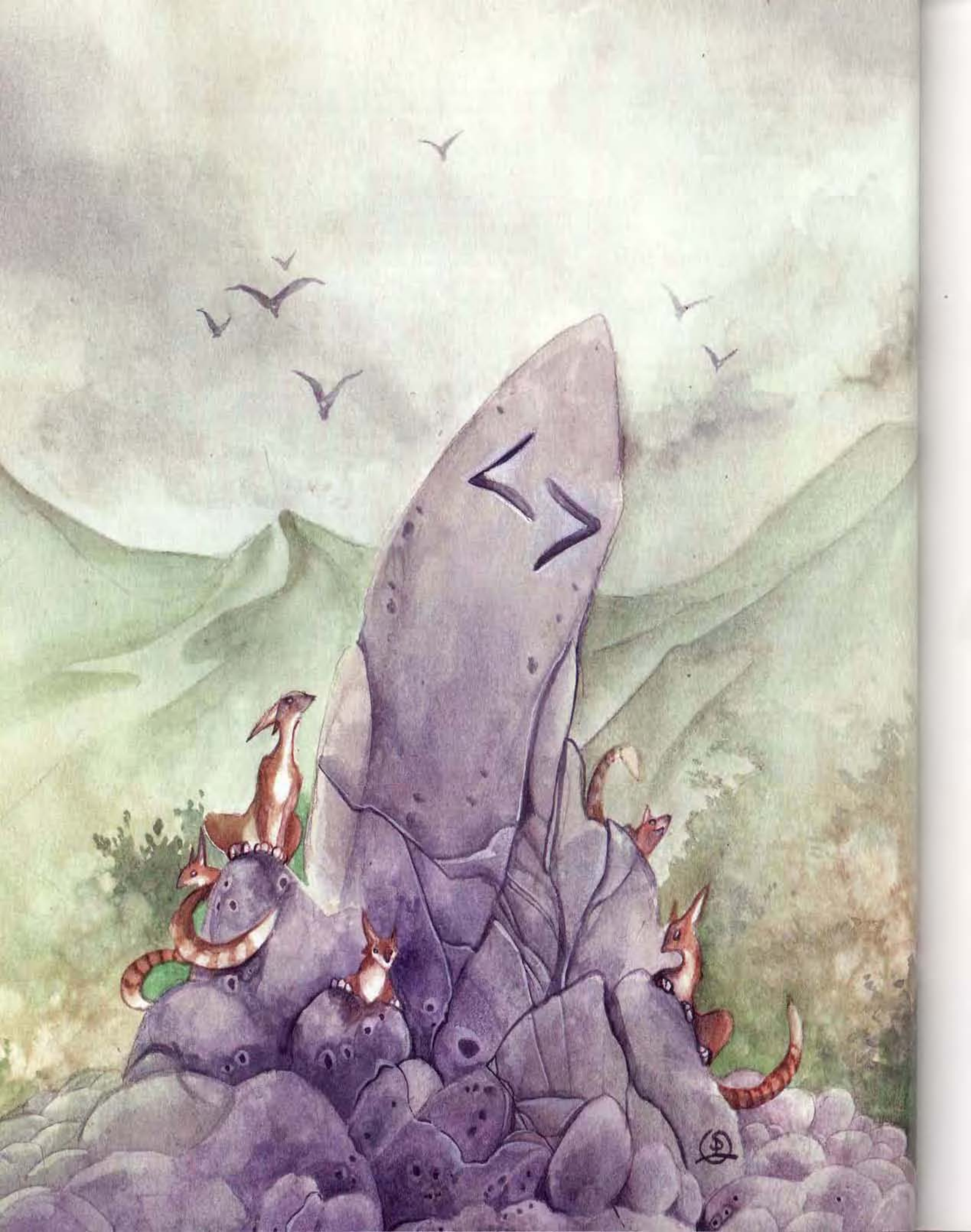
Rune mages who favor Perthro are interested in secrets and mysteries, particularly those that deal with the occult or supernatural. They seek knowledge mortals were not meant to know despite the dangers in doing so. Those attuned to Perthro become very curious, even about matters in which curiosity may prove dangerous.

Special Power: By spending five minutes talking with another person, be it a social discussion or interrogation, a rune mage attuned to Perthro may attempt to compel the person to tell the rune mage a single secret. The rune mage cannot force a specific secret to be revealed, but it is valuable to the rune mage in some way. The rune mage and his target make opposed Will saves. If the rune mage wins, the secret is revealed.

Spells Available:

0	Daze
1	Identify
2	Obscure object
3	Nondetection
4	Divination
5	Analyze dweomer
6	True seeing
7	Legend lore
8	Maze
9	Gate

Associated Skill Bonus: +2 bonus to Knowledge (Arcana)



Raidho

The rune of movement, Raidho draws its power from the action of changing location, Wanderers and nomads favor it. Those attuned to this rune suffer from wanderlust, always wanting to see what is over the next hill.

Special Power: For one round per day per rune mage level you may ignore any magical effects that impede movement. This ability activates anytime it is needed and the rune mage is attuned to Raidho. It deactivates as soon as it is no longer needed. This is a spell-like ability.

Spells Available:

0	<i>Know direction</i>
1	<i>Expeditious retreat</i>
2	<i>Endurance</i>
3	<i>Haste</i>
4	<i>Freedom of movement</i>
5	<i>Passwall</i>
6	<i>Find the path</i>
7	<i>Teleport without error</i>
8	<i>Phase door</i>
9	<i>Astral projection</i>

Associated Skill Bonus: +2 bonus to Wilderness Lore checks.

Sowilo

Sowilo is the rune of victory and the sun, favored by warriors and generals. Those who are attuned to Sowilo became intent on winning and jubilant when they are victorious. They rarely back down from a challenge, especially a martial one.

Special Power: After succeeding in a battle with foes with a CR greater than the rune mage's level, or succeeding at a skill check DC 30 or better, the rune mage may hold his Sowilo runestone aloft in direct sunlight and pray for one full round. The rune mage then gains a +1 sacred bonus to either all saving throws, all attack rolls, or all skill rolls until the next sunset.

Spells Available:

0	<i>Virtue</i>
1	<i>Bless</i>
2	<i>Spiritual weapon</i>
3	<i>Daylight</i>
4	<i>Searing light</i>
5	<i>Dispel evil</i>
6	<i>Contingency</i>
7	<i>Sunbeam</i>
8	<i>Sunburst</i>
9	<i>Miracle</i>

Associated Skill Bonus: +1 to all skill checks made in direct sunlight.

Teiwaz

The rune of law, justice, and responsibility Teiwaz is favored by leaders and judges. Many rune mages who favor Teiwaz serve as the lawgivers in their home areas. Rune mages attuned to Teiwaz become very concerned with upholding the law and seeing that justice is carried out. A rune mage attuned to Teiwaz may be attuned to Nauthiz at the same time.

Special Power: Once per day, the rune mage may create a *zone of truth*. This spell operates exactly as the spell of the same name.

Spells Available:

0	<i>Virtue</i>
1	<i>Command</i>
2	<i>Calm emotions</i>
3	<i>Hold person</i>
4	<i>Discern lies</i>
5	<i>Mark of justice</i>
6	<i>Geas/Quest</i>
7	<i>Dictum</i>
8	<i>Binding</i>
9	<i>Imprisonment</i>

Associated Skill Bonus: +4 to Sense Motive checks when detecting lies.

Thurisaz

Thurisaz is the rune of ruin and flames. It is primarily concerned with destruction so the old can be moved aside to make room for the new. Those attuned to the Thurisaz rune seek to destroy, especially those that are corrupt or already damaged.

Special Power: Rune mages attuned to the Thurisaz rune may attempt to control or rebuke fire elementals as an evil cleric controls undead. This ability may be used a total number of times per day equal to 3 plus the rune mage's Constitution modifier.

Spells Available:

0	<i>Flare</i>
1	<i>Burning hands</i>
2	<i>Pyrotechnics</i>
3	<i>Fireball</i>
4	<i>Fire shield</i>
5	<i>Flame strike</i>
6	<i>Fire seeds</i>
7	<i>Fire storm</i>
8	<i>Incendiary cloud</i>
9	<i>Meteor swarm</i>

Associated Skill Bonus: +8 to Wilderness Lore checks made while lighting a fire.

Uruz

Uruz is the rune of strength and health, embodying the idea of a perfectly fit physical form. Warriors, laborers, and healers favor this rune. Rune mages attuned to Uruz show off their strength at every opportunity, even when it is unnecessary.

Special Ability: When the power of the Uruz rune is activated (as a standard action), the rune mage gains a bonus to his strength equal to that of a bull's *strength* spell. This ability may be used up to three times each day.

Spells Available:

0	<i>Resistance</i>
1	<i>Enlarge</i>
2	<i>Endurance</i>
3	<i>Protection from elements</i>
4	<i>Divine power</i>
5	<i>Righteous might</i>
6	<i>Tenser's transformation</i>
7	<i>Regenerate</i>
8	<i>Iron body</i>
9	<i>Shapechange</i>

Associated Skill Bonus: +1 bonus to all Strength based skills.

Wunjo

The rune of joy, Wunjo is associated with celebrations and fellowship. Wunjo is considered the rune of the common people who take such joy in the things it symbolizes. Those attuned to Wunjo are upbeat and always willing to help a friend. They also work well as part of a team.

Special Power: While attuned to the Wunjo rune, the rune mage receives a +4 bonus to all saving throws against fear or fear-like effects.

Spells Available:

- | | |
|---|------------------------------|
| 0 | <i>Purify food and drink</i> |
| 1 | <i>Remove fear</i> |
| 2 | <i>Calm emotions</i> |
| 3 | <i>Prayer</i> |
| 4 | <i>Status</i> |
| 5 | <i>Atonement</i> |
| 6 | <i>Healing circle</i> |
| 7 | <i>Heroes' feast</i> |
| 8 | <i>Mass heal</i> |
| 9 | <i>Miracle</i> |

Associated Skill Bonus: +2 to Perform checks.

Running a Rune Magic-Only World

In Norse or Viking campaigns, rune magic could be used as the primary form of magic, replacing divine and arcane magic. Such a transition is relatively simple. The spell and skill requirements for the rune mage prestige class are removed and characters take it at character creation. Characters start with the spell slots of a first level rune mage and advance as normal. Inscribed runes would replace scrolls as treasure but most other forms of magical treasure would remain the same.

In societies where only rune magic exists, rune mages are not solitary but instead take an active hand in the affairs of civilization. They function as advisors or wise men, and a rune mage with the right runes could become a very effective war leader. Others become shamans and religious leaders, channeling the power of their gods through the runes. Rune mages are accorded high respect by most people because they use the tools of the gods, and a person who does so is not one to trifle with.



KW

Chapter 8: The Path of Shades

A warrior, after one too many encounters with the undead, finds himself able to sense their presence. A wizard spends too long studying a necromantic artifact and discovers that she can now command the undead. A child, born too near an ancient death god's shrine, awakes to find her dead pet waiting at her bedside.

All these people are known as the shadetouched (or Shadeseers). They have taken their first steps onto the Path of Shades. Whether the result of an overwhelming exposure to necromantic energy, level draining attacks, or an ancestral connection to a forgotten death god, the shadetouched have an uncanny connection to the forces of death itself. This connection provides them with an innate ability to manipulate magical energy. This is similar to sorcery, but instead of manifesting the ability to cast spells, the shadetouched can perceive and wield raw necromantic energy.

Arcane philosophers have argued about the true nature of necromantic energy for millennia. The most common view in current academic circles is the "external elements" theory. This theory states that outside the world we perceive are other worlds, vast planes composed of pure energy that divide themselves into separate types of elements. Most schools hold that there are four true elemental planes, and that the fire, water, air and earth of the world we live in are but shadows of the true elements. Farther still from our world, they say, are the two primal energetic planes: the positive energy plane and the negative energy plane, one a coruscating fountain of never-ending brilliance and light, the other an infinite wasteland of darkness and emptiness. All of these planes are accessed through magic, and their various energies brought into our world.

Necromantic energy draws its power directly from the negative energy plane. Moralist thinkers believe this energy is inherently evil and any use of it, for whatever reason, taints the soul. They claim their argument is proven by the direct connection between priests of evil deities and these dark energies. Other, more holistic thinkers say these energies are simply part of the continuum of existence, no more evil than fire or water. After all, they say, does not the pure radiance of the positive energies slay as quickly and finally as the darker forces of the hungry void? Can life exist without death to balance it?

The Gray Road

Necromantic energy is used primarily in spells belonging to the school of necromancy, of course. It can also be found in any spells with the descriptors "death" or "evil." Whether this reflects some innate morale quality in the energy itself or whether that is simply an artifact of our limited mortal perspective and current spell terminology is immaterial. The energy is there, and can be measured and manipulated.

Table 23: Necromantic Sources

Source of necromantic energy	Time to attune	Initial Bonus
Fresh corpse, less than 1 hour dead	2 rounds	+4
Corpse, less than 1 day dead	3 rounds	+3
Corpse, less than 1 week dead	4 rounds	+2
Corpse, more than 1 week dead	5 rounds	+1
Graveyard, unconsecrated	5 rounds	+6
Graveyard, consecrated	10 rounds	+4
Battlefield, less than 1 week old	6 rounds	+4
Battlefield, more than 1 week old	8 rounds	+3
Necromantic vortex	5+ rounds	Varies

It seems that necromantic energy is everywhere. As some fatalistic thinkers have said, "In every living man, there is a dead man waiting to get out." The fresh corpse of any once-living thing is a veritable well of necromantic energy, though this energy rapidly drains out into the surrounding environment as the corpse decomposes. Some environments, such as graveyards, mass tombs or battlefields soak up and retain this energy. Other places, like isolated wastes, fetid marshes, and barren peaks, seem to spontaneously generate the energies of death.

The shadetouched, those blessed (or cursed) with an innate connection to necromantic energy, have found that they can use this naturally occurring necromantic energy to augment their abilities. After spending a few moments to attune themselves to the source of death energy, shadetouched characters add a bonus to their ability checks to use their shadetouched feats. Learned shadetouched call this traveling the Gray Road.

Shadetouched characters attune themselves to a source of necromantic energy by making a Concentration check (DC 15 + the initial bonus granted by the source). Attuning to more than one source of energy is difficult, and adds +4 to the DC of the Concentration check of each subsequent attunement attempt. In addition, the initial bonus granted by each subsequent source is halved, rounding down. The process of attunement requires a character's full attention. Any attacks made against a character while he attempts to attune himself to a source of energy are made as if the character was helpless.

Once the shadetouched character is attuned to a source of energy, he adds the initial bonus to his next shadetouched ability check. This bonus drops by 1 point with every subsequent ability check. Corpses used as sources of energy begin to dissolve into dust with every use and, when their bonus drops to zero, they have dissolved completely. Environmental sources, once attuned to and used as a source of energy, cannot provide another bonus for at least a day, as the necromantic forces have been depleted and must be allowed to accumulate again. A shadetouched character may remain attuned to a source of necromantic energy indefinitely, so long as he remains within 5 feet of it at all times and remains conscious.

Two shadetouched characters cannot attune themselves to the same source at the same time. If two shadetouched characters attempt to do so, they make opposed Charisma checks to determine which one attunes himself. Characters with levels in the Shadeseer prestige class may add their levels of this prestige class to their Charisma check.

Animated corpses or undead cannot be used as sources of necromantic energy, as the artificial focusing of necromantic energy into them disrupts their natural energies. The corpse must be that of a creature with at least 1 hit die, and must be at least 95% complete.

A **graveyard** is any place where at least 10 corpses have been deliberately buried. A **consecrated graveyard** is any place where at least 10 corpses have been ritually buried by any religious figure. The energies invoked by ritual consecration interfere with the flow of necromantic energy, making it harder to draw on them.

A **battlefield** is any place where at least 10 intelligent creatures have died in battle on the same day. The



energies created by such acts of slaughter linger, even after the bodies are removed.

Necromantic vortices are naturally occurring sites, which radiate necromantic energy. A dank swamp, oddly silent and misty on the brightest of days, a forest glade with shadows seeming to hold more than mere darkness, a barren mountaintop where the winds seem to whisper sinister secrets—all these may be necromantic vortices. Whether the result of some ancient curse, an infernal visitation, or simply random chance, these vortices are wells of darkness that attract undead creatures, planebound fiends, and necromancers seeking to access their innate power.

These sites can be attuned to, but the resulting bonuses vary from site to site. Most range from +2 to +5, but some places of legendary darkness can provide bonuses of up to +10. However, a shadetouched character seeking to attune himself to such a place is likely to come into conflict with pre-existing tenants.

The Red Road

Some shadetouched have discovered a darker path to power. By sacrificing living things, it is possible to harness the necromantic energies released at the moment of death and use them to augment shadetouched abilities. The Red Road is fraught with danger, however, as those who use it can grow addicted to the ecstatic rush of power it provides. All good faiths believe that the Red Road leads toward damnation.

Some of the more philosophically inclined shadetouched claim that it is not the *life* of the creature slain that gives them power, but the new death that is no longer masked and contained by the vanished life. Some also say that, just as sentient beings have greater power to affect the world, so too does the death within them. But whether life force or death energy, as the power grows, so does the rush it provides, seducing the weak-willed, drawing them toward ever-greater acts of carnage.

***Morality Alert:** While an argument can be made that sacrificing non-sentient creatures is no more evil than working in a slaughterhouse, sacrificing sentient creatures is Evil with a very large E. Player characters dabbling in this sort of activity can expect alignment shifts, divine disfavor, fiendish attention, and lots of paladins following them around with pointy objects and violent intentions. For the purposes of detect evil spells, treat a character who indulges in this practice as an evil cleric to determine her aura strength.*

The sacrificial victim must have at least 1 Hit Die or one level to provide enough power to be useful, must be held helpless, and must retain at least 90% of its hit points prior to the sacrifice. The shadetouched character first makes a Concentration check DC 20 to focus on the creature's life force and then make a successful coup de grace attack. When the creature dies, the shadetouched character must make a Wisdom check (DC 15 + the sacrificed creature's Hit Dice and levels) in order to absorb the necromantic energy released at the moment of death. Any character with levels in the Shadeseer prestige

class may add her levels in this class to her Wisdom check. Failing this check results in the character being stunned for 1d4+ the sacrificed creature's HD/level in rounds.

Successfully sacrificing a creature gives the shadetouched character a bonus to her ability checks to use her Shadetouched feats. Sentient creatures (with more than 3 Int) give greater bonuses. The initial bonus provided is +4, the same as for attuning to a fresh corpse. For every level or HD of a sentient sacrifice, the shadetouched character receives an additional +1 bonus to her Shadetouched ability checks. The character may hold onto this energy by making a Concentration check (DC 10 + the bonus provided by the sacrifice) each round until the energy is used. She may also sacrifice additional creatures to add to the store of energy she carries.

Absorbing a creature's death energy is an intensely ecstatic experience and the temptation to simply luxuriate in that experience, rather than put the stolen energies to use is a challenging one. The character must make a Will save (DC 13 + the bonus provided by the sacrifice) to keep from drifting into an ecstatic reverie for one round per bonus point. Each round spent in this reverie wastes a bonus point. The character may make another Will save each round to emerge from the reverie, dropping the DC by one point every round, until she either recovers or emerges



from her trance with zero bonus points remaining.

This ecstatic trance is merely the beginning of the downward spiral on the Red Road. Once a character succumbs to the temptation, the addiction begins. One week after failing a Will save, the character must make another Will save of the same DC or begin to suffer a -1 morale penalty to all attack rolls, weapon damage rolls, ability checks, skill checks, and saving throws. If she fails, every week thereafter the character must make another Will save (including current morale penalties) against the same DC or suffer an additional -1 penalty. This penalty can only be removed by a *heal* spell or by sacrificing another creature providing a bonus equal to or greater than the one given by the sacrifice that she failed to save against. More than one creature may be sacrificed, and the additional death energy added together to meet the required bonus.

Shadetouched Prestige Class

Shadeseers are those who, having been changed by the forces of the eternal void, find themselves drawn to develop the abilities they've been granted to their fullest. Less intellectual than the specialist necromancer, less devout than the death priest, Shadeseers walk a dark and lonely road. Shunned by most and actively hunted by some, their instinctive mastery of the energies of death gives them a power most would fear to wield.

Shadeseers tend to come from spellcasting classes, using their new abilities to augment their casting abilities. Many specialist necromancers are drawn to this class, as are priests of various death gods. Occasionally, a ranger or a fighter whose primary focus is combating the undead adopts this class, using the power of darkness against itself. More rarely, a Rogue seeks to develop abilities acquired during a particularly hazardous tomb raid. From time to time, a druid with a darker bent seek to explore the darker spectrum of existence, balancing life with death's power. The paladins' code prevent him from wielding these powers, and very few bards are drawn to such dark pursuits.

Most Shadeseers are solitary, dark wanderers seeking hidden places to practice their abilities, although many necromantic orders and death cults have one or two followers of the Path of Shades among their number. Occasionally, a more tolerant mages' guild allows a Shadeseer to shelter among them, seeking to learn new secrets from his connection to the negative energy plane.

The isolation that most Shadeseers feel from everyday life leads many of them to hold neutral viewpoints, though the shadow they carry with them draws them toward the darker side of the morale spectrum. Most Shadeseers are human, as the more long-lived folk rarely become as obsessed with the powers of death. Dwarves and Gnomes almost never take up this class; they

believe that the Shadeseers' relationship with their fallen ancestors is akin to parasitism. Elves tend to be too filled with appreciation of life to concentrate on such a morbid pursuit. Halfling Shadeseers are nearly unheard of. While few other humanoids have the intellect or discipline to develop these powers, those that do become incredibly dangerous leaders or advisors.

Hit Dice: d6

Requirements

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

Knowledge (Arcana): 10 ranks.

Knowledge (The Planes): 10 ranks.

Feats: Shadesight

Special: Cannot have positive energy alignment. If a specialist wizard, cannot have necromancy as an opposed school.

Class Skills

The Shadeseer's class skills (and the key ability for each skill) are Concentration (Con), Knowledge: arcana (Int), Knowledge: the planes (Int), and Spellcraft (Int).

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

Shadetouched Features

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

Armor and Weapons Proficiencies: The Shadeseer gains no proficiency in any weapon or armor. Armor of any type may restrict a Shadeseer's movement, which can interfere with his ability to cast spells with somatic components. Remember that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Spells per Day: A Shadeseer who has a prior class with spellcasting abilities continues to study spellcasting, even as she develops her Shadeseer abilities. This progress is slowed by her focus on less theoretical manipulations of arcane energy. Thus every other level, starting at level 2, she gains another level of spells as if she had advanced a level in any spellcasting class she belonged to before she became a Shadeseer. She does not gain any other class benefits that a member of that class would have gained.

Enhanced Shadetouched Feats: Shadeseers automatically receive specific Shadetouched feats at 1st, 3rd, and 5th level. Because of their focus on exploring their innate abilities, Shadeseers are

Table 24: The Shadetouched

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells per day
1 st	+0	+2	+0	+0	Enhanced Shadetouched feats, enhanced Shadehand feat	
2 nd	+1	+3	+0	+0		+1 level of existing class
3 rd	+1	+3	+1	+1	Enhanced Shadetongue feat, energy drain attack 1/day	
4 th	+2	+4	+1	+1		+1 level of existing class
5 th	+2	+4	+1	+1	Enhanced Shadecall feat	
6 th	+3	+5	+2	+2		+1 level of existing class
7 th	+3	+5	+2	+2	Energy drain attack 2/day	
8 th	+4	+6	+2	+2		+1 level of existing class
9 th	+4	+6	+3	+3	Undead servitor	
10 th	+5	+7	+3	+3		+1 level of existing class



not required to meet the prerequisites for these feats. Their enhanced versions of these feats are more powerful than the ordinary versions attainable by non-Shadeseeers. If a Shadeseer has already taken a particular feat before gaining it as a class ability, he does not gain another feat in its place when he reaches the level that grants him the feat in question. Until he reaches the level at which he receives the enhanced version of a feat, the feat operates as usual.

Enhanced Shadehand feat: The Shadeseer automatically gains the Shadehand feat at 1st level, even if she does not meet the prerequisites. Whenever she uses this feat, he can add her Shadeseer level to the ability check to activate it.

Enhanced Shadetongue feat: The Shadeseer automatically gains the Shadetongue feat at 3rd level, even if he does not meet the prerequisites. Whenever he uses this feat, he may rebuke or command undead as if he were an evil cleric of 2 levels lower than his total character levels.

Enhanced Shadecall feat: The Shadeseer automatically gains the Shadecall feat at 5th level, even if she does not meet the prerequisites. Whenever she uses this feat, she can add her Shadeseer level to the ability check. She may control up to 1 HD of undead per character level.

Energy Drain Attack: At 3rd level, the Shadeseer can make an energy drain attack once per day. This is a touch attack that, if successful, automatically inflicts 1d4 negative levels on the target. Twenty-four hours later, the target must attempt a Will save DC 10 + 1/2 the Shadeseer's level + the Shadeseer's Charisma bonus. Success removes the negative level without harming the target, but failure reduces the target's level by one. The target must make one Will save for every negative level received. Every negative level inflicted heals 5 hit points of damage to the Shadeseer (10 on a critical hit). If this heals the Shadeseer over any damage he has suffered, the excess hit points are gained as temporary additional hit points, vanishing after one minute. At 7th level, the Shadeseer can make 2 energy drain attacks per day.

Undead Servitor: At 9th level, the Shadeseer acquires an undead servitor, attracted to her by the necromantic aura she projects. This servitor is utterly loyal to the Shadeseer, and cannot be turned or rebuked by another. This servitor can be a Ghast, Ghoul, Shadow, Skeleton, Wight, Wraith, or Zombie.

Shadetouched Feats

Channeling necromantic energy drains the shadetouched character's life force. Using Shadetouched feats causes subdual damage as listed in the feats' descriptions, unless the player rolls a natural 1 on her ability check, in which case the damage becomes normal damage, and the attempt fails. Subdual and normal hit point damage caused by the use of Shadetouched feats can be healed by rest or magical healing as usual.

Each Shadetouched feat may be used a number of times per day equal to 2 + the character's ability bonus in the ability required for the feat. If a shadetouched character's ability score drops below the prerequisite score to gain a feat, that feat can no longer be used until the ability score is restored. These feats (Craft Necromantic Focus, Shadecall, Shadehand, Shadesight, and Shadetongue) are listed in *Chapter 1: Feats & Skills*.

Necromantic Focuses

Necromantic focuses are devices that contain necromantic energy in its raw form, allowing shadetouched characters to access it to empower their abilities. Their forms are varied, but all contain some part of a dead body. Usually skeletal remains are used, but occasionally a preserved or mummified body part is the central element.

Necromantic focuses are rarely used by anyone other than shadetouched characters. The energy they contain is too uncontrolled and dangerous for most spellcasters to access reliably. The negative energy that they radiate causes anyone who touches them to gain a temporary negative level, unless the character has taken a Shadetouched feat, has Death or Evil as a cleric domain, or is a specialist necromancer. This negative level remains as long as the character maintains physical possession of the focus.

Necromantic focuses add +2 to the save DCs of any necromantic spell or any spell with the descriptor death or evil if the spell is cast while holding the focus.

Most necromantic focuses provide only a specific bonus to the use of shadetouched abilities, as if the wielder was attuned to a source of necromantic energy. A few actually enhance specific abilities; allowing a shadetouched character to raise or control more undead than she would ordinarily be able to, for example.

Necromantic focuses provide this bonus a limited number of times per day, and require one hour to regenerate the bonus after it has been used.

Crafting Necromantic Focuses

The character must have access to a source of necromantic energy while he is creating the item. This source must provide a bonus at least double that of the bonus he wishes the focus to provide. He also needs a portion of a dead body. This body part may be skeletal, preserved or mummified, and must be either a complete body part (head, hand, etc.) or a complete organ. Other materials are required, but their cost is calculated into the cost for creating the item.

The formula for creating necromantic focuses is as follows. Each +1 bonus provided costs 2000 gp. This cost is multiplied by 3 for each additional time this bonus is provided per day. Focuses providing additional ability enhancements must provide at least a +2 bonus for each ability enhancement, and cost an additional 10,000 gp for each enhancement.

Crafting a necromantic focus requires one day for each 1,000 gp value of the completed focus.

Item Creation Feat Required: Craft Necromantic Focus.

Examples of Necromantic Focuses

Hand of Shadow: This is a preserved human hand, bound with silver wire and set with an onyx gem in the palm. This necromantic focus provides a bonus of +3 to one shadetouched ability check per day, as if the wielder were attuned to a source of necromantic energy.

Caster Level: 7th; *Prerequisites:* Craft Necromantic Focus, access to a source of necromantic energy providing a bonus of at least +6; *Market Price:* 6,000 gp.

Skull of Night: This is a human skull, inlaid with copper with small rubies set into the metal. This necromantic focus provides a bonus of +6 to two Shadetouched ability checks per day, as if the wielder were attuned to a source of necromantic energy.

This focus also allows a character with the Shadecall feat to create two undead creatures with one check, and to control twice the number of undead he would ordinarily be able to. This expanded control only lasts so long as he retains physical possession of the focus.

Caster Level: 9th; *Prerequisites:* Craft Necromantic Focus, Shadecall, access to a source of necromantic energy providing a bonus of at least +12; *Market Price:* 46,000 gp.

Chapter 9: Spellcasting

Spellcasting is the art of working magic through song, enabling magicians to weave spells by creating music instead of mystic gestures and words. Spellcasters use the flow of a melody to control arcane energies and at times modify them beyond the ability of normal mages. While spellcasters rarely work large or flashy spells, they can accomplish a lot with subtle magic that is mistaken as a mere performance.

The art of spellcasting is found either in civilized regions where bardic colleges are available to provide training or amongst primitive peoples where songs are still used in the mystical or religious traditions of the tribe. While the training of both types of spellcasters is radically different, the resulting skills are much the same. In either case, spellcasters are well respected by their peers, for their magical abilities and their musical prowess.

Spellcasting was once a far more common skill than it is now. In the early days of arcane magic, spellcasters were able to control their magical energies more effectively by using music as a focus. Despite the effectiveness of spellcasting, the years of musical study, added to the years of magical study, proved a formidable deterrent for many would be spellcasters. Instead, these magicians focused on refining arcane magic itself until a focus such as spellcasting was unnecessary, leaving it as an area of study now only pursued by a small number of magicians.

Spellcaster Prestige Class

Most spellcasters are bards because of their talent both magical and musical. All spellcasters have some training as bards and spellcasters are common in many bardic colleges, adding to the already great affinity between them. Sorcerers, wizards and rogues are other classes likely to follow the path of the spellcaster. The sorcerer is probably the best able to master the arts of spellcasting, but anyone with musical training can eventually learn them.

Spellcasters spend their time seeking to learn more of the spellcasting arts that have been lost. This takes them into dark and dangerous places where ancient lore has lain untouched for millennia. Because of this, they work with adventurers in seeking to learn more of their craft. Spellcasters fund these efforts by relying on their musical skills—or adventuring ability—to earn them a living wage.

Hit Dice: d4

Requirements

To qualify to become a spellcaster a character must fulfill all the following criteria.

Knowledge (Music): 8 ranks

Perform: 10 ranks

Spellcraft: 8 ranks

Feats: Any one metamagic feat

Spellcasting: Ability to cast 3rd level arcane spells; Bardic Music class ability

Class Skills

The spellcaster's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (Int), Listen (Wis), Perform (Cha), Profession (Wis), Scry (Int), Speak Language (Int), and Spellcraft (Int).

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

Class Features

All of the following are class features of the spellcaster.

Armor and Weapon Proficiency: A spellcaster does not gain proficiency in weapons, armor, or shields. Instead, the spellcaster must rely on the proficiencies gained from her other classes. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor or equipment carried.

The spellcaster is an arcane spellcaster but does not suffer from the standard chances of arcane spell failure. See the spellcasting ability below.

Spellsongs

Spellcasters continue their training in arcane magic as per their original class, except now they can work their magic through song. When a new spellcaster level is gained, the character gains new spell slots per day as if he had also gained a level in an arcane spellcasting class she belonged to before becoming a spellcaster. She does not gain any other benefit a character of that class would have gained, such as class abilities, saving throws, or attack bonus.

Spellcasting: Spellcasting is the art of weaving arcane spells using song instead of mystic gestures and ancient phrases. Once a character takes a level of spellcaster they may specify any of their prepared spells as spellsongs instead of normal spells. This does not change the level of the spell slot required, like metamagic feats do. If the character does not prepare spells, such as the case with bards and sorcerers, they may choose at the time of casting to make any spell a spellsong.

When casting a spellsong the process of casting the spell varies slightly depending on if the character's Perform skill allows the use of vocal or instrumental music.

Characters who sing treat all their spellsongs as having no somatic components and instead they all have verbal components. Thus characters who sing do not suffer the chance of arcane spell failure associated with armor, but wearing any type of helmet inflicts a 10% chance of spell failure due to sound distortions caused by a helmet.

Characters that play instruments treat their spellsongs as having a somatic and verbal component. They suffer the normal chance for spell failure but receive a +1 bonus to their effective caster level. The character must have the appropriate instrument on hand to make use of this ability.

To cast a spell song, the character must meet the spell component requirements of the spell, which makes *silence* incredibly effective against spellcasters. The spellcaster must make a Perform check against a DC 10+ the spell level of the spell being cast. If this fails, the spellsong is expended for the day, but it does not go off, much like a failed Concentration check. If the Perform check succeeds, the spellcaster then makes whatever Concentration checks are necessary and suffers all appropriate attacks of opportunity. If the Concentration checks are successful, the spell is cast.

A spellcaster casting spells appears to most people to simply be singing or playing a musical instrument, but anyone may make a Spellcraft check (DC 20 plus the level of the spell being cast) to notice arcane undertones in the song.

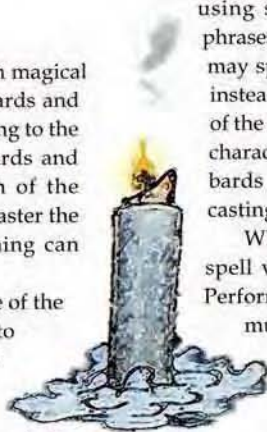


Table 25: The Spellsinger

Level	Bonus	Save	Save	Save	Special	Spells Per Day
1 st	+0	+0	+0	+2	Spellcasting, Bardic Music	+1 level of existing class
2 nd	+1	+0	+0	+3	Greater Countersong	+1 level of existing class
3 rd	+2	+1	+1	+3	Pierce Silence	+1 level of existing class
4 th	+3	+1	+1	+4	Singing Radius I	+1 level of existing class
5 th	+3	+1	+1	+4	Spell Shout	+1 level of existing class
6 th	+4	+2	+2	+5	Accompaniment	+1 level of existing class
7 th	+5	+2	+2	+5	Singing Radius II	+1 level of existing class
8 th	+6/+1	+2	+2	+6	Pierce Countersong	+1 level of existing class
9 th	+6/+1	+3	+3	+6	Orchestrate Spellsong	+1 level of existing class
10 th	+7/+2	+3	+3	+7	Singing Radius III	+1 level of existing class

Any spell song with a duration of concentration requires the caster to keep making music of some type while concentrating. If the spellsinger is affected by *silence* while concentrating, any spells being maintained end immediately.

Bardic Music: A spellsinger's class levels add to her bard levels for determining the character's total number of uses per day for the Bardic Music ability.

Greater Countersong: Spellsingers are able to counter the effects of sound-based magic more effectively than normal bards. Any Perform checks made in order to use the Countersong ability receive a +5 competence bonus.

Pierce Silence: Spellsingers receive a +2 natural bonus to any saving throw made to resist magical silence. This is a supernatural ability.

Singing Radius: When preparing spells (or when casting them for sorcerers and bards), the spellsinger may choose to increase the range of her spells to effect everyone nearby. This acts as a metamagic feat that increases the spell slot required for the spell and the spell must be prepared or cast as a spell song. Using this ability in all ways functions exactly like using a metamagic feat. Everyone within the radius is affected by the spell, be they friend or foe.

Singing Radius I allows the spellsinger to cast spells with a range of Personal with a radius of 10' at a cost of two spell levels higher than the original spell.

Singing Radius II allows the spellsinger to cast spells with a range of Personal or Touch with a radius of 20' at a cost of three levels higher than the original spell.

Singing Radius III allows the spellsinger to cast spells with a range of Personal, Touch or Close with a radius of 30' at a cost of four levels higher than the original spell.

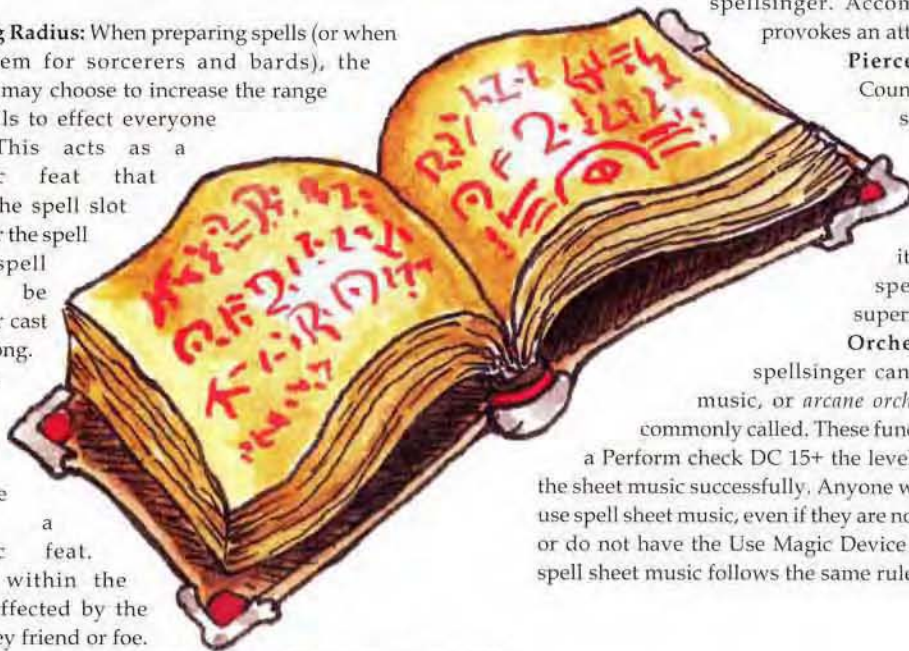
Siobhan wishes to prepare Mage Armor, a 1st level spell, using Singing Radius III. This requires a 4th level spell slot and when cast affects everyone in a 30' foot radius of Siobhan.

Spell Shout: Once per day the spellsinger may use the spell shout ability to break through a magical silence for one round. The spellsinger may make noise for one round and then returns to being silenced. This is a spell-like ability.

Accompaniment: When accompanied by other musicians the magical power of the spellsinger grows, allow her to perform much greater magical feats when working with a large group of magicians. To use this ability the characters accompanying the music of the spellsinger must spend a standard action in the same round to accompany the spellsinger. They must also succeed at a Perform check (DC 15). If the accompanist's Perform check is successful, the spellsinger's effective caster level is boosted by +1 for that spell for each person accompanying the spellsinger. Accompanying a spellsinger provokes an attack of opportunity.

Pierce Countersong: When Countersong is used against the spellsinger, the person using Countersong suffers a -10 circumstance penalty to their roll when using it against the spellsinger's spell songs. This is a supernatural ability.

Orchestrate Spellsong: The spellsinger can now create spell sheet music, or *arcane orchestras* as they are more commonly called. These function as scrolls but require a Perform check DC 15+ the level of the spell to cast from the sheet music successfully. Anyone with the Perform skill may use spell sheet music, even if they are not able to cast arcane spells or do not have the Use Magic Device skill. Creating a piece of spell sheet music follows the same rules as creating a scroll.



Chapter 10: Totem Magic

Totem mages are spellcasters who have answered the call of their totem creature, using their totemic connection to awaken new magical talents. This awakening gains the spellcaster the power to change shape into that of the totem, an action that cements the magical connection between spellcaster and totem. From this point, the totem mage learns the secrets of her totem, enabling her to assume more of its facets as her skill increases.

By far most totem mages are druids, both because of their interest in nature and because of their wild shape ability. Totem mages work with druids and rangers to protect wilderness regions, using the help of their totem animal to do so. Wizards rarely become totem mages, finding the feral nature of totem magic antithetical to the studious nature of wizardry. Sorcerers occasionally become totem mages, their inborn magical talents being somewhat akin in feeling to the powers granted by awakening a totem bond.

Totem Mage Prestige Class

Totem mages spend their days trying to enhance their connection with their totems through meditation and mimicry of the totem, or merely roaming the wilderness. They are mostly found in the regions their totems naturally inhabit.

Hit Dice: d8

Requirements

Shapechange, Wildshape: Either by spellcasting ability or class ability, such as the druid's wild shape, the character must be able to transform into her chosen totem.

Skills: Animal Empathy 8 ranks; Handle Animal 8 ranks

Feats: Totem Link

Will Save: +4

Class Skills

The totem mage's class skills (and the key ability for each skill) are Animal Empathy (Cha), Climb (Str), Concentration (Con), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Listen (Dex), Knowledge (Nature) (Int), Spellcraft (Int) and Wilderness Lore.

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

Class Features

All of the following are class features of the totem mage prestige class.

Weapon and Armor Proficiency: Totem mages gain proficiency in simple weapons and light armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Spells per Day: Totem mages are able to cast divine spells by channeling power through their totem. This energy comes from the very source of the totem, essentially the spirit of the species of the totem. Bear totem mages may call on the Great Bear, for example. The spirits that grant these abilities are not gods, but are the true incarnation of the totem. (Totem mages cannot spontaneously cast *cure* or *inflict* spells.)

To cast spells the totem mage must have a Charisma of at least 10+ the spell's level. Saving throws against a totem mage's spells have a DC of 10 + spell level plus the totem mage's Charisma modifier.

The totem mages gains spells each day by communing with his totem, which requires behavior appropriate to the totem. Weasel totem mages may play with shiny objects while Dog totem mages may gnaw bones or chase small animals. These actions cannot involve combat, skill checks, saving throws, spell casting, or skill checks. The communion can only be done after eight hours of rest and takes fifteen minutes. Each day, the totem mages gets a number of spell slots as indicated on the **Table 27** above plus bonus spell slots dependant on the totem mage's Charisma.

The totem mage's spell slots from her totem mage levels are only used to prepare the spells listed below. The totem mage may also prepare spells on her totem's spell list, also below.

Totem Ability (Ex): At 9th level, the totem mage gains access to a special ability granted by their totem, which is described in the totem descriptions.

Totem Companion (Ex): If the totem mage has not already done so, he or she automatically attracts a familiar of the same species as the totem mage's totem. The familiar gains abilities based on the totem mage's character level as if he or she was a sorcerer with a +4 to the level and the creature has maximum hit points for its species. If the totem mage already has a familiar of his totem it gains these bonuses immediately.

Totem Facet (Sp): At fifth level, the totem mage gains the ability to partially change her shape, taking on a part of the totem's abilities. When using the totem facet ability, the totem mage gains one ability score, saving throw, natural weapon, skill bonus, or movement rate from the statistics for her totem. The totem mage

Table 26: The Totem Mage

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1 st	+0	+2	+0	+2	Totem shape (1/day), Totem Friendship, Totem Companion
2 nd	+1	+3	+0	+3	Totem shape (2/day)
3 rd	+1	+3	+1	+3	Totem Fear
4 th	+2	+4	+1	+4	Totem shape (3/day)
5 th	+2	+4	+1	+4	Totem Shape (Dire), Totem Facet (1/day)
6 th	+3	+5	+2	+5	Totem shape (4/day)
7 th	+3	+5	+2	+5	Totem Facet (2/day)
8 th	+4	+6	+2	+6	Totem shape (5/day)
9 th	+4	+6	+3	+6	Totem Ability, Totem Facet (3/day)
10 th	+5	+7	+3	+7	Totem shape (6/day)

Table 27: Totem Mage Spells Per Day

Level:	0	1	2	3	4	5
1	5	3				
2	6	4				
3	6	5				
4	6	6	3			
5	6	6	4			
6	6	6	5	3		
7	6	6	6	4		
8	6	6	6	5	3	
9	6	6	6	6	4	
10	6	6	6	6	5	3

may use this facet instead of her own statistics for a number of rounds equal to her class level. Only one facet may be adopted at a time using this ability and each separate facet requires a use of this ability. The totem mage also adopts aspects of the appearance of her totem. Bear totem mages who gain the claws of their totem suddenly develop oversized, claw-bearing hands while a totem mage of the horse totem who increases his speed may have his legs grow and gain hooves. This is a supernatural ability.

Totem Fear (Sp): Once per day per class level, the totem mage may cast a fear spell as a spell-like effect but it only affects creatures that fear the totem mage's totem. Animals may flee from a Wolf totem mage while men may run from a Bear totem mage. The caster level is equal to the class level of the totem mage. It is up to the DM to determine what is afraid of each totem at a given time.

Totem Friendship (Sp): The totem mage may use the equivalent of *animal friendship* and *speak with animals* at will on animals of his totem. This requires a standard action and is a spell-like ability.

Totem Link (Su): A totem mage must choose a single animal to link to, and this must be the same animal they chose for the Totem Link feat. Once the character becomes a totem mage, they gain enlarged spell selections and some special abilities based on their totem. Once chosen, a totem cannot be changed short of taking the Totem Link feat again with another animal and starting all over again, taking levels in totem mage with the second totem.

Totem Shape (Sp): This ability functions as the spell *changeform* (detailed on page 67) except that the only form the totem mage can assume is that of their totem.

At 5th level, the totem mage gains the ability to change into a *dire* version of their totem. If the creature does not have a *dire* version, add to the normal version of the creature 3 Hit Dice, +2 to all saving throws and attack bonuses, increase speed by 10 ft. per round, increase the damage die of the creature by one die type, and increase the size category to Large. Totem mages may cast spells while in totem form so long as the spell does not require a material component.

Totem Mage Spell List

These spells are available to all totem mages.

0th Level: *Cure minor wounds, detect poison, guidance, know direction, purify food and drink, resistance, virtue*

1st Level: *animal friendship, calm animals, cure light wounds, endure elements, invisibility to animals, magic fang, pass without trace, summon nature's ally I*

2nd Level: *Animal messenger, animal trance, charm person or animal, delay poison, hold animal, lesser restoration, speak with animals, summon nature's ally II*

3rd Level: *Cure moderate wounds, dominate animal, greater magic fang, neutralize poison, protection from elements, remove disease, summon nature's ally III*

4th Level: *Cure serious wounds, dispel magic, giant vermin, reincarnate, repel vermin, summon nature's ally IV*

5th Level: *Animal growth, awaken, commune with nature, cure critical wounds, hallow, summon nature's ally V*

Totems

Each totem listed below grants unique abilities that directly relate to its animal. The DM is free to create new totems to expand this list, and players are encouraged to work with their DM to create totems that match their character concepts.

Bear

At 1st level a totem mage of the bear totem can use totem shape to become a black bear, at 3rd level a brown bear, and at 5th level a polar bear.

Spells:

1. *Remove fear*
2. *Endurance*
3. *Negative energy protection*
4. *Restoration*
5. *Righteous might*

Totem Ability: The totem mage receives a +2 bonus to her Constitution.

Boar

Spells:

1. *Divine favor*
2. *Bull's strength*
3. *Magic vestment*
4. *Divine power*
5. *Righteous might*

Totem Ability: The totem mage receives a +2 bonus to her Strength.

Cat

At 1st level a totem mage of the cat totem may use totem shape to turn into a normal cat, a lion at 3rd level, and a tiger at 5th level.

Spells:

1. *Detect snares and pits*
2. *Cat's grace*
3. *Haste*
4. *Freedom of movement*
5. *True seeing*

Totem Ability: The totem mage receives a +2 bonus to her Dexterity.

Dog

At 1st level the totem mage of the dog totem may use totem shape to turn into a normal dog and a riding dog at 2nd level.

Spells:

1. *Bless*
2. *Zone of truth*
3. *Prayer*

4. *Discern lies*
5. *Atonement*

Totem Ability: The totem mage receives a +1 luck bonus to all saving throws.

Eagle

At 1st level the totem mage of the eagle totem may transform into a normal eagle and a giant eagle at 3rd level.

Spells:

1. *Deathwatch*
2. *Sound burst*
3. *Fly*
4. *Air walk*
5. *Commune*

Totem Ability: The totem mages receives a +2 bonus to her Intelligence

Horse

At 1st level a totem mage of the horse totem may transform into a light warhorse and a heavy warhorse at 2nd level.

Spells:

1. *Mount*
2. *Endurance*
3. *Phantom steed*
4. *Freedom of movement*
5. *Plane shift*

Totem Ability: 10 ft. to the character's base movement.

Insect

At 1st level a totem mage of the insect totem may transform into a giant worker ant or giant bee, at 2nd level a giant soldier ant, giant praying mantis, or giant bombardier beetle, at 3rd level a giant wasp, and at 4th level a giant stag beetle.

Spells:

1. *Cause fear*
2. *Summon swarm*
3. *Poison*
4. *Death ward*
5. *Insect plague*

Totem Ability: The totem mage may use spider climb as a spell-like ability at will, with a caster level equal to his class level.

Rat

At 1st level a totem mage of the rat totem may transform into a normal rat.

Spells:

1. *Obscuring mist*
2. *Darkness*
3. *Contagion*
4. *Poison*
5. *Slay living*

Totem Ability: Move Silently, Hide, Spot and Search become class skills for the totem mage.

Wolf

At 1st level a totem mage of the wolf totem may transform into a wolf.

Spells:

1. *Magic weapon*
2. *Spiritual weapon*
3. *Prayer*
4. *Greater magic weapon*
5. *Mark of justice*

Totem Ability: Gains the Scent ability.



Chapter 11: Spells

The spells detailed in this chapter represent spells that can be added to any class' spell list and easily dropped into any fantasy world (even if you're not using all of the prestige classes and magical forms presented in this book). Check out the Bastion Press website for spell planners, character sheets, and other materials to make integrating these items into your campaign world easier than ever!

Bard Spells

1st-Level Bard Spells

- Deactivate:** A targeted dispel to suppress a magical item.
- Glimmer Warning:** Caster glows when targeted by a spell.
- Unchained Melody:** Subject cannot get tune out of their head.

2nd-Level Bard Spells

- Wizard's Light:** You create a light by which only you can see.
- Deactivate:** You suppress the powers of a single magic item.
- Drinking Song:** Makes listeners drunken as if drinking alcohol.
- Poetic License:** Creates a reputation for subject.
- Refracted Vision:** Gain a distant viewpoint.

Wizard's Light: You create a light by which only you can see.

3rd-Level Bard Spells

- Cacophony:** Chaotic sounds deafen and daze creatures.
- Fey Song:** Give temporary Elvish traits to a subject.
- Forest Aria:** Give temporary Gnomish traits to a subject.
- Hairbelly Rhyme:** Give temporary Half-orc traits to a subject.
- Hillsong:** Give temporary Halfling traits to a subject.
- Passion Play:** Recreate events of the past.
- Poetic Justice:** Variation on the *bestow curse* spell.

Stonedigger Chant: Give temporary Dwarf traits to a subject.

4th-Level Bard Spells

Teleport Trace: Tracks teleporting creatures to their destination

5th-Level Bard Spells

Campfire Lullaby: Causes willing subjects to benefit as if having slept.

Clairsentience: You are aware of a remote location.

Gaze Trigger: Casts a spell readied within a magic mirror.

Litany of the Lost: Improves morale of troops in battle.

6th-Level Bard Spells

Corresponding Resonance: Creates temporary portal to a specific location.

Invulnerability I: The subject becomes resistant to many forms of harm.

Cleric Spells

1st-Level Cleric Spells

- Awakening:** Awaken sleeping creatures.
- Deactivate:** A targeted dispel to suppress a magical item.
- Glimmer Warning:** Caster glows when targeted by a spell.

2nd-Level Cleric Spells

- Deactivate:** You suppress the powers of a single magic item.
- Refracted Vision:** Gain a distant viewpoint.
- Righteous Radiance:** Caster's body glows with divine radiance.

3rd-Level Cleric Spells

- Necrotic Claws:** Your hands are transformed into claws.
- Cacophony:** Chaotic sounds deafen and daze creatures.
- Trove Sacrifice:** Allow trove to be destroyed to protect self.

4th-Level Cleric Spells

Armor of Deflection: The subject gains damage reduction and deflection AC bonus.

Divine Eminence: Raise one of the subject's ability scores to 24 +1/3 levels.

Expunge: Damage from a turn or rebuke attempt is increased.

5th-Level Cleric Spells

- Gaze Trigger:** Casts a spell readied within a magic mirror.
- Grant:** Change the range of a spell from Personal to Touch.

Infected Wound: Causes a serious injury.

Teleport Trace: Tracks teleporting creatures to their destination

The Golden Bough: Journey to the underworld and fight Death.

6th-Level Cleric Spells

Armor of Faith: As *armor of deflection*, except the protection is much greater.

Shriek Horrisonant: Living creatures gain 1d3 negative levels and are frightened.

7th-Level Cleric Spells

Gemguard: Makes a gem into a scrying device and alarm.



Invulnerability I: The subject becomes resistant to harm.
Pestilential Tears: Vile rain kills plants, diseases water, and inhibits healing.
 8th-Level Cleric Spells
Invulnerability II: The subject becomes resistant to harm.
Edge of Oblivion: You blast the mind and body of your opponent.
 9th-Level Cleric Spells
Avatar: Infuses cleric with the power of their god.
Invulnerability III: The subject becomes resistant to harm.
Cleansing: Holy light deals 1d8 damage/level to undead.

Druid Spells

1st-Level Druid Spells
Deactivate: A targeted dispel to suppress a magical item.
Elemental Weapon: Surrounds weapon with an elemental energy form.
Glimmer Warning: Caster glows when targeted by a spell.
 2nd-Level Druid Spells
Awakening: Awaken sleeping creatures.
Deactivate: You suppress the powers of a single magic item.
Forest Invisibility: Become *invisible* in natural surroundings.
Refracted Vision: Gain a distant viewpoint.
 3rd-Level Druid Spells
High Albatross: A bird gives you *clairvoyance* over a large area.
 4th-Level Druid Spells
Eyes of the Bloodhound: You 'see' scents and odors, improving your ability to track.
Familiaform: Grants familiar the power of wild shape.
 5th-Level Druid Spells
Gaze Trigger: Casts a spell readied within a magic mirror.
Grant: Change the range of a spell from Personal to Touch.
Teleport Trace: Tracks teleporting creatures to their destination
 7th-Level Druid Spells
Fast Elemental: Summon a large elemental as a standard action.

Paladin Spells

2nd-Level Paladin Spells
Expunge: Damage from a turn or rebuke attempt is increased.
Righteous Radiance: Caster's body glows brightly with a divine radiance.
 3rd-Level Paladin Spells
Armor of Deflection: The subject gains damage reduction and deflection AC bonus.
 4th-Level Paladin Spells
Armor of Faith: As *armor of deflection*, except the protection is much greater.

Ranger Spells

2nd-Level Ranger Spells
Forest Invisibility: Become invisible in a forested or other natural area.
 3rd-Level Ranger Spells
Enemy Scourge: Makes successful attacks into a critical hit.
Eyes of the Bloodhound: You 'see' scents and odors, improving your ability to track.
Finding the Quarry: Attunes and dedicates all of a subject's senses to finding a person.

Sorcerer and Wizard Spells

1st-Level Sorcerer and Wizard Spells
Brilliant Arc: Deal electricity damage to primary target and reduced damage to area.
Deactivate: A targeted dispel to suppress a magical item.
Elemental Weapon: Surrounds weapon with an elemental energy form.
Glimmer Warning: Caster glows when targeted by a spell.
Lash Fey: Creates a cloud that damages fey creatures.
Second Shield: Familiar's force field that adds to AC and saves.
Shared Strike: Allows use of a familiar's attack mode.
Veil of Cobwebs: Makes an area seem disused or abandoned.
Veil of Frost: Covers an area with frost and ice for concealment.
 2nd-Level Sorcerer and Wizard Spells
Awakening: Awaken sleeping creatures.
Bounding Gait: Increase speed and jumping ability.
Brilliant Spray: Multiple brilliant arcs.
Burning Gaze: You make blinding, damaging gaze attacks.
Deactivate: You suppress the powers of a single magic item.
Insubstantial Armor: Subject's armor becomes incorporeal.
Necrotic Claws: Your hands are transformed into claws.
Powershell: SR versus the next spell that attacks you.
Refracted Vision: Gain a distant viewpoint.
Sizzling Spark: Inflict fire and electricity damage.
True Sharing: Mage and familiar share feats, skills, and qualities.
Wizard's Light: You create a light by which only you can see.

3rd-Level Sorcerer and Wizard Spells
Dimensional Manipulation: Teleport a tiny object within a limited range.
Dweomerclaws: As a *magic weapon* for a familiar's attacks.
Everlasting Wizard's Light: A permanent *wizard's light*.
Halting Gaze: Daze a subject each round with a gaze attack.
Hidden Message: Allows secret message to be passed orally.
Hummingbird's Flight: Increased flying maneuverability.
Intractable Grip: Subject cannot properly hold objects.
Locate Jewels: Find jewels in the area.
Mystic Regulator: Convert a spell to fill a 10-foot cube.
Repulsion by Fire: Jet of flame damages and repels opponents.
Spellguard: Protect you spell from dispel attempts.
Summon Hateful Midges: Flying, biting insects steal actions, ability points.
Trove Sacrifice: Allow trove to be destroyed to protect self.
Vampiric Ally: Converts familiar into a vampiric blood user.
 4th-Level Sorcerer and Wizard Spells
Bolster Familiar: You increase your familiar's abilities.
Destination Dispel Magic: When you teleport, a *dispel magic* precedes your reappearance.
Enforcer I: Your spells are harder to resist.
Grant: Change the range of a spell from Personal to Touch.
High Albatross: A bird gives you *clairvoyance* over a large area.
Magic Missile Spray: Random number of *magic missiles* plus knockdown.
Precision Dispel Magic: Make several targeted dispel attempts.
Razor Wings: Adds crystalline razor for attacking with wings.
Sinister Web: Conjured webs entangle and paralyze.
 5th-Level Sorcerer and Wizard Spells
Bloodfire: You spray your own flaming blood at a target.
Clairsentience: You are aware of a remote location.
Familiaform: Grants familiar the power of wild shape.
Familiar's Call: Teleport to a location adjacent to your familiar.
Flight of the Wind: Grant high speed, maneuverability flight.
Gaze Trigger: Casts a spell readied within a magic mirror.
Greater Dweomerclaws: A much-strengthened *dweomerclaws*.

Greater Powershell: SR versus the next 3 spells that affects you.
Penetrate Resistance: Overpower the SR of your foes.
Ring of Repulsion: Bull Rush all within medium range.
Shieldbreaker: Special *magic missile* destroys shield spells and *brooches of shielding*.
Teleport Trace: Tracks teleporting creatures to their destination

6th-Level Sorcerer and Wizard Spells

Active Anti-divination: Counter and dispel divination spells.
Bestow: As *grant*, but higher-level spells can be modified.
Enforcer II: Your spells are harder to resist.
Fire Dampener: Extinguishes small fires, diminishes large fires.
Gemguard: Makes a gem into a scrying device and alarm.
Immolation: Expand a fire shield to surround you.
Matchless Power: Subject gains Strength, Dexterity and Constitution, stuns opponents.
Superior Magic Missile: Fire many *magic missiles* at a variety of targets.
Vacuous Sphere: Sphere 'consumes' loose objects.

7th-Level Sorcerer and Wizard Spells

Antimagic fog: Misty cloud prevents magic from functioning.
Changeform: As *shapechange*, but one form only.
Complete Invisibility: Hides subject from detection.
Crystalform: Change creature into a crystalline form.
Dispel Antimagic: Dispel antimagic spells and effects.
Familiar Faces: Trade bodily form and place with familiar.
Fast Elemental: Summon a large elemental as a standard action.
Gestalt: Meld with familiar into a powerful being.
Infinite Step: Walk to any point in sight with a single step.
Invulnerability I: The subject becomes resistant to harm.
Magical Deviation: Causes spells targeted at you to swerve away.
Malignant Web: As *sinister web*, plus Dexterity damage.
Master Powershell: Gain SR versus the next 6 spells.
Rending Mist: Foul vapors hide blades of bone that slash and wound opponents.
Spell Barrage: Unleash many spells in one rapid burst.

8th-Level Sorcerer and Wizard Spells

Bastion of Pure Magic: Create a bubble of 'live magic' in a 'dead magic' or antimagic area.
Enforcer III: Your spells are harder to resist.
Enlightenment: Makes familiar into a fully sentient being.
Forceful Anti-divination: As *active anti-divination*, plus damage to caster/item that divined you.
Invocation of Fire: Subject burns until a saving throw succeeds.
Invulnerability II: The subject becomes resistant to harm.
Line of Sight: Extend the range of a spell to the limit of your vision.
Minions of Death: Slay many creatures and animate them as undead warriors and servants.
Spellbore: Force your spell through antimagic areas and effects.
Wall of Antimagic: Shimmering plane blocks magic.

9th-Level Sorcerer and Wizard Spells

Echannon's Soul Dagger: Shadow dagger drains levels, gives hit points to wielder.
Enforcer IV: Your spells are harder to resist.
Ingaeln's Oracle: Discover hidden, obscure or secret knowledge, but at great risk.
Invulnerability III: The subject becomes resistant to harm.
Prismatic Helix: Spinning rainbow helix fires prismatic rays.

Active Anti-divination

Abjuration
Level: Sor/Wiz 6
Components: V, S, F
Casting Time: 1 full round
Area: Personal
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

Spells such as *nondetection* passively protect the caster from divination spells. *Active anti-divination* prevents any divination spell, spell-like ability, or item ability from functioning if it includes the caster in its area of effect. Divination spells cast upon the caster, or that include the caster in their area of effect, are countered as if counterspelled. If this spell is cast after a divination spell has been cast, and if that divination is still functioning on or around the caster, the divination is subject to a dispel check, with the caster's effective level increased by half (+10 maximum). If an item was used to Scry upon the caster (such as a *crystal ball*), the item ceases to function for one full round, after which it begins functioning but is unable to Scry upon any creature currently affected by this spell.

Arcane focus: a small silver spring, twisted so that its ends meet.

Antimagic Fog

Abjuration
Level: Sor/Wiz 7
Duration: 1 minute/level

As *fog cloud*, except that the area within the fog behaves as an *antimagic field*. The vapors created by the spell are indistinguishable from those created by *fog cloud*. Magical winds do not dissipate the fog, but they do push it 1 ft. each round per mile an hour of wind speed. A wind blowing at 10 mph, for example, pushes the cloud 10 ft. each round in the direction the wind is blowing.

Armor of Deflection

Abjuration
Level: Clr 4, Pal 3
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject of this spell gains damage reduction 2/- and a +2 deflection bonus to AC but must be of the same faith as the caster.

Armor of Faith

Abjuration
Level: Clr 6, Pal 4

As *armor of deflection*, except the subject of this spell gains damage reduction 4/- and a +4 deflection bonus to AC. The targeted creature must be of the same faith as the caster.

Avatar

Evocation

Level: Clr 9

Components: V, S, F

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Save: See text

Spell Resistance: No

The energy of your deity enters you, filling you with his power and his will. You double in height (with all of your equipment growing proportionally), are surrounded by a shimmering halo of light, and your eyes glow. Furthermore, your voice is now that of your deity, and reverberates with power. By the grace of your deity, you have become his proxy on the field of battle.

The color of the halo and the glow is the color most associated with your deity. If he lacks a special color, then it is determined by alignment as follows: LG = white, LN = steel gray, LE = royal purple, NG = golden, N = dark brown, NE = black, CG = sky blue, CN = a constantly shifting kaleidoscope of color, and CE = blood red.

You gain all the effects of *divine power*, *righteous might*, and either *cloak of chaos*, *holy aura*, *shield of law*, or *unholy aura* (the exact spell must be decided upon when *avatar* is cast). Furthermore, you also gain +4 to Charisma and Wisdom for the duration of the spell. You are immune to fear of all sorts for the duration of the spell, and your allies within 30 feet gain +4 on all saves vs. fear. Anyone who faces you in combat must make a Will save (DC 19 + Wisdom modifier) or run in fear for 1d6 rounds.

There is a price to such power. *Avatar* can only be cast if you are facing powerful enemies of your faith (like an army of demons if you serve a lawful good deity) and the odds are horribly against you. While under the affects of *avatar*, you are filled with your deity's wrath, and do all in your power to destroy your foes. However, this does not mean you forego reason. You can still throw spells at them from a distance instead of facing them directly.

There is also another, more serious price. The mortal frame is not meant to carry the energy of a deity, even the small fraction of energy that *avatar* summons. Every round that you are under the effects of *avatar*, you must make a Fortitude Save at DC 20 or suffer 1d10 hit points of damage. Though this damage is not visible (nor in fact felt) while *avatar* is in effect, when the spell ends, the damage surfaces as various burn marks. It can be healed normally. If you die while the spell is in effect, your body is fully consumed by divine energy, turned to ash fine in a blinding flash of light.

Arcane focus: A tiny reliquary, which contains some sacred relic, such as the finger-bone of the deity's saint or a piece of parchment from one of his holy texts. The reliquary costs at least 1000 gp.

Awakening

Enchantment

Level: Clr 1, Drd 2, Sor/Wiz 2

Components: S

Casting Time: 1 action

Area: 60-foot spread centered on the caster

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell quickly and silently awakens all sleeping creatures within the burst. Most often, it is used to rouse sleeping comrades to face a threat. It can also be used to counteract spells and abilities that cause victims to sleep, granting those victims a new saving throw if the original effect allowed a save.

Bastion of Pure Magic

Abjuration

Level: Sor/Wiz 8

Components: V, S, M (see text)

Casting Time: 10 minutes (see text)

Range: Touch

Area: 15 ft. diameter emanation centered on the caster

Effect: One charged gem

Duration: See text

The material component of this spell is a spherical opal of not less than 500 gp value. This spell stores magical energy within the gem that can be later released. The gem continues to store this energy until activated or dispelled; there is no time limit. As long as the gem remains prepared, one 8th level spell slot is unavailable to the caster. Dispelling the gem's charge has no effect on the gem and returns the spell slot (empty) to the caster.

When the gem is activated (a standard action that requires only that the gem be in hand), it is destroyed, crumbling to powder. However, an area of pure magic surrounds the caster and suppress any antimagic effects that overlap the emanation. The emanation lasts for one round per caster level. Only the caster may activate the gem; if the gem leaves the caster's possession at any time, the charge is dispelled.

Bestow

Transmutation

Level: Sor/Wiz 6

As *grant*, except that spells with Personal range of up to 5th level may be transferred to the subject.



Bloodfire

Evocation [Fire]
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./level)
Targets: One target within range
Duration: Instantaneous
Saving Throw: Reflex for half
Spell Resistance: No

Through this spell, the caster is able to spray his blood in a flaming stream to strike one target. The material component of this spell is the caster's own blood, which is spilled in copious quantities.

When the spell is cast, the caster determines how much temporary Constitution damage he is willing to suffer. For 1 point of temporary ability damage, the spell causes 1d6 hit points of damage to the target per level of the caster and for 2 points, the spell causes 1d8 hit points of damage per level of the caster. This spell may cause no more than 15 dice of damage in either case. For every point of temporary Constitution damage after the second the character voluntarily suffers when casting this spell, he may add one of the following to the spell's effect:

- Increase the save DC by 3.
- Lessens elemental resistance by 10.
- Change the descriptor to one of the following: acid, cold, electricity, force, or sonic.

Each of the above may be selected more than once provided the Constitution cost is paid for separately each time. The temporary Constitution damage heals at the rate of one point per hour and this cannot be magically increased.

Bolster Familiar

Necromantic
Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./level)
Target: Your Familiar
Duration: 1 hour/level (d)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

Bolster familiar strengthens the life force of a familiar, allowing them to surpass their normal strength and endurance.

Upon casting, the familiar's hit points increase to equal the caster's at full health (unless this would be a decrease, in which case this effect does not occur). It also gains enough strength points to negate any negative modifier it may possess, and all its natural attacks receive a +1 competence bonus to hit and damage per every 3 full caster levels; maximum of +5.

The material component is a potion of endurance or a charge from any item that can cast it.

Bounding Gait

Transmutation
Level: Sor/Wiz 2
Components: V, S, F
Casting Time: 1 action
Range: Touch
Targets: One creature
Duration: 5 rounds/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The transmuted creature may run with a fast, bounding step. Walking and running movement rates are increased by half. As part of normal movement, obstacles and hazards up to 10 feet wide and 5 feet high may be cleared with ease. Once per round, the subject may leap over one such obstacle without making a Jump check. Additional obstacles in one round require a Jump check to clear, but a +15 circumstance bonus applies to these rolls. As a full-round action, the subject may make a single Jump check with a +40 bonus to the roll. While this spell is in effect, the usual maximums for jumping distance do not apply to the subject.
Arcane focus: the preserved leg from a frog or toad.

Brilliant Arc

Evocation [Electricity]
Level: Sor/Wiz 1
Components: V, S, F
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 5 ft. wide to the target
Targets: One creature or object
Duration: Instantaneous
Saving Throw: Reflex negates
Spell Resistance: Yes

Brilliant arc creates a ray of electricity extending from the caster's fingertip to one creature or object within range. The ray inflicts 1d4 hit points of electrical damage per 2 caster levels (maximum 5d4) to this target. The ray deals 1 hit point of electrical damage per 2 caster levels (maximum 5 points) to all other targets within the area.

Arcane focus: a helix of thick gold wire, six inches long, worth 5 gp.

Brilliant Spray

Evocation [Electricity]
Level: Sor/Wiz 2
Targets: One creature plus one creature/4 levels
Area: 5 ft. wide to each target

As *brilliant arc*, except that one additional ray is created per four caster levels. Targets are dealt 1d4 points of electricity damage per 2 caster levels (maximum 5d4). Other creatures caught in the area are dealt 1 point of damage per 2 caster levels (maximum 5 points). No creature may be the target or more than one ray and damage from overlapping areas does not stack.

Burning Gaze

Enchantment [Fire]

Level: Sor/Wiz 2

Components: V

Casting Time: 1 action

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

Targets: One creature/round

Duration: 1 round/level

Saving Throw: Will partial (see text)

Spell Resistance: Yes

This spell causes the caster's eyes to glow dull red and allows the caster to make a single gaze attack, as a standard action. The target of this gaze attack automatically suffers 1 hit point of fire damage per level of the caster and must make a successful Will save or be blinded for 1d4 rounds + 1 round per 3 caster levels. Blindness inflicted by a successful gaze attack can last beyond the duration of this spell.

Cacophony

Transmutation [Chaos, Sonic]

Level: Brd 3, Clr 3

Components: V

Casting Time: 1 action

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

Area: emanation centered on the caster extending to range

Duration: 3d6 rounds

Saving Throw: Fortitude partial

Spell Resistance: Yes

Cacophony fills the area of effect with extremely loud wailing, banging, singing, whistling, and other sounds. The noise created is sufficient to be heard at long range (400 ft. + 40 ft./level), but those within close range (25 ft. + 5 ft./2 levels) suffer several negative effects. The noise is loud enough to mask all other sounds; all creatures within the area of effect are effectively deafened for the duration of the spell. Creatures in the area of effect when it is cast, or who enter the spell's area of effect while the spell is active, must make a Fortitude Save or be dazed for 1d6 rounds. Characters that succeed at this saving throw are immune to any further negative effects from the *cacophony* spell for 24 hours. Spell casting and the use of spell-like abilities requires a Concentration check at a DC equal to the save DC of the spell plus the level of the spell to be cast. *Cacophony* ignores silence spells and effects of 2nd level or lower.

Campfire Lullaby

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 5

Components: V, M

Casting Time: 10 minutes

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

Target: Several living creatures within a 15-ft.-radius burst

Duration: 1 hour

Saving Throw: Will negates*

Spell Resistance: Yes

When sung to group of creatures that willingly succumb to it, regardless of HD, they gain all of the benefits of having had a full night's sleep (including re-memorizing spells that have already been cast.) Unwilling creatures are unaffected by this spell. A

creature may only receive the benefits of this spell once every five days.

Material Component: Wood ash from a campfire no older than a week.

Changeform

Transmutation

Level: Sor/Wiz 7

As *shapechange*, except that the caster can assume only a single form. The caster may not change that form during the duration of the spell. The form selected cannot have more Hit Dice than the caster.

Clairsentience

Divination

Level: Brd 5, Sor/Wiz 5

As *clairaudience/clairvoyance*, except that the caster can see, hear, feel, smell, or taste anything that could be sensed as if he were there. Heat, cold, wind, and vibration can be felt, odors and airborne vapors sensed through smell and/or taste, sounds heard and sights seen. Odors or vapors and poisons are not harmful when sensed through this spell, but harmful sounds or sights (such as a medusa or basilisk gaze or a banshee cry) retains their dangerous properties. The range of each sense is dependent on the sense in question and the local conditions (wind, light, etc.).

The character can move the sensor at a rate of 5 feet every five rounds. Surfaces and vibrations can be felt, substances tasted, etc. if the sensor is brought in contact with the appropriate substance/surface.

Cleansing

Evocation [Good]

Level: Clr 9

Components: V, S, M, DF

Casting Time: 1 action

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

Area: Burst extending to maximum range centered on the caster

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

All undead within the area suffer 1d8 hit points of sacred damage per caster level (20d8 maximum). Undead reduced to 0 hit points by this spell are destroyed irrevocably unless their life force was held in some other location.

Complete Invisibility

Illusion (Glamour)

Level: Sor/Wiz 7

Duration: 1 round/level

As *improved invisibility*, except that the subject gains a +30 to Move Silently checks and cannot be detected with the *detect magic*, *see invisibility*, *true seeing* spells or other magical means. In addition, the subject cannot be detected with Blindsight, Scent, Tremorsense or other similar abilities.

Corresponding Resonance

Transmutation [Teleportation]

Level: Brd 6

Components: V, M

Casting Time: 1 full round

Range: Touch

Effect: A hole in space up to 10 ft. in diameter

Duration: Concentration

Saving Throw: None

Spell Resistance: No

Bards have discovered that every physical location contains a unique spiritual resonance. One can learn this resonance and later attune it to a second resonance in a different location by means of this spell, creating a point in space that conjoins the two. In order to learn a location's resonance he must make a Listen check (base DC 20, higher or lower at the DM's discretion depending on its clarity.) Not all places have such noticeable resonance, but those that do can be memorized and returned to by means of this spell.

When the spell is cast, the two points in space merge to create a vertical hole that allows a number of creatures equal in total HD to twice the bard's level to step through to the other side. If he loses concentration or stops playing the song fueling the spell, the hole closes.

Material Component: A solid gold tuning fork worth at least 550 gp.

Crystalform

Transmutation

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One creature

Duration: 1 round/level (D)

This spell temporarily grants the crystalline template to one creature. The creature gains all benefits and drawbacks of its new crystal form. If the creature dies before the spell ends, it returns to its original form.

This spell can be made permanent with the spell *permanency*. The minimum caster level is 16th, and the XP cost is 4,000 XP. Creatures permanently crystalformed do not age, and thus suffer no aging penalties, though they do accrue the appropriate bonuses. When their natural lifetime is done, their life force departs their crystalline body, leaving only a perfect crystal statue.

Arcane Material Components: One gem worth at least 100gp.

Deactivate

Abjuration

Level: Brd 1, Clr 1, Drd 1, Sor/Wiz 1

As *dispel magic*, except that the maximum bonus on the dispel check is +5 instead of +10, and the only option available to the caster is a targeted dispel to suppress the effects of a single magic item.

Destination Dispel Magic

Abjuration [Teleportation]

Level: Sor/Wiz 4

Components: V

Casting Time: See text

Range: Personal

Duration: See text

Casting this spell is a free action, like casting a *quicken* spell, and it counts toward the normal limit of one *quicken* spell per round. If the caster casts another spell in the same round, and that spell has the Teleportation descriptor, then an *area dispel*, exactly as described in *dispel magic*, takes effect an instant before the teleported creature or object appears at the destination. The maximum bonus to the dispel check is +10.

Dimensional Manipulation

Transmutation [Teleportation]

Level: Sor/Wiz 3

Range: Touch

Target: Object touched

As *teleport without error*, except that this spell may only be used on a small object. The object must either be unattended or in the caster's grasp. The object may not be more than 1 foot in any dimension, and it cannot have a volume greater than 1/8 of a cubic foot (216 cubic inches). The object can be teleported to anywhere within 10 ft. of the caster. This might include teleportation to the other side of a door or to the interior of a chest. If the object is teleported into a space occupied by another object, this spell fails instantly before the transport takes place.

Dispel Antimagic

Abjuration

Level: Sor/Wiz 7

As *greater dispelling*, except that this spell may only be used to dispel antimagic effects, such as those created by the *antimagic field* spell. One temporary effect can be dispelled, or one permanent effect may be suppressed for 1d4 minutes.

Divine Eminence

Transmutation

Level: Clr 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The caster chooses one ability score. The subject's score for that ability is changed to 18, plus one per three caster levels (30 maximum). If the subject's current ability score is already higher than this amount, the spell has no effect.

Echannon's Soul Dagger

Necromancy

Level: Sor/Wiz 9

Components: V, S, M, XP

Casting Time: 1 full round

Range: Personal

Duration: 1 round/level

Saving Throw: Fortitude partial

Spell Resistance: No



Echannon's greatest spell creates a shadowy, curved dagger in the caster's hand. The dagger can only be used as a weapon; if used as a mundane tool, it is insubstantial as a shadow. This creation is treated as a +3 brilliant energy dagger, although it is as gray as a cloud at night. If the caster releases the weapon for any reason, the spell ends immediately.

If a living creature is hit with this dagger, it inflicts 1d4+3 hit points of damage. In addition, the weapon bestows one negative level upon the target. 24 hours after the negative level is suffered, the target must make a successful Fortitude Save (DC 10 + one-half the attacker's Hit Dice or levels + the attacker's Charisma modifier). If the Fortitude Save is successful, the negative level goes away with no harm to the target. If the save fails, however, the target immediately loses level permanently and the attacker gains one permanent hit point. The caster's hit points may not exceed the limit set by her Hit Dice and Constitution bonus.

The material component of this spell is a few hairs from a vampire, wight or other corporeal, energy-draining undead creature.

XP cost: 750 XP.

Drinking Song

Enchantment [Mind-Affecting]

Level: Brd 4

Components: V, M

Casting Time: 1 full round

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

Target: All living creatures within range

Duration: Concentration

Saving Throw: Will negates

Spell Resistance: Yes

One reason bards are so popular in the common taverns and ale houses of many a city isn't because of their ability to tell tales, recite heart-wrenching poetry, or play instruments with the skill of virtuoso performers, but because they have a tendency to make even the most dreary gathering fun. When an accomplished bard (8+ ranks in the Perform skill) casts this spell, all living creatures within range who fail their Will save gain a temporary +4 enhancement bonus to Charisma and becomes utterly drunk for the duration. Bards with fewer than 8 ranks of the Perform Skill only impart a +2 enhancement bonus to Charisma and the drunkenness lasts for half as long. Drunken characters are treated as if they were nauseated for the duration of the spell. Unwilling targets that successfully resist this spell immediately attempt to attack the bard.

Material Component: One alcoholic beverage for every creature affected.

Dweomerclaws

Evocation

Level: Sor/Wiz 3

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Your Familiar

Duration: 2 rounds/level (d)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes

This variation of *magic weapon* functions only for the natural weapons of a familiar. When cast, the familiar's weapons take on the effects of a +1 enchantment bonus.

At the caster's option, this bonus does not have to be a +1 bonus to hit and damage. Instead, it can be any equivalent +1 bonus as listed for magical melee weapon qualities (such as *keen*, *flaming*, etc.). This gained property never does the familiar any harm, and cannot be one that involves the weapon leaving the wielder's possession (like *throwing*).

Arcane focus: A magical weapon with the desired ability. While the spell is active, the weapon loses that power and a +1 off its base enchantment (unless the spell only granted a basic +1 bonus, in which case, that is all that is lost). When the duration ends, the lost power returns to the weapon immediately.

Edge of Oblivion

Enchantment

Level: Clr 8

Components: V, S, M

Casting Time: 1 action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates, Fortitude negates (see text)

Spell Resistance: Yes

This spell assaults the mind and body of the subject. The subject must make both a Will save and a Fortitude Save against this spell. If the subject fails the Will save, Edge of Oblivion deals 1d6 permanent ability damage to the target's Intelligence, Wisdom or Charisma, determined randomly. If the subject fails the Fortitude Save, Edge of Oblivion deals 1d6 permanent ability damage to the target's Strength, Dexterity or Constitution, determined randomly. The caster is stunned for one round following the casting of this spell.

Elemental Weapon

Transmutation
Level: Drd 1, Sor/Wiz 1
Components: V, S, F
Casting Time: 1 action
Range: Touch
Target: 1 weapon
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

Casting this spell sheaths one weapon in an elemental energy of the caster's choice. For the duration of the spell, the enchanted weapon deals an additional 1d6 damage of the elemental type chosen on a successful hit. The elemental energy imbued does not harm the caster, but it may affect surrounding objects (for example, a flaming sword could be used to ignite a pool of oil).

Enemy Scourge

Abjuration
Level: Rgr 3
Components: V, S, DF
Casting Time: 1 Action
Range: Personal
Target or Targets: Caster
Duration: 1 round/ 2 levels
Saving Throw: None
Spell Resistance: No

This spell converts every successful attack a ranger makes against one of his chosen enemies into a critical hit. If the attack is made with a ranged weapon, the weapon's critical modifier is increased by 1 (x2 becomes x3, x3 becomes x4, etc.)

Enforcer I

Transmutation
Level: Sor/Wiz 4
Components: V
Casting Time: See text
Range: Personal
Duration: See text

Casting this spell is a free action, like casting a *quicken* spell, and it counts toward the normal limit of one *quicken* spell per round. If the caster casts another spell in the same round, the level of that spell is considered to be 5 for purposes of determining the save DC, if any. This spell does not affect spells of 6th level or higher.

Enforcer II

Transmutation
Level: Sor/Wiz 6

As *enforcer I*, except that the spell level is considered to be 7 for purposes of determining the save DC, if any. This spell does not affect spells of 8th level or higher.

Enforcer III

Transmutation
Level: Sor/Wiz 8

As *enforcer I*, except that the spell level is considered to be 9 for purposes of determining the save DC, if any.

Enforcer IV

Transmutation
Level: Sor/Wiz 9

As *enforcer I*, except that the spell level is considered to be 11 for purposes of determining the save DC, if any.

Enlightenment

Alteration
Level: Sor/Wiz 8
Components: V, S, M, XP
Casting Time: 1 hour
Range: Touch
Target: Your Familiar
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

Casting *enlightenment* transforms the target familiar into a fully sentient member of its gender and the caster's race. The bond between the caster and the familiar remains as strong as before, but there are some changes.

The familiar no longer retains previous racial bonuses, skills, feats, or special qualities, if any. Instead, the familiar gains the racial traits and adjustments of the new race. More importantly, the familiar gains levels in the same spellcasting class that granted the caster the ability to have it as a familiar. The number of levels gained is equal to half the casting level of *enlightenment*, rounded down.

The familiar gains feats, skill points, and hit points (though it does not have to use its own hit point total if half the caster's hit points is a greater value) as per a character of its new level.

If the transformed familiar chooses to obtain a familiar of its own, the caster has no direct bond to this secondary creature.

The newly enlightened familiar is still bound to the caster, but this bond no longer advances as the caster increases in level. Also, if the caster or the familiar are killed, the other is no longer detrimentally affected (although there is certainly a great emotional loss). A caster can only have one *enlightened* familiar at a time.

Material Components: Gems, rare incenses, essential oils, and ritual tools valued at 1,000 gold pieces times half the caster's spellcasting level.

The XP cost is 2,500 experience points, paid immediately upon casting this spell.

Everlasting Wizard's Light

Divination

Level: Sor/Wiz 3

Components: V, S, M, F, XP

Duration: Permanent

As *wizard's light* except that the effect is permanent. An additional material component is a 250 gp sapphire, which is powdered and sprinkled over the object touched.

XP Cost: 50 XP

Expunge

Evocation [Good or Evil]

Level: Clr 4, Pal 2

Components: V

Casting Time: See text

Range: Personal

Duration: See text

Casting this spell is a free action, like casting a *quickened* spell, and it counts toward the normal limit of one *quickened* spell per round. If the caster channels positive or negative energy in the same round to turn or rebuke undead, the turning damage is +1d6, instead of the normal turning damage. If the caster channels positive energy, this is a good spell. If the caster channels negative energy, this is an evil spell.

Eyes of the Bloodhound

Transmutation

Level: Drd 4, Rgr 3

Components: V, S, M

Casting Time: 1 action

Area: Touch

Duration: 1 hour/level

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

The subject gains the ability to 'see' scents and odors and understand them. These scents appear as nebulous, colored trails in the air to a maximum range of 30 feet. Invisible creatures can be seen by their scent (if any), and these creatures have only half concealment against the subject. If the subject does not have the Track feat, he or she gains it for the duration of this spell.

If the subject has the Track feat, flying or jumping creatures can be tracked with this enhanced vision, and he or she gains a +10 circumstance bonus to Wilderness Lore checks when tracking. This bonus is reduced by 2 for each hour that has passed and might be negated entirely due to precipitation, wind or other factors.

Material component: A bit of fur from a dog or wolf.

Familiaform

Alteration

Level: Sor/Wiz 5, Drd 4

Components: V, S, F

Casting Time: 1 round

Range: Touch

Target: Your Familiar

Duration: 1 day or 3 transformations

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

A rare and precious spell, *familiaform* grants a powerful ability to the familiar, the power of wild shape. Once cast, *familiaform* grants three transformations as per the druidical ability, all of which must be taken within 24 hours or they are lost. Transforming back into the familiar's base form counts as one of these, but each form can be kept indefinitely until the duration ends. When the spell ends, the familiar reverts to base form. Each transformation heals the familiar an amount equal to the caster level in hit points.

The size of creature the familiar can turn into depends of the caster level of its bonded master. If the caster is 9th to 12th level, the familiar can become any size between Tiny and Large. At 13th through 16th, the familiar can become Dire. At 17th +, the animal can change to become anything between Diminutive and Huge.

Familiaform is gained through a partnership between the caster and a druid. As such, the focus for this spell is a small *consecrated* token worn somewhere on the animal's person. If this token is lost or destroyed, it must be replaced by the same druid.

If the druid is dead or unavailable, the caster must research another version of *familiaform* (at full cost for doing so) for use with a different druid.

Familiar Faces

Alteration

Level: Sor/Wiz 7

Components: V

Casting Time: 1 round

Range: Touch

Target: Your Familiar

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

For this spell to work, the target familiar must be in physical contact with the caster. Once cast, the familiar can break contact without ending the spell. The caster immediately changes form into that of her familiar. The familiar immediately transforms into the caster's likeness.

At the same time, both *teleport* to each other's location. Only living matter teleports in this manner, so the familiar is now wearing all of the caster's equipment and vice versa. Lastly, both caster and familiar are protected by a *nondetection* spell that lasts as long as the *familiar faces* does.

This strange spell lends itself to a number of effective uses, ranging from espionage to a moment's breathing room for a quick escape.

Familiar's Call

Alteration

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Your Familiar

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This spell places an invisible magical sensor on a familiar, allowing the caster to *teleport* instantly to the nearest safe place adjacent to it. If there is not adjacent place safe for the caster to *teleport* to, it fails. In either case, the sensor disappears afterwards. Teleportation of this kind is not entirely safe, having the same

success rate as a "casually studied" teleport location. If the familiar is within line of sight, however, there is no chance of teleportation error.

The caster cannot take any other living beings with him or her on this *teleport*, but up to 10 pounds of non-living material per caster level can be carried. Any more causes the spell to fail and the sensor to be wasted.

Fast Elemental

Conjuration [Summoning]

Level: Drd 7, Sor/Wiz 7

Components: V, S

Casting Time: 1 action

Effect: One summoned creature

As *summon monster I*, except that the caster summons a single Large Elemental with 1d4+12 Hit Dice. The elemental may not act on the round that it is summoned, but neither is it flat-footed.

Feysong

Transmutation

Level: Brd 3

Components: V, M

Casting Time: 1 action

Range: 20 ft.

Target: All willing creatures in range

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell imparts upon the recipient the racial abilities of Elves (as described in the *Player's Handbook*) for the spell's duration. They temporarily replace the character's own racial traits, but the spell does not change the target's appearance or size and does not modify ability scores. If the target does not already have it, the character also gains a temporary fluency in the Elvish language that lasts for one full day.

Elves that are on the receiving end of this spell are not affected by it in any way.

Material Components: A strand of Elf hair and a handful of leaves.

Finding the Quarry

Type: Divination

Level: Rgr 3

Components: V, S, M

Casting Time: 10 minutes

Range: Unlimited

Target: One Person

Duration: Permanent (D)

Saving Throw: Will negates

Spell Resistance: Yes

You can smell them. Hear them. Taste them on your tongue. By casting *finding the quarry*, you attune your senses to one person and one person only. You must have seen the person with your own eyes and been within 10 ft. of them at some point in order to cast this spell, as it requires at least a passing familiarity. The person need not be near you or in the area in order for you to cast the spell. A successful casting means you can track your prey anywhere on your material plane, though not through astral or

extradimensional planes. While this spell is in effect, you cannot cast any other spells (though you can use magical items) until you dispel *finding the quarry*.

Material components: A piece of string.

Fire Damper

Transmutation

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 action

Area: 60 ft. radius emanation centered on the caster

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

This spell extinguishes normal fires within the area if they are of size small or less. Larger fires are reduced by one size category per round. This spell also reduces any fire damage dealt within the area by half. Any fire spell or spell-like ability with the cast or activated within the area has a 50% chance of failing as if it had been countered.

Fire subtype creatures within the area are *slowed* and take 2d6 damage per round that they remain within the area. This damage is subdual damage unless the creature is not subject to subdual damage, in which case the *fire damper* inflicts normal damage.

Flight of the Wind

Transmutation

Level: Sor/Wiz 5

As *fly*, except that the flying speed is increased to 150 feet (or 100 feet if the creature wears medium or heavy armor) and the subject's maneuverability rating is perfect. Alternatively, the caster may choose to cast the spell so that his movement speed is 90 ft. and his maneuverability rating is good. If the second option is chosen, the caster also gains the Flyby Attack feat for the duration of the spell.

Forceful Anti-divination

Abjuration

Level: Sor/Wiz 8

Saving Throw: None

As *active anti-divination*, except that if a divination spell or ability is dispelled, or if a magic item is suppressed, the caster/controller of that effect is dealt one point of damage per level of the spell suppressed or dispelled. If a magic item was suppressed, its user suffers damage equal to the level of the effect being suppressed or, if no level is apparent, the level of the items creator.

Forest Aria

Transmutation

Level: Brd 3

Components: V, M

Casting Time: 1 action

Range: 20 ft.

Target: All willing creatures in range

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes



This spell imparts upon the recipient the racial abilities of Gnomes (as described in the *Player's Handbook*) for the spell's duration. They temporarily replace the character's own racial traits. The spell does not change his appearance or size and does not modify ability scores. If he does not already have it, the character also gains a temporary fluency in the Gnomish language that lasts for one full day.

Gnomes who are on the receiving end of this spell are not affected by it in any way.

Material Components: A strand of Gnome beard and a handful of bark.

Forest Invisibility

Illusion (Glamour)

Level: Drd 2, Rgr 2

Components: V, S, DF

Casting Time: 1 Action

Range: Personal or Touch

Target or Targets: 1 creature

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

This spell is similar to the 2nd level wizard spell *invisibility*. It allows a druid or ranger to become invisible in a forested or natural surrounding that offers cover. The creature vanishes from all normal sight, including Darkvision.

Equipment carried becomes invisible, and anything dropped or lost immediately becomes visible. The spell in no way produces silence, and the invisible subject does still leave tracks.

The subject becomes visible if an attack is made.

Gaze Trigger

Divination

Level: Brd 5, Clr 5, Drd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One magic mirror

Duration: 1 week/level

Saving Throw: None

Spell Resistance: No

When this spell is cast upon a magic mirror, another spell stored in the same mirror is named. When the mirror is looked upon for more than a brief moment, the named spell is cast on the individual gazing into the mirror's surface. The activated spell is treated as if it were cast by the same being that cast the *gaze trigger*. While the spell is used as a trap, it can be used to cast a protective

or beneficial spell from a mirror—looking into the mirror requires a partial action, but no other effort.

Gemguard

Transmutation

Level: Clr 7, Sor/Wiz 6

Components: V, S, M/DF, F

Casting Time: 1 hour

Range: See text

Effect: Transforms gem into magical sensor

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You transform a gem into a scrying device/alarm. When the spell is cast, the two halves of the focus become linked, and when you hold one, you may Scry on the other at will. You can see everything within 50 ft. of the other half. Any creature with at least a 12 Intelligence can sense your attention with a Scry check or an Intelligence check DC 20.

Spells may be cast freely through the linking gem, and may target any creature within its sensor range. Area effect spells may damage the other half of the focus, which has a caster level equal to the caster's level at the time the spell was cast, and has a hardness of 10 and 30 hit points.

This spell may be made permanent with the spell *permanency*. The minimum caster level is 14th, and the XP cost is 3,000 XP.

Arcane Material Components: The eye of a hawk and a powdered topaz worth at least 200 gp.

Arcane Focus: A corundum worth at least 1000 gp, split into two perfect halves.

Gestalt

Alteration

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 round

Range: Personal

Target: You and Your Familiar

Duration: 1 round/level

Saving Throw: Will negates (harmless), special (see below)

Spell Resistance: Yes

Casting *gestalt* can be disorienting for a caster and her familiar, but the benefits are beyond question. The effect of this spell is to meld the two beings into one powerful form.

Immediately upon casting the spell, the caster and the familiar must make Will saves against this spell's base DC. If both master and familiar fail their saves, the spell fails and they are stunned for 1d4 rounds. If one fails, the spell succeeds but the caster is stunned for 1 round. If both make the save, the spell succeeds without penalty.

Once melded with her familiar, the caster gains the following bonuses:

- 2d4 enhancement to Strength
- 2d4 enhancement to Dexterity
- 5d6 temporary hit points
- Natural Armor bonus equal to the familiar's, if any; maximum of +6. If none or +1, the caster gets a +2 Natural Armor bonus.
- Size increases one step, to a maximum of Huge.
- Natural attacks as per the familiar, with damage increased to reflect new size category.

- Competence bonus to attack rolls equal to the familiar's base attack bonus, maximum of +5.
- All special qualities and racial bonuses of the familiar.
- All spell effects current on familiar, though these do not stack with the caster's own.
- Evasion, which stacks to become Improved Evasion if the caster already possesses Evasion.
- The familiar's special movement rates, if any.

During this spell's duration, the caster cannot cast any spells or activate magical items. Quickened spells can be cast, but the amount of concentration involved increases the casting time to one action.

When the duration of *gestalt* ends, the caster and familiar separate immediately and spend their next round stunned.

Glimmer Warning

Evocation [Light]
Level: Brd 1, Clr 1, Drd 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

This spell provides both a moment's early warning and a tiny bit of illumination when the caster becomes the target of a spell. While this spell is in effect, any time the caster is targeted by a spell, a 5' circle of light surrounds him. This circle is bright enough to allow mirror magic to work and provides a +1 circumstance bonus to any attempts by a reflecting master to deflect the incoming spell. This spell suppresses *darkness* or similar spells during the round in which it creates light.

Grant

Transmutation
Level: Clr 5, Drd 5, Sor/Wiz 4
Components: V
Casting Time: See text
Range: Personal
Duration: See text

Casting this spell is a free action, like casting a *quickened* spell, and it counts toward the normal limit of one *quickened* spell per round. If the caster casts another spell of 3rd level or lower in the same round, and that spell has a range of Personal, the caster may change that spell's range to Touch. The spell takes effect on the touched creature instead of you.

Greater Dweomerclaws

Evocation
Level: Sor/Wiz 5
Components: V, S, F
Casting Time: 1 action
Range: Touch
Target: Your Familiar
Duration: 2 rounds/level (d)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

Similar to *dweomerclaws*, save that the bonus granted is +1 per 3 full caster levels. This bonus can also be divided up into equivalent abilities equal to the total bonus allowed by the spell.

The focus is the same, but multiple weapons can be used if the desired abilities are not all present in one of them. For example, if the caster wished to give his raven a +1 shocking keen beak, he could use a +2 shocking quarterstaff and a +1 keen dagger as foci.

As with *dweomerclaws*, the foci lose the granted abilities until the spell's duration ends.

Greater Powershell

Abjuration
Level: Sor/Wiz 5
Duration: 3 rounds/level (D)

As *powershell*, except that the protection is increased to SR 25 and up to three spells or spell-like abilities can be blocked.

Hairbellsy Rhyme

Transmutation
Level: Brd 3
Components: V, M
Casting Time: 1 action
Range: 20 ft.
Target: All willing creatures in range
Duration: 10 minutes/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell imparts upon the recipient the racial abilities of Half-orcs (as described in the *Player's Handbook*) for the spell's duration. They temporarily replace the character's own racial traits. The spell does not change his appearance or size and does not modify ability scores. If he does not already have it, the character also gains a temporary fluency in the Orcish language that lasts for one full day.

Half-orcs who are on the receiving end of this spell are not affected by it in any way.

Material Components: A Half-orc tooth and a piece of chainmail.

Halting Gaze

Enchantment
Level: Sor/Wiz 3
Components: V
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature/round
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell causes the caster's eyes to glow bright orange. Each round, the caster of this spell may meet the gaze of a single living creature as a move equivalent action, that creature must succeed at a Will save or be dazed for as long as the caster maintains eye contact (a move equivalent action) and one round thereafter. The spell is broken if either the caster or the victim is struck for damage or if the caster moves more than five feet. Spell casting (as long as the target of the spell is the caster or the target) item activation and normal speech do not interrupt the spell. A victim dazed by



the caster's *halting gaze* suffers a -4 circumstance penalty against the caster spells from the Enchantment school. If allies shout at the victim or try to physically rouse their companion from the daze (as a standard action), the victim is allowed another saving throw to break free from this effect.

Targets may attempt to shield their eyes from this gaze attack as noted under Gaze Attacks in the DMG.

Hidden Message Transmutation

Level: Sor/Wiz 3

Components: V

Casting Time: 1 action

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

Target: One creature/2 levels

Duration: See text

Saving Throw: None

Spell Resistance: No

After casting this spell, the caster designates a number of people (up to the limit of one per 2 levels) within the spell's range to hear a message of no more than twenty-five words. The chosen creatures gain no special ability to understand the caster's message, though they do hear it clearly and as though the caster were speaking directly to them in a quiet area. Any creature not selected by the caster to understand the message hears something completely unrelated to the actual words the caster speaks. This secondary message is also determined by the caster, and may easily be part of a continuing conversation.

For example, the necromancer Averil is at a dinner party with when she discovers a plot to kill the local merchant. Casting *hidden message*, she designates her companions as the spell's targets. Averil then tells them from where she is sitting, "The blond man in the dark red doublet is planning to kill the merchant who hired us. Let's surprise him during dessert." Anyone else sitting near her at the table would hear, "Why, this meal is almost as good as the one I had when I was training under that great wizard, Xagunder MacFaileas."

High Albatross

Divination

Level: Drd 3, Sor/Wiz 4

Components: V, S, M

Range: 10 miles (see text)

Casting Time: 1 minute

Duration: 5 rounds

This spell creates a large, bird-shaped form from conjured mist. The bird does not have any true physical form or statistics, but has a wingspan and shape similar to an albatross, thus the name of the spell. The Albatross flies in a rapid and tight spiral upward for the duration of the spell. For each round of flight, the caster can view an area 2 miles larger in radius, to a maximum area of ten miles radius in the spell's last round. Objects within the area can be seen as if the caster were using a spyglass. Ships, large creatures, and land is sighted unless blocked by clouds. The caster can see beyond this area, to perhaps double the distance depending on weather conditions but only large landmasses can be sighted. Gale or hurricane force winds disrupt the spell. Strong winds halve the duration and maximum area.

The material component of the spell is a small flask of fresh water or seawater.

Hillsong

Transmutation

Level: Brd 3

Components: V, M

Casting Time: 1 action

Range: 20 ft.

Target: All willing creatures in range

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell imparts upon the recipient the racial abilities of Halflings (as described in the *Player's Handbook*) for the spell's duration. They temporarily replace the character's own racial traits. The spell does not change his appearance or size and does not modify ability scores. If he does not already have it, the character also gains a temporary fluency in the Halfling language that lasts for one full day. Halflings not affected by this spell.

Material Components: A strand of Halfling hair and a handful of hearth ash.

Hummingbird's Flight

Transmutation

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Personal

Targets: You

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

This spell allows you to fly with greater dexterity. For the duration of the spell, your maneuverability while flying is increased by 2 steps, to a maximum of *good*. For example, if you could fly with *clumsy* maneuverability, casting this spell allows you to fly at *average* maneuverability.

The material component for this spell is the corpse of a small bird.

Immolation

Transmutation

Level: Sor/Wiz 6

Area: a cylinder 10 ft. high and 15 ft. diameter centered on the caster

As the *warm shield* version of *fire shield*, except that the flames extend 10 feet high and 5 feet from you in every direction. If the caster is struck by a natural or melee weapon attack, this effect deals 2d6 points of damage plus 1 point per caster level; all damage dealt is fire damage. Creatures using reach weapons take damage when striking the caster unless the reach of the weapon is 15 feet or greater.

Infected Wound

Necromancy

Level: Clr 5

As *cause serious wounds*, except that, if the subject fails its saving throw, it is also afflicted with a disease per the spell *contagion*.

Infinite Step

Transmutation [Teleportation]

Level: Sor/Wiz 7

As *dimension door*, except that the caster can travel to any spot within sight. As the caster makes the *infinite step*, he or she can view the intended area mentally to choose the exact location where the caster appears. The area that can be viewed is 10 feet in diameter per caster level. This spell cannot be used after dusk unless the caster has low-light vision, Darkvision or some other method of seeing in the dark. If no area near the target location is acceptable, the caster may forego the teleportation, but the effect of the spell is lost.

At 19th level, the caster may make a second step from the destination (or from the origin, if the first step was aborted).

Ingaeln's Oracle

Divination

Level: Wiz 9

Components: V, S, XP (see text)

Casting Time: 1 hour

Area: Personal

Duration: 4d12 hours (see text)

Saving Throw: Fortitude partial, Will Partial (see text)

This spell reveals hidden or secret information to the caster concerning the location and condition of a person, item or locale. The answer is never exact and is in the form of a riddle, allegory, or a tale, telling how the object, person or locale came to be where it is, and why it is in its current condition. Knowledge of the location desired is too vague to make even the riskiest *teleport*; *teleport without error* also fails. The information is sufficient, however, to start a quest or expedition.

To cast this spell, the caster must have minimal distractions and disturbances. A calm woodland setting, a quiet temple, or the seclusion of his private study would be examples of suitable settings. The actual casting of the spell takes one hour, and the caster falls into a deep trance when the spell is completed. If the caster leaves the trance at the end of the duration, he or she awakens fully aware of the present surroundings and circumstance. The knowledge requested is given to the character, but there may be a price to pay.

At the end of the full duration, the caster must make Will and Fortitude Saves against a DC of 25. If the Fortitude Save fails, the caster is stricken blind. If the Will save is failed, the caster is magically aged 10 years. If both fail, the caster permanently loses all spellcasting abilities. If either save fails, the caster may never again cast this spell by any means.

It would take a significant disturbance to rouse the caster from this trance, and doing so is very harmful. Attacks nearby or against the character, very loud noises, or being shaken wakes the caster. Minor noises such as chirping birds or the creaking of a wooden floor, however, would not disturb the caster enough to be dangerous. If the caster is interrupted, the information

desired is not granted, and the caster must roll Fortitude and Will saves as if the duration had elapsed.

Blindness, aging and spellcasting loss caused by this spell are permanent and not reversible by any means less than divine intervention.

XP Cost: 1,000 XP

Insubstantial Armor

Transmutation

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Armor touched

Duration: 2 hours/level (D)

Saving Throw: Reflex negates

Spell Resistance: No

The armor touched becomes shadowy and insubstantial. It loses all armor and enhancement bonuses while this spell is in effect, but it does grant the wearer a +1 deflection bonus to AC per three levels of the caster (+5 maximum). A character may sleep while wearing armor affected by this spell, and it is mostly used in this way. However, it can also be used to weaken opponents or bolster defenses against incorporeal creatures.

Intractable Grip

Enchantment

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Any object held by the subject seems to have a life of its own. Rope, tools and other items used in conjunction with skills lose any bonuses they grant to those skills, and the subject suffers a further -5 circumstance penalty if the tools or objects are required for the use of the skill.

Spellcasters using material components or foci must succeed at a Concentration check with a DC of 20+ spell level. In this rare case, use Dexterity as the modifier for the Concentration skill.

A subject that tries to use a weapon or magic item must make a Dexterity check against DC 20 or lose that action. This spell has little effect on a subject that holds nothing, but even the act of drawing a weapon could fail.

Invocation of Fire

Evocation [Fire]

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: See text

Saving Throw: Will negates

Spell Resistance: Yes

Roaring flames engulfs the subject of this spell. Any person or creature in contact with the target when the spell is cast (e.g. a mounted horse or a carried comrade) is also affected, even if they later separate. The spell inflicts 1d6 points of damage per 2 caster levels (10d6 maximum) each round. A Will save negates the effect. A save is required each round thereafter, but the save DC is reduced by 2 each round. Failure indicates that the spell deals damage again. This continues each round, until either the victim makes a successful saving throw or is destroyed.

Inulnerability I

Abjuration

Level: Brd 6, Clr 7, Sor/Wiz 7

Components: V

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 rounds

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

While extremely powerful, the short, fixed duration of this spell limits its impact. The next action that the subject takes is considered the first round of this spell's effect.

The subject of this spell gains the following abilities for the duration of the spell:

- Damage reduction X/+1, where X is the caster's level
- Evasion
- Acid, cold, electricity, fire, and sonic resistance equal to the caster's level
- Spell resistance equal to the caster's level
- Ability damage or energy drain attacks are reduced by one point per attack

When this spell has ended, the subject is *slowed* for 2d4 rounds.

Inulnerability II

Abjuration

Level: Clr 8, Sor/Wiz 8

As *inulnerability I*, except that the subject of this spell gains the following abilities for the duration of the spell:

- Damage reduction X/+2, where X is the caster's level +5
- Evasion
- Acid, cold, electricity, fire, and sonic resistance equal to the caster's level +5
- Spell resistance equal to the caster's level +5
- Ability damage or energy drain attacks are reduced by two points per attack/effect

Inulnerability III

Abjuration

Level: Clr 9, Sor/Wiz 9

As *inulnerability I*, except that the subject of this spell gains the following abilities for the duration of the spell:

- Damage reduction X/+3, where X is the caster's level +10
- Improved Evasion
- Acid, cold, electricity, fire, and sonic resistance equal to the caster's level +10
- Spell resistance equal to the caster's level +10

- Ability damage or energy drain attacks are reduced by three points per attack/effect

Lash Fey

Necromancy

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

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

Effect: Cloud that spreads in 10 ft. radius, 5 ft. high

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You create a cloud of iron filings that carry a slight negative energy charge. Any fey creature caught within the cloud suffers 1d4 hit points of damage.

Since undead are powered by negative energy, this spell cures them of 1 point of damage.

Material Component: A handful of iron shavings.

Line of Sight

Transmutation

Level: Sor/Wiz 8

Components: V, F

Casting Time: See text

Range: Personal

Duration: See text

Casting this spell is a free action, like casting a *quickened* spell, and it counts toward the normal limit of one *quickened* spell per round. If the caster casts another spell in the same round, and that spell has a range of Close, Medium or Long, that spell's range is extended to reach a single creature that the caster can see. Magical and mundane aids cannot be used to further extend the range of that spell. The spell cast may not be of the highest level that the caster is capable of casting.

Arcane focus: a miniature spyglass made of copper and two round diamonds.

Litany of the Lost

Enchantment (Compulsion) [Mind-Affecting, Language-Dependent]

Level: Brd 5

Components: V, S

Casting Time: 1 full round

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

Target: All allies within range

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

In battle, the bard recites this spell to remind his allies of the slain who have gone before them, to give them the strength and determination to push on and to honor the memory of the dead with righteous anger and vengeance. Characters affected by the spell gain a +4 morale bonus to all saving throws against mind-affecting magic for the spell's duration, as well as a +2 morale bonus to attack damage rolls. Clerics affected by the spell also gain a +4 morale bonus to turning or rebuking checks. When the spell wears off, affected characters suffer 4 hit points of damage per minute the spell was active. This is the price paid for being blessed by the fallen.



Locate Jewels

Divination

Level: Sor/Wiz 3

Components: V, S, F

Casting Time: 1 action

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

Area: Circle, centered on you, with a radius of 100 ft. +10 ft./level

Duration: 1 minute/level

This spell is a slightly more specialized version of *locate object*, allowing you to locate gems within its range of effect. The spell gives you the direction, approximate distance, and approximate value of all gems worth at least 5 gp.

The distance revealed by the spell is accurate to 5 ft., and the value revealed is accurate to within 25% of the gem's price. Ten gems are revealed per minute, beginning with the closest ones. If the spell ends before all gems within range are located, you know how far the radius of the search extended.

Arcane Focus: A piece of uncut quartz, worth at least 10 gp.

Magic Missile Spray

Evocation [Force]

Level: Sor/Wiz 4

As *magic missile*, except that this spell produces 2d4+2 missiles that all strike one target. Due to the force of the combined impact, the caster may make a free trip attempt against the subject. Only for the purpose of this trip attack, the caster's Strength is considered 30. If the caster fails in the trip attempt, the subject cannot attempt to trip the character.

Magical Deviation

Abjuration

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 3 rounds

Saving Throw: None

Spell Resistance: No

This spell causes any spell that targets you to swerve unpredictably away rather than striking you as intended. The spell's effect deviates as if it were a grenade-like weapon; the distance of the deviation is equal to one-half of the distance between the caster of the spell and you. Spells that require a single target, rather than spells with an area of effect, re-target on the next available subject closest to the point of deviation, provided there is a valid target within the spell's range. Casting this spell is draining and leaves the caster shaken for 3 rounds following its casting.

Malignant Web

Conjuration

Level: Sor/Wiz 7

As *sinister web*, except that paralyzed creatures take one point of temporary Dexterity damage each round they are paralyzed. The Dexterity damage is also a nonmagical poison effect.

Master Powershell

Abjuration

Level: Sor/Wiz 7

Duration: 5 rounds/level (D)

As *powershell*, except that the protection is increased to SR 30 and up to six spells or spell-like abilities can be blocked.

Matchless Power

Transmutation

Level: Sor/Wiz 6

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this spell gains a +6 enhancement bonus to Strength and a +2 enhancement bonus to Dexterity and Constitution. In addition, any creature struck in melee combat by the subject must make a Fortitude Save (DC 14) or be stunned for one round (stunning from multiple attacks does not stack).

Arcane focus: a figurine of a stag beetle, made of gold and malachite and worth approximately 50 gp.

Minions of Death

Necromancy

Level: Sor/Wiz 8

Components: V, S, M, F

Duration: Instantaneous (see text)

As *circle of death*, except that slain creatures are animated as zombies on the following round, per *animate dead*. On the second round after minions of death is cast, the zombies act normally. After the zombies have acted for one round per level of the caster, they crumble to dust. The zombies created by this spell do not count against the normal control limits of the caster.

Arcane focus: the skull of a lich.

Mystic Regulator

Transmutation

Level: Sor/Wiz 3

Components: V

Casting Time: See text

Range: Personal

Duration: See text

Casting this spell is a free action, like casting a *quickened* spell, and it counts toward the normal limit of one *quickened* spell per round. If the caster casts another spell in the same round, and if that spell has a range other than Personal, Touch or zero, then that spell is changed to affect all valid targets within a 10 ft.-radius burst centered up to 15 ft. from the caster. The changed spell may not be of the highest level that the caster is capable of casting.

Necrotic Claws

Necromancy

Level: Clr 3, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Personal

Duration: 2d6 rounds plus 1 round/level

This fearsome spell transforms the hands of the caster into twisted, skeletal claws. The claws are very sharp and deal 1d8 hit points of damage with a successful melee attack (and are considered a magic +1 weapon for purposes of DR). The magic of the claws is such that, on a natural roll of 8 for damage, the victim suffers one hit point of bleeding damage per round, as if struck with a Wounding weapon. The caster is considered armed while making unarmed attacks while this spell is in effect. The claws are typically used in close combat, but they can also be used for climbing, granting a +5 bonus to Climb checks.

The material component is a drop of blood and the claw of a bat or rat.

Passion Play

Divination

Level: Brd 4

Components: V, S, M, XP

Casting Time: 1 full round

Range: Touch

Area: 5 ft./level

Duration: 10 minutes per level

Saving Throw: None

Spell Resistance: No

The bard is able to recreate the events that occurred within a selected area. On casting the spell, ghostly images materialize out of thin air to reenact the events of the past. How far back in time the bard may look is dependent upon how much of herself she invests in the spell – for every 5 XP spent, she may look back at any point up to one day in the past. For example, if she spends 1,000 XP then she may observe the events of any point in the past as far back as 200 days. The spell's duration indicates how long the passion play lasts once initiated. This spell is similar to an *illusion* spell in that anyone in the area can observe and hear its effects.

Material Components: The seventh shard of a mirror broken into exactly seven pieces. The mirror must be worth at least 10 gp.

Penetrate Resistance

Abjuration

Level: Sor/Wiz 5

Components: V

Casting Time: See text

Range: Personal

Duration: See text

Casting this spell is a free action, like casting a *quicken* spell, and it counts toward the normal limit of one *quicken* spell per round. If the caster casts another spell in the same round, the caster gains a +4 bonus to caster level checks to penetrate Spell Resistance with that spell. The bonus is increased to +5 at 14th level and +6 at 18th level.

Pestilential Tears

Necromancy [Evil]

Level: Clr 7

Components: V, S, M

Casting Time: 1 action

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

Area: 30-foot diameter sphere

Duration: 2 rounds/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

The effect of this spell is a rain of reeking drops of stagnant and polluted water. Open water sources completely contained within the area of effect is polluted with the filth fever disease until purified. Normal plants within the area wither and die. Plant creatures in the area take 6d8 damage each round that they remain in the area.

In the area of the pestilential tears, healing spells do not function. Any non-plant creature wounded must make a Fortitude Save, and those that fail are dealt an additional 1d8+5 damage and are afflicted with disease filth fever. This disease takes effect immediately, in the manner of the contagion spell. The caster is immune to this spell's effects.

The material component for this spell is a vial of holy water and a piece of spoiled meat.

Precision Dispel Magic

Abjuration

Level: Sor/Wiz 4

Targets: One creature or object, plus one creature or object/5 levels

As *dispel magic*, except that the caster may make several targeted dispel checks. The caster can affect one target, plus an additional target per five caster levels. No individual target can be the subject of more than one dispel check. All targets must be within 30 feet of one another.

Poetic Justice

Transmutation

Level: Brd 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

This is a variation on the *bestow curse* spell. A character affected by it receives one effect as per the original spell, plus all of the following additional effects:

- -10 effective decrease to the character's Charisma.
- Once per month, an NPC or monster of level equal to the target attacks the cursed creature and attempts to enforce justice upon him.

This spell's effect may only be cancelled through use of a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Material Components: Gold shackles worth at least 300 gp.



Poetic License

Transmutation

Level: Brd 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 24 hours

Saving Throw: Will negates

Spell Resistance: Yes

With this spell, the bard is able to attach a negative or positive stigma to another person using creative storytelling. This stigma may cast the person in such a light that all of his past deeds become more heroic, increasing his renown and reputation as a result; or, the spell may socially damage him, extolling his wickedness and ruthlessness, making it more likely that those whom he meets react unfavorably. When the bard casts the spell, he decides whether the person receives a +2 or -2 enhancement bonus for social interactions only. This bonus applies to the use of the following skills: Bluff, Diplomacy, Gather Information, Intimidate, or Perform. This bonus also applies to any generic Charisma check that is made in a social situation. This spell's effect may only be cancelled through use of a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. A target may only be affected by a single casting of this spell at a time.

Material Components: A feathered quill and high quality ink worth at least 30 gp.

Powershell

Abjuration

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Personal

Duration: 2 rounds/level (D)

The caster gains SR 20 against the next spell that targets the caster or includes him or her in its area of effect. Once one spell or ability is affected, the protection dissipates. The caster cannot apply this protection selectively. This spell does not distinguish between helpful and harmful magic, nor does it distinguish between the spells of the caster and other characters. The caster is affected only by spells that have a range of Personal.

Prismatic Helix

Evocation

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 action

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

Effect: See text

Duration: 10 minutes/level

Saving Throw: See text

Spell Resistance: Yes

The *prismatic helix* is an ancient variation on the *prismatic sphere*. Where the *prismatic sphere* is primarily a passive defense, the *prismatic helix* is an active but no less deadly defense. The visible effect of the *prismatic helix* is a stationary, slowly rotating, seven-strand helix, one for each color in the spectrum. This Helix is 5 feet in diameter and up to 20 feet high, if possible. Any creature

of 8 HD or less that looks at the Helix from less than 60 feet away is captivated as by the spell rainbow pattern. There is no limit to the number of creatures that can be captivated in this manner.

Once per round, the Helix shoots one ray at the nearest creature, using the casters ranged attack bonus. Roll randomly as described in *prismatic spray*, but, if the result is "two rays," two separate creatures are struck unless only one is within range. The range of the ray is Close (25 ft. + 5 ft./2 levels), but the distance is measured from the Helix, not the caster. The caster is not targeted by the *helix*, nor is she affected by rays that pass through her (just like passing through a *prismatic sphere*). If a creature attempts to move through the Helix, it is affected by all of the remaining colors.

Individual strands are destroyed in the same manner as the colors of a *prismatic wall*. If a particular color has been destroyed, and that color is rolled for a ray attack, re-roll until a valid color is selected.

Razor Wings

Transmutation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Personal

Targets: Self

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

When this spell is cast, a segmented crystalline blade forms on the leading edge of your wings. If you can make attacks with your wings, this spell adds +1d6 points of damage to each such attack. If you cannot naturally make attacks with your wings, you gain the ability to make an unarmed attack with one wing per round, causing 1d4 points of damage per attack, plus your Strength bonus. Note that this attack is allowed in addition to any other attacks you are naturally able to make.

The material component for this spell is a crystalline blade worth at least 100 gp that is destroyed during the casting.

Refracted Vision

Divination

Level: Brd 2, Clr 2, Drd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell allows the caster to move their point of vision up to 50 ft. and rotate it up to 180 degrees in any direction. The location and direction of vision is set at the moment the spell is cast, and cannot be changed. The primary benefit of this spell is that another spell can be cast from the new viewpoint, though doing so immediately ends the spell. When casting a spell through the refracted vision, treat all aspects of the spell as if the caster were standing at the new viewpoint when the spell is cast. This spell can be used to fire other spells around corner or as a simple spying tool.

While this spell is in effect, the caster can *only* see through their new viewpoint.

Rending Mist

Necromancy

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

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

Effect: Cloud spreads 30 ft. wide and 20 ft. high

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

The *rending mist* is a cloud of greenish-gray vapors with streaks of red. Any creature entering the mist suffers slashing attacks from the bony blades concealed within the vapors. Any creature that performs all or part of an action, including movement, within the mist suffers one slashing attack per three levels of the caster. The first attack has an attack bonus equal to the caster's level, and all subsequent attacks have an attack bonus five points lower. Each hit does 1d10 points of damage, and, if the damage roll is a 9 or 10, the victim suffers one point of bleeding damage per round as if struck with a Wounding weapon; multiple 'wounds' are cumulative. The bony blades within the mist strike as +2 weapons for purposes of bypassing damage reduction.

The nature of the *rending mist* inhibits healing. All die rolls for healing spells are automatically 1's, and natural healing takes place at half the normal rate. The mist is not dispersed by winds of any strength, but it is pushed in the direction of the wind at half speed. The vapors are heavier than air, and sinks like a *cloudkill*.

Material components: A drop of the caster's blood, a pouch of ashes from a cremated corpse and a handful of slivers from a shattered bone.

Repulsion by Fire

Evocation [Fire]

Level: Sor/Wiz 3

Range: 20 ft.

Area: Semicircular burst of flames 20 ft. long, centered on the character's hands

Duration: 1 round

This spell is like *burning hands*, inflicting 1d4 points of damage/level to all within the area of effect (maximum 5d4). Anyone entering the area is affected as if it was there when the spell was cast. The caster makes a free *bull rush* attempt against every creature in the area, using an effective strength of 15 plus one per three caster levels. If the *bull rush* is successful, the caster is considered to follow the creature (the caster does not actually move), although creatures cannot be pushed beyond the range of the spell. If a creature beats the caster in the roll, the caster does not move, and the creature is instead checked for the duration of the spell.



Righteous Radiance

Type: Evocation

Level: Pal 2, Clr 2

Components: V, S, DF

Casting Time: 1 Action

Range: Personal

Target: You

Duration: 2 round/level

Saving Throw: None

Spell Resistance: No

A brilliant white light bathes your body in its pure glow. A halo that at its outer edges has touches of gold that flare to life during a battle. There is no heat or warmth given off by the light, but as long as it is in effect, the caster is an effective light source. This light is divine in nature and does not affect your allies. You receive +1/level (max +5) to your AC while in melee combat due to the brilliance of your glow throwing off your opponents. Conversely, for each +1 to your AC during melee combat, opponents gain a +1 to all ranged attacks against you.

Divine focus: Holy symbol.

Ring of Repulsion

Evocation [Force]

Level: Sor/Wiz 5

Components: V

Casting Time: 1 action

Range: Personal

Area: Burst, 100 ft. + 10 ft./level radius

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell creates a burst of force that appears as a shimmering, expanding wave, like a ripple in a pond. The caster performs a *bull rush* against each creature and unattended object weighing less than 25 pounds within the area. The caster is considered to have a Strength score of 15 plus one per caster level, and one roll is made for all opponents. If the *bull rush* is successful, the caster is considered to follow the creature (the caster does not actually move), although creatures cannot be pushed beyond the range of the spell. If a creature beats the caster in the opposed roll, the caster does not move. Creatures suffer 1d4 subdual damage per two caster levels (maximum 10d4) if they collide with a solid, immovable object.

Second Shield

Abjuration

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Your Familiar

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This spell surrounds your familiar with a glowing field of force that grants it a +2 cover bonus to Armor Class and a +1 cover bonus to reflex saves. *Magic missile* spells are harmlessly absorbed by this field.

If the affected familiar is within 5 feet of you, this bonus stacks with those granted by the *shield* spell. For this to occur, the familiar must be conscious, mobile, and take no other action save for defending you with the *second shield*.

Because of the interaction between *shield* and this spell, any effect that dispels one automatically dispels the other.

Shared Strike

Alteration

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes

For this spell to work, the caster must be in physical contact with her familiar at the time of casting. *Shared strike* grants the caster one of the familiar's attack modes, complete with a slight physical change in appearance to account for the new ability.

This spell does not grant any attack bonuses or special damage types like poison, but the caster may use the attack mode with no proficiency penalty and do damage equal to the familiar's base damage, scaled up for size. Thus, a cat's 1d2 claw attack is *shared* with a human caster as a 1d4 (the damage increase for going from tiny to medium) claw attack.

The caster always uses her own strength modifier with the *shared* attack, even if the modifier is worse than the familiar's.

Material component: A representative piece of the attack to be shared (a cast-off claw, a tooth or fang). This piece does not have to come from the familiar, but it must come from a creature of the same type.

Shieldbreaker

Evocation [Force]

Level: Sor/Wiz 5

Saving Throw: Fortitude negates (object, see text)

As *magic missile*, except only a single missile is fired. This missile deals 2d4+4 damage to the target shield. The missile also ignores *shield* spell effects, dispels a *shield* spell if active, and causes a *brooch of shielding* to shatter unless it makes a successful Fortitude Save.

Shriek Horrisonant

Necromancy [Sonic]

Level: Clr 6

Components: V

Casting Time: 1 action

Range: Personal

Area: Spread, 25 ft. + 5 ft./2 levels radius spread

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Unless they make a Will save, living creatures within the area are dealt 1d3 negative levels and are frightened for one round per caster level.

Undead within the area are healed 5 hit points per four caster levels (25 maximum).

Sinister Web

Conjuration

Level: Sor/Wiz 4

Saving Throw: Reflex negates, Fortitude negates (see text)

Spell Resistance: No

As *web*, except the webs conjured are not particularly vulnerable to flame attacks. The webs do not burn unless in constant contact with fire, and it takes 2 rounds to burn away a 5 foot square area.

In addition, any creature caught in the webs must make a Fortitude Save or be paralyzed for 1d6+1 rounds. For each round that a creature tries to move through the webs, a new Fortitude Save is necessary.

Sizzling Spark

Evocation [Electricity, Fire]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Targets: One creature

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

The spell creates a mote of sizzling, crackling energy. The caster may throw this energy missile at one target within range as a ranged touch attack. The spell causes 1d6 hit points of damage per caster level (10d6 maximum) to the target. Half of this damage (rounded down) is fire damage, and the remainder is electrical damage.

Material components: a chip of glass and a chip of flint.

Spell Barrage

Transmutation

Level: Sor/Wiz 7

Components: V

Casting Time: 1 full round

Range: Personal

Duration: 1 round

On the round following the casting of this spell, the caster may cast two additional spells as *quicken* spells as part of any other standard action. No other *quicken* spells can be used other than those granted by this spell (though the caster is not required to cast two spells as *quicken*). Thus, it's possible for the caster to do a double move and release two *quicken* spells; cast a single spell and release two *quicken* spells, etc.



Spellbore

Abjuration

Level: Sor/Wiz 8

Components: V

Casting Time: See text

Range: Personal

Duration: See text

Casting this spell is a free action, like casting a *quickened* spell, and it counts toward the normal limit of one *quickened* spell per round. If the caster casts another spell in the same round, and that spell creates a ray or energy missile, that effect can travel through antimagic effects without being suppressed or dispelled. The maximum distance that can be traveled is one foot per caster level.

Spellguard

Abjuration

Level: Sor/Wiz 3

Components: V

Casting Time: See text

Range: Personal

Duration: See text

Casting this spell is a free action, like casting a *quickened* spell, and it counts toward the normal limit of one *quickened* spell per round. If you cast another spell in the same round, the caster level of that spell is +10 when resolving attempts to dispel it. The first attempt to counter a spell protected by Spellguard has no effect.

Stonedigger Chant

Transmutation

Level: Brd 3

Components: V, M

Casting Time: 1 action

Range: 20 ft.

Target: All willing creatures in range

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell imparts upon the recipient the racial abilities of Dwarves (as described in the *Player's Handbook*) for the spell's duration. They temporarily replace the character's own racial traits. The spell does not change his appearance or size and does not modify ability scores. If he does not already have it, the character also gains a temporary fluency in the Dwarvish language that lasts for one full day. Dwarves are unaffected by this spell.

Material Components: A strand of Dwarf beard and a handful of gravel.

Summon Hateful Midges

Conjuration [Summoning]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

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

Targets: One creature

Duration: 1 round/level

Saving Throw: Fortitude partial (see text)

Spell Resistance: No

A cloud of miniscule flying, biting insects surrounds the subject of this spell. As a full-round action, the subject may fend off the insects; a saving throw is not required in this case. If the subject wishes to act (anything other than a 5 foot step), the midges deal one point of Strength, Dexterity or Constitution damage (equal chance) and a saving throw is necessary to avoid losing a full-round action anyway. If the subject is the target of any area effect energy attack, the midges are destroyed.

Material Components: A vial of stagnant water. The water is consumed but the vial itself is not.

Superior Magic Missile

Evocation [Force]

Level: Sor/Wiz 6

Casting Time: 1 action

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

Targets: Up to ten creatures, no two of which can be more than 30 ft. apart

As *magic missile* except as noted above. The caster may loose one missile per caster level, but no single creature can be the target of more than five missiles.

Inanimate objects (locks, etc.) can be damaged in a limited fashion by this spell. Such objects are dealt minimum damage (2 hp per missile), but this damage bypasses the hardness of the material. An immobile, inanimate object can be targeted with any number of missiles.

Teleport Trace

Divination

Level: Brd 4, Clr 5, Drd 5, Sor/Wiz 5

Components: V, S, F

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

A *teleport trace* allows creatures to track down the location of a creature that has used teleportation-based magic (*dimension door*, *plane shift*, *teleport*, *teleport without error*, *word of recall*, and other similar spells) by following the trail of magic to its source. The distance teleported is not a factor in determining a creature's location, and *teleport trace* even reveals creatures that have left the plane. Time is a factor, though, and *teleport trace* is only effective for 5 minutes after teleportation magic has been used.

The amount of information gained as a result of this spell is dependent upon a Stry Check.

DC 15: The general geographic region that was teleported to ('Upon the plains below the Argent Mountains,' or 'Upon the plane of elemental fire.')

DC 20: The specific area teleported to ('Within the city of Freeport,' or 'Deep within the Citadel of Brass upon the plane of elemental fire.')

DC 25: The exact area ('In the library of 212 Baker Street, top floor, within the city of Freeport,' or 'Within the throne room of the Citadel of Brass upon the plane of elemental fire.')

The spell does not reveal anything about the location itself or the condition of those that teleported. The library could be full of



demons or the creatures could have been instantly incinerated by their entrance into the elemental plane of fire. Traditional scrying magic must be used to divine additional information.

Teleport trace does give some casters the ability to try and follow creatures that have teleported away, but only through use of the *teleport* spell and only if the Scry check resulted in 25 or greater. If after successfully locating the teleported creatures (DC 25+), the caster can then cast a *teleport* spell as if the area had been 'seen casually.' This isn't the safest way to travel, but it wouldn't be the first time that adventurers have charged blindly ahead into danger.

Focus: A *crystal ball* or similar scrying device. Druids can use a pool of natural water, clerics a basin of holy water, etc.

The Golden Bough

Necromancy

Level: Clr 5

Components: V, S, F, M

Casting Time: 30 minutes

Range: Touch

Target: You plus one additional creature touched per two levels

Duration: See text

Saving Throw: None

Spell Resistance: Yes

Through this spell, you and your companions can journey into the land of the dead and fight an avatar of Death for the soul of one of the departed. If you manage to defeat this avatar in single combat, he allows you to return to the Upper World with the soul you came to find. If you fail, he takes your soul as well.

In order to cast the spell, you must lay the body you want brought back to life on the ground (or couch, bed, etc.). Then you chant the spell while constantly touching a sprig of mistletoe (known as the golden bough) to your lips, the lips of any people accompanying into the Underworld, and the body's lips. During this time, any others who accompany you must kneel in prayer by the body's side. After the chanting ends, place the sprig on the lips of the body. Finally, you kneel by the body's head and clasp his left hand with your right hand, and clasping the right hand of one of the people accompanying you with your left (who clasps the right hand of the next person with his left, etc.). If you have no companions, then both of your hands clasp the body's left hand. In the instant that all hands are clasped, you and your companions' souls are transported to the Underworld.

Your DM has probably developed his own version of the Underworld, but if not, it appears as a gray land of mist and shadow. The shades of the dead float around, transparent and insubstantial. Once you manage to locate the soul you want, you must reach out to touch him. The moment you touch, an avatar of Death appears in front of you, between you and the soul. If the DM lacks a campaign-specific Death, then use the following:

Death: Death appears as a ten-foot tall humanoid composed of shadow and covered in tattered rags. It has no facial features whatsoever. Death has the statistics of an unturnable Spectre with 20 strength, and is armed with a *death scythe*. The spectre has as many Hit Dice as the soul of the dead creature. The *death scythe* is a +4 scythe with *ghost touch*, *keen*, *speed*, and *wounding*. Furthermore, Death has the feats *Cleave*, *Expertise*, *Great Cleave*, *Power Attack*, *Weapon Focus (scythe)*, *Weapon Specialization (scythe)*, and *Whirlwind Attack*. Its challenge rating is 15.

Death tells you that the soul belongs to it, and if you leave now, it will let you live until your normal time. If you choose to confront Death, it engages you in combat which does not end until either the caster of the *golden bough* is dead, or Death has been destroyed (driven away). If the caster dies, then all surviving companions automatically return to their bodies with no ill effects. Death always tries to attack the caster if possible.

Anyone killed by Death cannot be brought back to life except by a *wish*, *miracle*, or something of similar power. If Death's avatar "dies," then it and its scythe dissolve. This destruction does not hamper Death as a whole in any way. If the avatar is killed, the desired soul can then be grasped. Once grasped, the spell ends, and everyone returns to their original bodies, including the recovered soul.

As long as the body is still perfectly preserved, the spell works no matter how long ago the person died. In order for it to work, the subject's soul must desire to return to life. If he does not, then the spell fails. The spell closes all wounds and restores the subject to full health and hit points, but since it does not return limbs or other body parts, there must be enough of the body left for the subject to function. Furthermore, the subject does not lose any Constitution or levels due to being brought back to life (Death relinquishes all that it took).

The golden bough even revives someone killed by a death effect or someone who had become an undead and was then destroyed. However, it does not work on people who have died of old age.

Arcane focus: A bough of mistletoe, which has entwined itself around an oak tree, must be cut. After being cut, the bough develops a yellowish cast, and so is called a "golden bough."

Material Components: Holy water must be sprinkled on you, the body, and your companions. Furthermore, a diamond worth at least 500 gp must be ground up and sprinkled on the body.

NOTE: This spell can either be used as a *resurrection* for lower-level clerics, or as a replacement for *resurrection* and *raise dead* in campaigns where the DM wants there to be ways to bring back the dead, but



dislikes the ease that *resurrection* grants. If *resurrection* and *raise dead* is removed, the DM might want to make *the golden bough* a higher-level spell.

Trove Sacrifice

Abjuration
Level: Clr 3, Sor/Wiz 3
Components: V, S
Casting Time: 1 action
Range: Personal
Targets: Self
Duration: 1 round/level (D)
Saving Throw: No
Spell Resistance: No

This spell is used only in the direst of straits as it can quickly deplete any trove. When cast, this spell surrounds the caster with a glittering skin of golden light. This light is a direct connection to the caster's trove and provides protection to the character at the cost of destroying the trove.

When the character suffers damage, the *trove sacrifice* spell absorbs one-half of the hit points of damage (the spell does not ward against ability damage, level drain, or other effects) automatically. Unfortunately, it does so by destroying a part of the trove at the rate 50 gp per hit point absorbed. If the field absorbs 20 hit points of damage, for instance, then it destroys 1000 gp worth of treasure within the caster's trove. Note that this spell destroys only mundane treasure—it never harms magical treasures in the trove.

True Sharing

Evocation
Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 action
Range: Touch
Target: You and Your Familiar
Duration: 1 hour/level (d)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

When this spell is cast, the bond between a caster and her familiar is greatly intensified. This increased bond allows the caster and the familiar to share each other's feats, skills, and some special qualities as if they were truly the same being. For this *true sharing* to work, the familiar must remain in contact with the caster throughout the duration. Any loss of contact ends the spell instantly.

Shared skills only share skill ranks, not ability bonuses, and these ranks do not stack with ranks possessed by the other. Feats never stack, even if they would. Special qualities are only shared if the quality is not dependent on a physical trait. For example, a viper has the special quality of poison, but this would not be



shared because the quality is based on having poison glands, which the caster likely does not possess.

An exception is the familiar ability of Improved Evasion. During the duration of this spell, the caster and the familiar both have Evasion instead.

If the caster or familiar should die while under the effects of this spell, the other must immediately make a Fortitude Save (DC 20) or also perish from the shock of loss.

Unchained Melody

Enchantment (Compulsion) [Mind-Affecting]
Level: Brd 1
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Living creature touched
Duration: 1 round per level
Saving Throw: Will negates
Spell Resistance: Yes

This insipid spell puts a song in the affected creature's head that it just cannot seem to shake. Whatever the creature does or thinks, the song's chorus repeatedly loops in its thoughts. This small dose of madness tends to distract the creature at the worst possible moments, conferring upon it a -1 morale penalty to its first action (attack, skill check or saving throw) each round. If the affected character is a spellcaster, he must make a Concentration check (DC 10 + bard's Cha modifier) each time he wants to cast a spell for the duration of *unchained melody*. If he fails the roll, then his spell is lost.

Vacuous Sphere

Transmutation
Level: Sor/Wiz 6
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 10 ft. cube
Duration: 11 rounds (D)
Saving Throw: Reflex partial
Spell Resistance: No

This spell creates a shimmering, 2-foot diameter sphere. On the round that it is created, the sphere pulls into itself all creatures and unattended objects of tiny size or smaller. Creatures are allowed a Reflex save to avoid being drawn into the sphere. A successful save indicates that the creature has found something stable to hold onto or has avoided the effect in some other way.

The vacuous sphere consumes any number objects and has no volume limit. The objects are held in an extra-dimensional space for the duration of the spell. The caster can study the objects and creatures within the space as a standard action, and if desired, draw forth one creature or object per round from the sphere as a free action. Items become chaotically separated when initially drawn into the sphere, unless they were fastened together.

It takes one round for the sphere to collect all of the objects. The caster then has ten rounds to sort through the objects and take any he wishes from the sphere. At the end of the 11th round, all objects in the sphere appear to pour forth, as though from a large bag. Although the height of the sphere from the ground is typically only five feet, objects falling from the sphere takes damage as if the falling distance were five feet higher than it actually is.

Vampiric Ally

Necromantic
Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Your Familiar
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

A familiar enchanted with *vampiric ally* becomes a valuable healing asset in combat and an effective weapon against enemies. All of its natural weapons are enhanced with blood drinking properties.

Against living creatures, each natural attack that successfully does damage inflicts an additional 1d4 blood drain. Nonliving targets are unaffected.

The damage caused by the blood drain is added to the familiar as healing. If the familiar is already at full health, the healing is transferred to the caster if he or she is within 30 feet. Extra hit points above the caster's full total do not become temporary hit points; they are simply lost.

While this spell is in effect, the familiar's natural weapons glow with either a black or red (caster's choice) aura and feel very cold to the touch.

The material component for this spell is the intact proboscis of a stirge or a living mosquito in a glass vial.

Veil of Cobwebs

Conjuration (Creation)
Level: Sor/Wiz 1
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 5-ft.-radius/level or creature touched (see text)
Duration: 10 minutes/level
Saving Throw: None

You cause a person or small area to be covered in gossamer strands of cobweb, concealing features or simulating disuse.

Area Veil: An area enspelled with a *veil of cobwebs* is strung with dust and webs, making it seem long abandoned and disused. The cobwebs are quite thick, subtracting a -1 circumstance penalty to any Search checks performed in the area. Lastly, the veil resonates with slight negative energy, adding a +1 enhancement bonus to the DC of any spell with the fear descriptor (or any fear-based spell-like or supernatural ability) used within the area.

Person Veil: The translucent cobwebs cover the character's entire body, though they do not interfere with arcane spell casting or add encumbrance. While covered by a *veil of cobwebs*, the character gains a +2 enhancement bonus to the DC of any spell with the fear descriptor that they cast, as well as a +2 bonus to all Fortitude Saves against cold effects. Any fire-based attack that does damage equal to or greater than the caster's level automatically negates this version of the spell.

Material Component: A pinch of dust or single strand of the caster's hair.

Veil of Frost

Conjuration (Creation)
Level: Sor/Wiz 1, Winter 1
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 5-ft.-radius/level or creature touched (see text)
Duration: 10 minutes/level
Saving Throw: None

You cause a person or small area to be covered in crystalline lattices of magical frost, concealing features or lowering temperature.

Area Veil: An area enspelled with a *veil of frost* is strung with webs of glittering ice, lowering the temperature by 10 degrees. The frost (while pretty to look at) covers everything, causing a -1 circumstance penalty to any Search checks performed in the area. Additionally, the veil grants a +1 enhancement bonus to the DC of any spell with the cold descriptor (or any cold-based spell-like or supernatural ability) used within the area.

Person Veil: Tiny fingers of pale, blue-white frost cover the character's entire body, though it does not interfere with arcane spell casting or add encumbrance. While covered by a *veil of frost*, the character gains a +2 enhancement bonus to the DC of any spell with the cold descriptor that they cast, as well as a +2 bonus to all Fortitude Saves against fire effects. Any fire-based attack that does damage equal to or greater than the caster's level automatically negates this version of the spell.

Material Component: A drop of water from melted snow.

Wall of Antimagic

Level: Sor/Wiz 8
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: No

This spell creates a shimmering wall that completely blocks any magical effect. Anything encountering the wall behaves as if it had encountered an *antimagic field*, except that non-permanent effects are dispelled, not suppressed. As an *antimagic field*, *wall of antimagic* is not subject to *dispel magic*.

Wizard's Light

Divination
Level: Brd 2, Sor/Wiz 2
Components: V, F

As *light*, except that only the caster can see objects illuminated by this light source. All other creatures perceive the area per the normal lighting conditions. A creature using *true seeing* can also see by the light of the *wizard's light*. The focus is a lens ground from black volcanic glass worth at least 25 gp.

Chapter 12: Magic Items

As time marches on, sorcerers and magicians quest ever-deeper into the very foundations of magic, creating items imbued with never-before seen powers and abilities. A few of the newer (or recently rediscovered) accomplishments are described below.

Strange Brew Potions

Potions represent a frustrating quandary for many alchemists and spellcasters. They confer a dazzling array of temporary magic enhancements and abilities in a convenient form, but only up to a point. Potions as a vehicle for containing magic are limited to relatively weak effects, at least when compared to wands and scrolls.

Certain spellcasters—indeed, some of the brightest minds of any age—have devoted entire careers to pushing the boundaries of the magical sciences, of unlocking the alchemical secrets that will allow ever more powerful spells to be captured in liquid form. Such attempts have met with universal failure, sometimes disastrously so. Dark lore passed from apprentice to apprentice hint at experiments gone horribly wrong, of spellcasters found in their labs laughing and barking at shadows, or slowly dissolving into boneless gibbering mouthers, or with tiny bloodworms oozing from every pore—or worse, if worse can be imagined. While many of these stories are no doubt cautionary tales preaching the dangers of reckless experimentation, some are based in fact.

Because while most such experiments result in indigestible, ineffective pots of goop, some extremely rare cases do yield partial and imperfect success—potions of an unreliable and highly unstable nature. These strange brews may indeed provide some positive effects for the imbiber—perhaps even those originally intended—but at a terrible price.

Some alchemists, through research, apprenticeship, guild membership or out-and-out espionage, learn the secrets of brewing these twisted concoctions. Certain alchemists actually go so far as to create a working stock of this or that strange brew, usually as part of ongoing research—but professional ethics prevent them from allowing others to partake of them. Some few unscrupulous sages, however, are willing to sell these dangerous potions to those desperate enough to meet their exorbitant price.

The market prices for these brews both deadly and strange are considerably higher than typical potions for several reasons. They are incredibly rare, as relatively few alchemists possess the secret of creating them, and of this number, still fewer are willing to risk censure or worse from their brethren for selling them to outsiders. Finally, when they do work—however horrible the side effects may be—they represent more powerful potions than those found in the open market.

Certain strange brews may be more common or morally acceptable in specific cultures. For example, drow spellcasters may be actually encouraged to create *spider's kiss* draughts by their masters, while a lawful human undertaking the same project would be regarded as an abomination by her peers. Such factors may make a strange brew less costly in locales where society is more tolerant of such creations.

Strange Brews in the Campaign

Potions in the d20 system are restricted to spell effects rated at 3rd level or below. Strange brews represent a spellcaster's attempts to create potions that push beyond that boundary—often

with horrible results. Introducing such high powered potions in the campaign can be unbalancing, but if you offset the benefits gained with enough drawbacks, you can introduce some interesting flavor into adventures (see below).

There are a variety of ways a DM might introduce strange brews into the campaign. In any of these cases the characters may readily discover the benefits of a newly-encountered potion, but learn of its drawbacks only much later.

The characters may discover them while investigating or ransacking the lab of an enemy spellcaster. Alternatively, they may discover notes describing the brewing of certain potions in the spellcaster's notes. Or perhaps the characters encounter opponents using *strange brew* potions in battle. Ogre shamans may slather themselves with *unguent of the bear* before wading into battle, or gnolls may pack a surprising punch with a few swigs of *spider's kiss*. Characters may well acquire doses of their own to play with once these foes are defeated, perhaps to their regret.

If you'd like a strange brew to take more of a center stage in your adventures, perhaps one of the characters, or an NPC of the party's acquaintance, is exposed and addicted to a certain strange brew as a blackmail measure by a rival or enemy. The characters may find themselves in a race against time to discover a remedy before some truly horrible side effect manifests itself.

If you'd rather use these strange brews as quirky poisons rather than mutated potions, simply discard their positive attributes and apply the drawbacks as their primary effects.

Strange Brew Drawbacks

Creating strange brews can be a simple process. Select a creature ability or spell effect greater than 3rd level, put it in potion form, then weigh it down with enough gruesome drawbacks that almost no one in her right mind would use it.

You can get some great ideas right out of the DMG (check out the Drawback table in Chapter 8), or adapt one of the following drawbacks for your new strange brew. Drawbacks may be combined to further balance especially powerful potions—addiction pairs well with any of the others, for example.

Addiction: The potion is highly addictive. The user must make daily Will checks to fend off an overpowering craving for more. For every day after failing a check the character can't satisfying his craving, he incurs a cumulative -1 penalty on all skill and ability checks.

Burn Out: The potion, while conferring a great temporary boost in an ability or skill, inflicts a long term or permanent decrease in the same ability or skill.

Curse of Hyde: Repeated doses are required to avoid horrible side effects or mutations—and over time, more doses are required to stave off this fate. This is a death spiral with few escape routes, especially if you rule that only doses from the same batch of potion are effective in negating the side effects—a finite supply that grows smaller with every dose taken.

Insanity: Using the potion has a destabilizing effect on the imbiber's mental health, and repeated Will checks are required to maintain sanity while under the potion's influence. Failure causes the character to enter a battle rage and attack everyone nearby, suffer from the effects of a *confusion* spell, change alignment or exhibit some other abnormal mental behavior.

Mark of the Beast: Repeated use of a potion conferring some ability attributed to an animal or unpleasant magical beast



eventually causes the imbiber to mutate into that beast or gain some of its less pleasant physical features (giant ant eyes, the amphibious skin of a frog, a squid beak for a mouth, and the like).

Permanency: The effects of the potion become permanent. As King Midas discovered, even the ability to turn items to gold with a touch has its drawbacks if it doesn't go away. Less agreeable effects, like a mummy's rotting touch, can wreak havoc with one's social life.

Strange Brew Descriptions

Here are a variety of high-powered strange brews. Just pick your poison and roll, but make sure your players are able to handle the consequences if you put these twisted draughts within drinking range. Most are truly nasty concoctions.

Assassin's Touch: This oil bestows upon the user the ability to poison all nonmagical creatures he touches with her bare skin as per the *poison* spell (DC 16; Fort. negates). The effect normally lasts for 3 hours, but each dose applied carries with it a 10% chance the effect is permanent instead. Despite such dangers, certain assassins favor this rare potion in undertaking difficult assignments.

Caster Level: 7th; *Prerequisites:* Brew Potion, *poison*; *Market Price:* 2,100 gp.

Draught of the Nightingale: This potion grants the imbiber the ability to sing a magically beguiling melody identical in effect to a harpy's captivating song. The potion lasts for 3 hours. With each dose the imbiber must make a saving throw (DC 15, Fort. negates). Failure results in a gradual but irreversible transformation into a depraved harpy over 1d6+3 days. The key ingredient of this buttery concoction is the yoke of an unfertilized harpy egg.

Caster Level: 3rd; *Prerequisites:* Brew Potion, *enthrall*, spellcaster level 6th+; *Market Price:* 1,350 gp.

Eye of the Medusa: Upon quaffing this potion, the imbiber's eyes glow red and for 1 hour he has the ability to turn creatures to stone with his gaze as a medusa (DC 15; Fort. negates). Though a powerful elixir, eye of the Medusa is also dangerously unstable; with each dose, the character must make a Fortitude check. Failure indicates that the imbiber sprouts snakes for hair and the gaze attack becomes permanent. A further Will check must be made or the character also changes alignment to lawful evil over the period of a week. The key ingredient of this potion are two medusa eyes.

Caster Level: 11th; *Prerequisites:* Brew Potion, *flesh to stone*; *Market Price:* 4,950 gp.

Granite Hide: Upon quaffing this grainy chalky-tasting orange liquid, the imbiber's skin hardens and thickens, becoming pliable but tough granite (treat as the *stoneskin* spell). The potion lasts for 1 hour. Unfortunately, after it wears off the user takes 1d6 points of Dexterity damage (temporary damage, no save). Additionally, the imbiber must make a Fortitude check (DC is a cumulative +3 for each dose beginning at DC 12). If the save fails, the potion does not wear off. Instead the imbiber's joints grow increasingly stiff and he loses a permanent 1d4 Dexterity per day. When Dexterity reaches zero the unfortunate user becomes a prisoner trapped in a lifeless stone shell.

Caster Level: 7th; *Prerequisites:* Brew Potion, *stone skin*; *Market Price:* 2,350 gp.

Potion of Absolute Invisibility: The imbiber of this clear potion turns invisible, and remains so even when attacking, as

per the *improved invisibility* spell. The potion lasts 1 hour. It has two major drawbacks. The first is that it dramatically increases the aggression level of the person using it. While under its influence, the imbiber must make a DC 15 Will save whenever his wishes or desires are opposed in any way, or fly into a rage and attack the object of his frustration with lethal force, regardless of how much danger this may place him in, or how close he may be to this person under ordinary circumstances. While the user is lost in this blood rage, he retains his natural cunning and all of his abilities, and uses his *invisibility* to best effect. The rage lasts until the target of his aggression is dead or the potion wears off.

The other drawback is a person who falls prey to this blind rage a third time (while under the same or different doses) becomes permanently *invisible* and dangerously deranged. Needless to say, the inventor of this potion came to a bad end...as did her husband and five children.

Caster Level: 7th; *Prerequisites:* Brew Potion, *improved invisibility*; *Market Price:* 2,100 gp.

Restorative Elixir: While many clerics have sought the secrets of creating ever-more powerful healing potions, only certain dark clerics have managed to brew a potion with the power of restoring lost levels and abilities as per the *restoration* spell. Unfortunately, their success involved taking a dangerous shortcut—the energy powering the potion draws on the negative energy plane. With each dose the imbiber must make a Fortitude check (DC 15 + number of ability points restored by the potion, or DC 20 if a level has been restored, whichever is greater) or fade into nonexistence, to be reborn as a ruthless shadow a minute later.

Caster Level: 7th; *Prerequisites:* Brew Potion, *restoration*; *Market Price:* 2,200 gp.

Spider's Kiss: While under the effects of this foul sticky liquid, the imbiber grows pronounced fangs and gains several attributes of a monstrous spider—the ability to *spider climb* as the spell and spin webs, and the poisonous bite of a Medium-size monstrous spider (DC 14; 1d4 Strength; Fort. negates). The potion lasts for 1 hour. Alas, the brew is addictive (see Addiction in the Drawbacks sidebar).

Caster Level: 2nd; *Prerequisites:* Brew Potion, *spider climb*, spellcaster level 8+; *Market Price:* 1,200 gp.

Stuff of Shadow: This strange liquid is possessed of a weird colorless dimness and seems to lack weight and substantiality in some subtle fashion. It is in fact essence drawn from the Plane of Shadow. Ingesting it confers the ability to *shadow walk* as the spell (but for the user alone) for a 12 hour period. For each hour spent walking along the border of the Plane of Shadow, the user must make a Will check (DC 15). Failure means he is drawn into the Plane of Shadow and loses the path back to the Material Plane.

Caster Level: 13th; *Prerequisites:* Brew Potion, *shadow walk*; *Market Price:* 6,825 gp.

Unguent of the Bear: The Unguent of the Bear was created by mild-mannered alchemist in his quest to brew the ultimate combat potion. By distilling and enchanting certain essences of the dire bear, he created a magic oil that causes the user to grow in size and strength as the spell *righteous might* (unlike the spell, clothing, gear and weapons do not grow to suit). The potion lasts for 10 minutes. Unfortunately, it is dangerously unstable—every round while under its influence, the imbiber must make a DC 12 Will check or fly into a unreasoning rage and attack all those around him until the potion wears off. With each dose beyond the first there is a 20% chance the user's Intelligence will drop permanently 1 point.



Table 28: Rings

Minor	Medium	Major	Potion	Market Price
01-05	-	-	Climbing	2,000 gp
06-10	-	-	Jumping	2,000 gp
11-20	-	-	Protection +1	2,000 gp
21-25	-	-	Shuriken*	2,000 gp
26-30	-	-	Warmth	2,100 gp
31-35	-	-	Feather falling	2,200 gp
36-40	-	-	Swimming	2,300 gp
41-45	-	-	Sustenance	2,500 gp
46-50	01-05	-	Counterspells	4,000 gp
51-55	06-08	-	Discovery*	5,500 gp
56-60	09-12	-	Mind shielding	8,000 gp
61-70	13-20	-	Protection +2	8,000 gp
71-75	21-25	-	Force shield	8,500 gp
76-80	26-30	01	Ram	8,600 gp
81-85	31-35	02	Animal friendship	9,500 gp
86-89	36-40	03	Chameleon power	12,000 gp
90-94	41-45	04	Water walking	15,000 gp
95-96	46-50	05	Sorcery I*	15,000 gp
97-100	51-55	06	Elemental resistance, minor	16,000 gp
-	56-65	07-10	Protection +3	18,000 gp
-	66-70	11-15	Invisibility	20,000 gp
-	71-72	16-20	Wizardry (I)	20,000 gp
-	73-74	21-23	Elemental resistance, major	24,000 gp
-	75-76	24-26	X-ray vision	25,000 gp
-	77-78	27-30	Evasion	25,000 gp
-	79-80	31-33	Blinking	30,000 gp
-	81-82	34-36	Sorcery II*	30,000 gp
-	83-84	37-40	Protection +4	32,000 gp
-	85-86	41-43	Wizardry (II)	40,000 gp
-	87-88	44-47	Freedom of movement	40,000 gp
-	89-90	48-50	Seeming**	40,000 gp
-	91-92	51-53	Battle prowess*	42,000 gp
-	93-94	54-56	Friend shield	50,000 gp
-	95-96	57-60	Protection +5	50,000 gp
-	97	61-65	Shooting stars	50,000 gp
-	98	66-70	Sorcery III*	65,000 gp
-	99	71-75	Telekinesis	75,000 gp
-	100	76-80	Wizardry (III)	80,000 gp
-	-	81-84	Spell storing	90,000 gp
-	-	85-87	Regeneration	90,000 gp
-	-	86-89	Three wishes	97,950 gp
-	-	90-92	Wizardry (IV)	100,000 gp
-	-	93-94	Djinni calling	125,000 gp
-	-	95	Spell turning	150,000 gp
-	-	96	Recall	170,000 gp
-	-	97	Air elemental command	200,000 gp
-	-	98	Earth elemental command	200,000 gp
-	-	99	Fire elemental command	200,000 gp
-	-	100	Water elemental command	200,000 gp

* These rings are detailed in this product. **This ring is detailed in *Villains*. All other rings are detailed in the *DMG*.

Caster Level: 9th; **Prerequisites:** Brew Potion, *righteous might*; **Market Price:** 3,375 gp.

Wine of Leadership: This elixir is a lightly fermented concoction that tastes of tart fruit. Drinking it confers on the speaker a magnetic personality and powerfully attractive aura, enhancing her Charisma score by 1d6 points for 3 hours. It isn't particularly stable, however. Users must make a Fortitude check (DC 15) with every dose. Failure results in a permanent +1 increase in Charisma, but the character spontaneously changes

sex and permanently loses 1 point of Wisdom (additional doses have no effect on this character). Records are silent on the reaction of the potion's first victim—the paladin who invented it—except to say that she embarked on a holy crusade not long afterward and never returned. Some say she died bravely in combat, while others suggest she ditched her order and married the lord of a distant duchy.

Caster Level: 5th; **Prerequisites:** Brew Potion, caster level 6th+; **Market Price:** 2,250 gp.

Rings

Battle Prowess: When this ring is worn, it increases the chance that attacks are successful. Whenever the character makes an attack while wearing this ring, roll two dice for each attack, and take the more favorable result. This power does not enact until it has been worn continuously for at least 24 hours.

A *ring of battle prowess* can only function twice per day for up to three rounds per activation.

Caster Level: 12th; **Prerequisites:** Forge Ring, *true strike*, *random action*; **Market Price:** 42,000 gp.

Discovery: This plain silver band allows the owner to determine functions of magical items, as if he had cast the spell *Identify*. The power can only be active once per day, but identifies up to ten items before it goes dormant for the next 24 hours. Ironically, this ring can never be identified via the spell. Once put on, the first unknown magical item picked up is identified to the owner, and the owner can now control its use.

Caster Level: 12th; **Prerequisites:** Forge Ring, *identify*; **Market Price:** 5,500 gp.

Fire Drinking: This brass ring works as a ring of major elemental resistance (fire) but only in regards to nonmagical fires. Also, the wearer can hold fire in his hands and drink the fire. This act replenishes the body's fluids, so he never needs water. The ring must be worn for seven consecutive days before it starts working.

Caster Level: 6th; **Prerequisites:** Forge Ring, *protection from elements*; **Market Value:** 20,000 gp.

Recall: This copper and silver ring lies dormant until one of three preset conditions take place. When one of these conditions are met, the ring teleports the wearer to the ring's focus. Most of these rings have two separate focal items, one primary and one secondary. That way, if a condition is met in the presence of one focus, it can travel to the other. The conditions by which the ring reacts is set by mental command of the

wearer. Typical examples are whenever a character is reduced to less than 10 hp, immobilized for more than a minute, or when a specific command word is spoken. These conditions can be changed once a day, if desired. The ring's focal items are also rings, created to look opposite in pattern to the Ring of Recall.

Caster Level: 14th; **Prerequisites:** Forge Ring, *contingency*, *teleport without error*; **Market Price:** 170,000 gp.

Shuriken: This steel band creates three shuriken upon command in the wearer's hand. As this is a free action, the weapons can be thrown immediately. These shuriken vanish at

Table 29: Rods

Medium	Major	Rod	Market Price
01-06	-	Immovable	7,500 gp
07-12	-	Metal and mineral detection	10,500 gp
13-20	01-05	Cancellation	11,000 gp
21-25	06-10	Wonder	12,000 gp
26-29	11-15	Python	13,000 gp
30-34	16-20	Flame extinguishing	15,000 gp
35-40	21-25	Expertise*	16,000 gp
41-45	26-30	Withering	17,000 gp
46-50	31-33	Viper	19,000 gp
51-55	34-40	Thunder and lightning	23,000 gp
56-60	41-45	Enemy detection	23,500 gp
61-65	46-50	Splendor	25,000 gp
66-70	51-57	Negation	35,000 gp
71-75	58-65	Flailing	40,000 gp
76-80	66-73	Non-Resistance*	40,000 gp
81-87	74-80	Absorption	50,000 gp
88-94	81-85	Destruction*	57,100 gp
95-99	86-89	Rulership	60,000 gp
100	90-93	Security	61,000 gp
-	94-96	Lordly might	70,000 gp
-	97-98	Alertness	72,000 gp
-	99-100	Beholder Rod**	72,000 gp

* These items are detailed in this product. ** This item is detailed in *Villains*. All other items are detailed in the *DMG*.

the end of the following round and are identical to normal ones in all respects.

Caster Level: 3rd; *Prerequisites:* Forge Ring; *spiritual weapon*; *Market Price:* 2,000 gp.

Sorcery: This ring is a boon to sorcerers and bards, but wizards and other arcane spellcasters can also make limited use of it. The wearer of the ring gains a number of bonus spell levels, as determined by the strength of the ring. Spontaneous arcane spellcasters can use these levels to cast any combination of bonus spells per day whose total levels do not exceed the abilities of the ring worn. Arcane spellcasters that prepare spells may also use the ring, but they must decide how to divide the spell levels when spells are prepared. Preparing these spell levels takes double the normal time. Three varieties are the most common, granting 4, 8, and 12 bonus spell levels each.

Caster Level: 12th (Sorcery I), 16th (Sorcery II), or 18th (Sorcery III); *Prerequisites:* Forge Ring, *limited wish* (Sorcery I-Sorcery III); *Market Price:* 15,000 gp (Sorcery I), 30,000 gp (Sorcery II), 65,000 gp (Sorcery III).

Rods

Destruction: This rod is jet black with narrow silver bands every inch along its length. It functions as a +1 light mace in addition to all of its other functions. On a confirmed critical hit, this rod does not inflict any damage. Instead, the target must make a Fortitude Save or be disintegrated. On a successful saving throw, the rod instead deals 5d6 damage to the target. This power affects many creatures not subject to critical hits, such as corporeal undead and constructs.

Once per week, this rod may be used to disintegrate a single, inanimate object of not more than 1000 cu. ft.

Caster Level: 12th; *Prerequisites:* Craft Rod, *disintegrate*; *Market Price:* 57,100 gp; *Weight:* 4.

Expertise: When held, this rod grants a bonus to some of the wielder's skill checks. Class skills get a +4 bonus and cross-class skills get a +2 bonus. Since the rod must be held, one cannot gain this bonus on skills that require the use of both hands, such as Climb, Craft or Disable Device.

Caster Level: 12th; *Prerequisites:* Craft Rod, any one skill with 15 ranks; *Market Price:* 16,000 gp; *Weight:* 4.

Non-Resistance: When this rod strikes a creature that has spell resistance, she has to make a saving throw (Fort DC 25). If she fails, her SR is reduced to SR 0 for the next 24 hours. If, however, the target makes her saving throw, the power of the rod lashes back at the wielder instead. This backlash drains magical energy from the owner. This can take the form of a single charge from one magical item, a plus from a weapon, or whatever effect is desired. If there is nothing to take the backlash, it clings to the owner of the rod and causes him to fail his next saving throw automatically. Targets that have a SR 0 or no SR at all do not need to save or cause backlashes. This rod is also a +2 weapon, but is never affected by its backlash effects.

Caster Level: 9th; *Prerequisites:* Craft Rod, *Spell Penetration*, *spell resistance*; *Market Value:* 40,000 gp.

Staves

Dark Dreams: This slender staff of oak so dark it seems black is shod with iron. Decorated with necromantic runes, it is capped with a deep purple gem. It has the following powers:

- *Cause fear* (at will, DC 13)
- *Scare* (1 charge, DC 15)
- *Fear* (1 charge, DC 18)
- *Nightmare* (2 charges, DC 17)
- *Dream travel* (2 charges)

Caster Level: 17th; *Prerequisites:* Craft Staff, Craft Wondrous Item, *Spell Focus* (necromancy), *cause fear*, *dream travel*, *fear*, *nightmare*, *scare*; *Market Price:* 124,500 gp.

Graverobber: This 5-foot staff of black oak, carved with images of falling leaves, skulls, and bat-winged creatures, is shod with iron at both ends. The *staff of the graverobber* can be used as a quarterstaff +2, even after all its charges are used up. It allows the use of the following spells:

- *Detect secret doors* (1 charge)
- *Detect undead* (1 charge)
- *Disrupt undead* (1 charge)
- *Fear* (DC 16) (2 charges)
- *Knock* (1 charge)

Caster Level: 12th; *Prerequisites:* Craft Magic Arms and Armor, Craft Staff, *detect secret doors*, *detect undead*, *disrupt undead*, *fear*, *knock*; *Market Price:* 49,550 gp; *Weight:* 5 lb.

String Staff: Unlike most staves that are made of wood, bone, or metal, the *string staff* takes the form of a five foot length of stiffened, braided rope. It is somewhat flexible, of +2 enchantment, and less substantial than other magical staves when used in combat.

But the *string staff* is quite versatile in other ways, allowing the use of the following spells:

- *animate rope* (1 charge)
- *rope trick* (1 charge)
- *web* (1 charge, DC 13)

When used to cast *animate rope* or *rope trick* the staff extends itself into the form of a long, thin cord, and performs the magical activities. Even while extended, the staff retains its full toughness (hardness



Table 30: Staffs

Medium Major	Staff	Market Price
01-10	- Size alteration	6,500 gp
11-16	- String Staff*	8,500 gp
17-23	01-05 Charming	12,000 gp
24-30	06-15 Healing	33,000 gp
31-40	16-30 Fire	29,000 gp
41-45	31-40 Swarming insects	20,000 gp
46-50	xx Graverobber*	49,500 gp
51-60	41-50 Frost	70,000 gp
61-70	51-60 Earth and stone	85,000 gp
71-75	61-70 Defense	80,000 gp
76-80	71-80 Woodlands	90,000 gp
81-89	xx Dark Dreams*	124,500 gp
90-95	81-90 Life	130,000 gp
96-100	91-96 Passage	180,000 gp
-	97-100 Power	200,000 gp

* These staffs are detailed in this product. All other staffs are detailed in the DMG.

3, 10 hit points, +5 save). The sticky strands of a *web* spell seem to fly out of the top if the *string* staff.

It can also, on command, change form into a +1 whip. When the staff is in whip form or extended to perform a *rope trick* or *animate rope* spell, it cannot be used for other magical effects until it's restored to its staff form.

Caster Level: 7th; *Prerequisites:* Craft Staff, *animate rope*, *polymorph other*, *rope trick*, *web*; *Market Price:* 8,500 gp; *Weight:* 4 lbs.

Wondrous Items

Boots of Diminished Velocity: Creatures within ten feet of the wearer must make a Will save (DC 16) or be *slowed*, per the spell. Creatures that fail their save are slowed until they leave the area. Those that make their save must save again each round that they remain in the area. The wearer of the boots is immune to slow spells.

Caster Level: 12th; *Prerequisites:* Craft Wondrous Item, Spell Focus (Transmutation), *slow*; *Market Price:* 72,000 gp; *Weight:* -.

Coat of Comfort: This heavy greatcoat is made of dark leather, lined with soft, black velvet. While worn, the *coat of comfort* keeps its wearer warm and dry in any climate or weather. It provides cold, electricity, and fire resistance 5, and is so comfortable that the wearer regains one and a half times his character level in hit points if worn while sleeping. Finally, the coat's pockets provide the wearer with two last benefits. The two largest pockets can magically produce enough tasty food (anything from sugary sweetmeats to warm toasted cheese) to provide enough nourishment for the wearer and one medium-size companion (or 2 small, 4 tiny, etc.). All of the coat's other pockets open into an extradimensional space, which can hold 125 pounds of equipment (no more than 15 cubic feet), any of which must reasonably fit into the pocket.

Caster Level: 10th; *Prerequisites:* Craft Wondrous Item, *create food and water*, *endure elements*, *Leomund's secret chest*; *Market Price:* 77,500 gp; *Weight:* 3 lb.

Disc of Dilemmas: This silver two-sided coin has a picture of a smiling imp and a frowning nymph on its faces. When asked a yes or no question and flipped into the air, it comes up with the most accurate answer possible (future events must be considered

with a grain of salt). The disc functions 10 + 2d8 times (12-26) before becoming a normal coin, however the owner is not aware of its loss of dweomer unless it is detected for. After all of the charges are used up, the accuracy of the Disc is reduced to 50%.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *commune*; *Market Value:* 7,500 gp.

Earring of Overhearing: When worn, this small earring bestows upon the wearer the ability to hear anyone who speaks her name for the next three breaths (treat as about 25 words). This does not grant the wearer the ability to communicate back, or grant any special method of understanding other languages. The person speaking the wearer's name does not necessarily know that they are being overheard, but can become aware of it by making a Scry check at DC 25. The speaker and the earring's owner must be on the same plane of existence for the power to work.

Caster Level: 4th; *Prerequisites:* Craft Wondrous Item, *message*; *Market Price:* 5,000 gp.

Everchanging Ornament: The ultimate in decorative accessories, this device constantly, uncontrollably, and randomly changes both its own appearance and that of its wearer. The ornament changes the appearance of its wearer every 10 minutes but only if he is in situation such that the change can be made unseen; if the wearer is under constant supervision (including magical scrying), no changes occur.

There are no limits to the changes that the *everchanging ornament* can make to the form of its wearer: height, weight, gender, species, sound, smell, clothing. Sometimes it gives its wearer a radically different form in a moment, while at other times it merely tweaks his appearance a bit with each transformation, changing his height by an inch or two at one point, his weight at another, and subtly altering his body odor over the course of multiple changes. Although often the changes provide the wearer with a form matching his intentions (such as dark clothing and an innocuous appearance when he's attempting to sneak into a keep), just as often such an appearance gives way to something entirely inappropriate (like a jester's motley) on its next modification.

The wearer isn't aware of the changes (either what new appearance he has, or the fact that a change has occurred at all) until the new form gives itself away to him—a change in his voice in conversation or a glance at the hand holding his drink may be the first clue he has that he now looks like a comely maiden instead of a burly barbarian. The changes are all illusory, and can be detected after interaction with the form and a successful Will save (DC 14). Beneath the illusion, the wearer maintains all his normal attributes and possessions.

The ornament itself only changes appearance when its previous form clashes significantly with the new image it crafts for its wearer and thus draws undue attention to the ornament. Otherwise, it's likely to maintain a particular appearance (usually a piece of jewelry or clothing accessory found in a prominent location; a brooch, necklace, medal, earring, hairpin, diadem, scarf, neckerchief, sash, etc.) through multiple changes of its wearer's form, something that the sharp-sighted might notice (Spot check, DC 20).

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *detect scrying*, *major image*; *Market Price:* 2,000 gp; *Weight:* Up to 1 lb.

Flaming Brand Glove, Lesser: This single glove is made of dye-stained red leather. Tooled designs of flames, fire elementals and forest fires cover the back of the glove. Upon command, the wearer of the Glove can summon or dismiss a *flame blade*, per the



spell, in the gloved hand. With a successful touch attack, the wearer deals 1d8+1 fire damage with this flaming weapon. The blade can only be used for ten minutes each day. If use beyond this limit is attempted, the glove is consumed by its own fiery power. In addition to the weapon power, the wearer gains fire resistance 5.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, endure elements, *flame blade*; *Market Price:* 5,700 gp; *Weight:* –.

Flaming Brand Glove, Greater: This single red glove appears to be a gauntlet, except that it is made of thick sections of oil-hardened leather. Iconic representations of fire elementals decorate the leather. Upon command, the wearer of the Glove can summon or dismiss a maximized *flame blade*, per the spell, in the gloved hand. With a successful touch attack, the wearer deals 12 fire damage with this flaming weapon. The blade can only be used for twenty minutes each day. If use beyond this limit is attempted, the *flame blade* power simply does not function. In addition to the weapon power, the wearer gains fire resistance 12.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *maximize Spell*, *flame blade*, *resist elements*; *Market Price:* 38,000 gp; *Weight:* –.

Glove of Fortune: This finely crafted cloth glove has gold or gem studs along the cuff. If the glove is worn (on either hand; it adjusts to fit), the wearer can manipulate multiple magical rings on that hand. Normally, only two magical rings can be worn – one on each hand. With the Glove of Fortune, up to four magical rings can be worn on that hand, plus one ring on the other hand, for a total of five rings. Only one glove of fortune may be worn; if two are worn, neither functions. A Glove of Fortune can be worn in combination with any other single magical glove.

Of the four rings worn via the *glove*, only one is active at a time; the others are inactive as though not worn. Once per round as a free action that does not draw attacks of opportunity, the wearer may activate a different ring by force of will alone. When a ring is deactivated, the ring behaves as if it were removed. Cursed rings that cannot be removed can be deactivated and removed if worn on the glove. When a ring is activated, it behaves as if it were just put on by the wearer.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *detect thoughts*, *dispel magic*; *Market Price:* 31,500 gp; *Weight:* –.

Illuminator: The mystic Illuminator appears as a plain iron candlestick, but the strong aura of magic about the item entices one to look beyond this simple appearance. The Illuminator is only of use to those that prepare spells: typically clerics, druids and wizards. Once per day, if a fresh candle is placed in the socket and lit, a glowing blue nimbus surrounds the candle and candlestick. If a spellcaster prepares spells by this supernatural light, those spells are cast at +2 caster level.

Caster Level: 17th; *Prerequisites:* Craft Wondrous Item, *wish* or *miracle*; *Market Price:* 162,400 gp; *Cost to Create:* 61,200 gp + 14,448 XP; *Weight:* 2 lbs.

Larad's Vermillion Vermifuge: Very few of these powerful devices have been crafted, not just because of the difficulty and expense, but also because of the unfortunate side effects that sometimes accompanies their use.

The *vermillion vermifuge* takes the form of an odd, ornate lantern, with a crystal dome on its top and no apparent fuel to power it. When the lamp is activated, a brilliant light shines forth, spreading outwards to form a hemisphere of redness with a radius of 10 feet per level of the caster. Unlike a normal lamp, the light

from the *vermillion vermifuge* doesn't dim with distance, and the boundary between the lit hemisphere and the unlit outside is clearly discernible. The light is also able to penetrate solid matter within the hemisphere, and thus casts no shadows. Once activated the lamp cannot be moved without causing the vermilion light to wink out.

The light of the *vermillion vermifuge* repels any worm, from the lowliest earthworm to the mightiest gold dragon, as well as pseudo-dragons and purple and frost worms (but not dragonnes or rhemorazes). Those that fail a Will save (DC 22) are prevented from entering the lit area, and even those who make their saves suffer a –4 penalty to their Dex scores due to the light.

The vermilion light continues to emanate from the device for 24 hours per charge, and while a newly created *vermillion vermifuge* has 50 charges, those bought secondhand or found in treasure troves are likely to have already lost some charges.

Use of the *vermillion vermifuge* to protect a group of people, a village, or a keep from wyrmkind is not without its risks. The most subtle is that repelling earthworms from the area impoverishes the soil that they no longer aerate and fertilize. As a result, every day of use of a *vermillion vermifuge* reduces the soil productivity in its area of effect by 5%; plants won't immediately wither and die in the affected area, but as the growing season continues farmers notice an apparent blight on the crops that is fully felt at harvest time.

More importantly, most monsters affected by the device are intelligent enough to realize the source of the repelling light and guess that its effects are only temporary. A patient dragon intent on entering an area protected by a *vermillion vermifuge* need only wait 24 hours for the red light to wink out, and then rush in to destroy the device or prevent it from being activated anew. The oldest and wisest of wyrms have lived hundreds of years already and would consider waiting outside of a *vermillion vermifuge* protected area for a few weeks in order to exhaust the device's charges no great hardship.

A wise owner of a *vermillion vermifuge* employs it only long enough to muster the forces needed to deal with the menace directly. Wise subjects of a *vermillion vermifuge* are adept at hunting down messengers who leave the device's protection in order to seek help.

Caster Level: 15th; *Prerequisites:* Craft Wondrous Item, *antipathy*; *Market Price:* 120,000 gp; *Weight:* 5 lbs.

Mirror of Deathspeak: The creation of this 1½' by 1' mirror requires that a monk hold the item as the final spell to create it is cast. This attunes the mirror so that it taps into a ki user's spirit when it is activated. To use this item, it must be placed on the chest of a dead monk and the corpse's name is spoken. Within seconds, the translucent image of the deceased as he looked while alive appears in the mirror. It answers and speaks as it did while it was alive. The catch is that the item only provides this medium within the 12 hours immediately after the monk's demise. (Because monks are greater receptacles, and therefore more intertwined with *ki* energies, their spirits require a full 12 hours to separate from and leave their bodies.)

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *speak with dead*, Monk of any level; *Market Price:* 60,000 gp.

Nullfield: This item is barely portable, being a large, plain stone weighing approximately 45 pounds. Atop the stone is a rough, graven rune about the size of a human's palm. Once per day, as a standard action, the rune may be touched to activate the stone. This produces an antimagic field in a 10-foot radius. A nullfield has 25 charges when created, and each use drains one charge.



Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, *antimagic field*; *Market Price:* 5,900 gp; *Weight:* 45 lbs.

Pipe of the Little Folk: This small wooden pipe is said to have been first created by a Halfling god, and the knowledge of its creation passed on to the Halflings. When smoked by a Halfling, it bestows upon the user the effects of a *bles* spell that lasts for six hours. If any non-Halfling partakes of the Pipe, they must make a Fortitude Save (DC 26) or be instantly transformed into a Halfling-sized version of themselves (i.e. 2 1/2 to 3 feet tall). Characters so transformed can only regain their original form after a full night's sleep (8 hours). A favorite game of Halflings is to pass this around the campfire when humans are visiting. They consider it a test of character as to how the humans react to their new size, and quite a good jest, too.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *reduce, bless*; *Market Value:* 14,000 gp; *Weight:* 1/2 lb.

Ribbons of Innocence: These bright hair-ribbons change color at their wearer's fancy, are impossible to dirty or stain, and provide their wearer with magical protection from various sorts of blame. Their benefit is determined by how they are worn:

Tied Ponytail: When worn in this manner, the ribbons of innocence provide their wearer with a +10 competence bonus to Bluff checks.

Tied Pigtails: When worn in this manner the ribbons grant their wearer the ability to use *charm person* at will, once per round, as a free action.

Woven in Braids: When worn in this manner the ribbons of innocence allow their wearer to distort the memories of up to 10 creatures within 50 feet, as per the *alibi* spell (found in *Sword & Sorcery's Relics & Rituals*).

Ribbons of Innocence take up the headband, hat, or helmet spot on a character.

Caster Level: 10th; *Prerequisites:* Craft Wondrous Item, *quicken*, 5 ranks of the Bluff skill, *charm person*, *alibi*; *Market Price:* 55,500 gp; *Weight:* -

Masks of Rondran: These lightweight but sturdy masks—formed in the shapes of bird, animal, and monster heads—are made to fit the wearer's otherwise bare head in two ways: either propped atop the head like the visor of a helmet, or worn on the face. When they are lowered onto the wearer's face, a life-size phantasmal replica of the animal depicted on the mask comes into being. The phantasm is wholly controlled by the wearer, who sees, hears, tastes, and smells through its senses as well as through his own. Controlling the phantasm is a partial action each round, so the mask's wearer can still move or attack in the same round as he commands the phantasm to do something, but if he wants to both move and attack he must let the phantasm stand motionless for that round.

The creatures created by *masks of Rondran* are semitransparent, and always easily identifiable as illusory (unless they take the form of a creature that is semitransparent in reality). The phantasmal creatures have one fifth the normal hit points of the creatures they represent, they do only one fifth such a creature's damage, and any abilities that produce damage (in hit points) are only 20% likely to work. The phantasm's AC bonuses are one fifth as large as the creature's.

The phantasm can be dispelled at any time merely by raising the mask from the wearer's face, and it can be activated up to three times per day unless it has been "killed" in combat, in which case it remains inoperable for 1d4 days. The phantasm lasts for one minute per level of the caster unless "killed."

Fully functional *masks of Rondran* can be found depicting creatures of any size or danger level, but the more powerful the creature, the more expensive the mask.

Caster Level: 7th level; *Prerequisites:* Craft Wondrous Item, *shadow conjuration*, *clairaudience/clairvoyance*; *Market Price:* 12,000 gp + 3,000 gp per CR of creature; *Weight:* 1 lb.

Scarf of Charisma: This lightweight and fashionable white scarf has a highly decorative silver trim. When worn around a character's neck, it adds a +2 enhancement bonus to his Charisma score. The *scarf* does not take up one of the character's limited spaces for magic items, nor does its bonus stack with other Charisma enhancing magic.

Caster Level: 4th; *Prerequisites:* Craft Wondrous Item, *eagle's splendor*; *Market Price:* 8,000 gp; *Weight:* -

Scroll of Safe Dispatch: This scroll is a reusable means of safe and reliable written communication, prized by rulers, spies, smugglers and just about anybody else who has something to hide and can afford to protect it thus. Every scroll of this sort possesses three command words. These are kept a closely guarded secret, or the benefits of the scroll are largely lost.

The first word erases the contents of the scroll without leaving even the slightest trace of ink, scratches, folds, indentations, or any other marks. In effect, the scroll is restored to the condition it was in when it was first enchanted. Physical damage by fire, acid, tearing, or any other similar means is not repaired, but if the Scroll is not completely destroyed, it still functions as well as possible in undamaged sections.

The second command word can be used only after the scroll is made entirely blank with the first command word. This second command word allows one to write upon the scroll. Otherwise, any writing or marks made upon the scroll vanishes in one round. If the word is spoken, the scroll can be written upon for five minutes. If the command word is again spoken before this time elapses, the time is extended by another five minutes. A Scroll of Safe Dispatch can contain a maximum of 500 words, with each 100 words taking one minute to write. When the time elapses, the writing on the scroll is altered, leaving evidence of writing but making it completely unintelligible.

The third command word unscrambles the message for five minutes, allowing it to be read by any that see it. A second use of the third command word re-scrambles the message. While the message on the scroll is confused, the meaning of the message cannot be divined through any magical means, for the magic of the scroll is designed to foil such attempts.

Anti-magic areas only prevent the scroll from changing its state. Areas where magic is chaotic or unreliable are said to unscramble the message, but with a random, meaningless message. Reported examples include a treatise on migratory birds, a love letter between two fictional persons and the record of an ancient archery contest. Spells such as *explosive runes*, *glyph of warding* or *sepia snake sigil* may be placed upon the scroll while it is being inscribed. These protections are suppressed while the message is unscrambled and automatically dispelled if the page is erased.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *erase, secret page*; *Market Price:* 45,000 gp; *Weight:* -

Stole of Mercy: This bright blue cloth, when worn about the shoulders by a good cleric, enhances the efficacy of her healing spells. All spells with the Healing descriptor cast by the wearer are automatically maximized. The spells cast take up spell slots per their normal level, however.



Caster Level: 9th; **Prerequisites:** Craft Wondrous Item, maximize Spell, Healing domain, good alignment; **Market Price:** 32,000 gp; **Weight:** -.

Stake of Icing: This 12-inch long carved crystal icicle can be partially driven into soft earth or wedged in a crack in a stone surface and then activated once per day to begin forming a horizontal layer of ice over that surface. The freezing progresses outwards in a rough circle: surface water freezes before dry ground, a shallow layer of water before a deep one, but in the end the circle is completely ice-covered. If thrown into a body of water, the icicle sinks, but soon surfaces sealed within a block of buoyant ice. Once the stake is again at the surface, ice begins expanding across the water's surface as normal. If the water body is still (such as a pond) the stake eventually freezes over the entire body. In running water the *stake of icing* and the ice it constantly forms is swept downstream.

The radius of the ice circle expands by 5 feet per minute, up to a maximum radius of 5 feet per caster level. Initially, the ice layer is only a 1/8 of an inch thick, but after the maximum radius is reached, the stake begins thickening the ice, adding another 1/8 inch of ice per minute to a 5-foot radius over solid surfaces, or 1/2 inch of ice per minute over water bodies until a maximum thickness of 1/8 inch of ice per caster level is formed over solid ground and 1/2 inch of ice per level over water. For example, a *stake of icing* with a caster level of 7th could form a fragile circle of ice 35 feet in radius in 7 minutes, and strengthen it to 7/8 inch thick over solid ground or 3-1/8 inch thick over water after another 7 minutes.

As the ice layer thickens, minor irregularities in its level surface are smoothed over, until the ice sheet becomes almost uniformly smooth and extremely slippery. Anyone attempting to walk on the surface must make a successful Reflex save (DC 12) each round to avoid slipping or falling. Those who make their saves can move on the ice at half speed, but they still must attempt a Reflex save each round that they remain on the ice.

The formation of the ice is slow enough that most creatures are able to get out of its path, but people or objects remaining on the surface as it freezes eventually find themselves trapped in the ice, but are not covered by the ice unless they are shorter than the ice's maximum depth (a huge dragon won't find itself coated from head to toe in an inch of ice, but a lowly earthworm could easily be embedded within the matrix).

As long as the *stake of icing* remains in place, the magically-created ice doesn't melt (although some of it could be broken free and then melted separately, while the icicle creates more ice to repair the breach), but once the stake is removed (a Strength check against a DC of 1 per 1/8 inch of ice thickness) the ice is then subject to the ambient temperature.

Caster Level: 7th; **Prerequisites:** Craft Wondrous Item, wall of ice; **Market Price:** 10,500 gp; **Weight:** 2 lbs.

Stone of Sharpening: This three foot diameter grinding wheel has the ability to confer a temporary magical bonus to mundane blades, or to increase bonuses on magical ones. A quick sharpening can restore a dull blade to usable, but won't confer any magical bonuses. It takes one minute to *fully* sharpen a small

blade, such as a knife, spear, or broad-head arrow, and two minutes to sharpen a scythe, sword, or other large blade. Such a full sharpening increases the enhancement bonus on a blade by +1.

The magical bonus lasts for one hour after a full sharpening. After that period, a mundane blade loses its magical charge, but remains normally sharp. An already magical blade must make a save (DC 15) or permanently lose one level of its normal enhancement bonus at the same time as the stone imparted bonus wears off; the result of over sharpening a blade already enchanted to be ever sharp.

Original crafted for military use, some *stones of sharpening* have fallen into civilian hands, but because they look and function like mundane grinding wheels, and because there are no visible effects of its functioning, some owners are unaware of the special properties of their grinding wheels. After all, who thinks to have

a simple household tool checked for magic, or casts *detect magic* after sharpening a blade that was manifestly ordinary beforehand?

Caster level: 10th;
Prerequisites: Craft Wondrous Item, Craft Magic Arms and Armor, *magic weapon*; **Market Price:** 30,000 gp; **Weight:** 150 lbs. (with mounting hardware)

Winetaster's Boon: This vest is made of obviously fine materials, most supple leather lined with silk or velvet. When worn next to the skin, it makes the wearer immune to all ingested poisons. The poison is neutralized and have no effect even after the vest is removed. If there was poison in an ingested substance, the wearer of the vest has a distinctive and uneasy feeling, indicating that poison was present. It is a common rumor that burning such a vest and mixing the ashes with wine can make an exceedingly lethal poison, but many would-be assassins have disproven this rumor to their own chagrin.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, *detect poison*, *neutralize poison*; **Market Price:** 12,000 gp; **Weight:** 1 lb.



Magic Weapon and Armor Qualities

Blood-Linked Weapon: A blood-linked weapon is magically enhanced to serve as a conduit between the character wielding it and the victim. Whenever a blood-linked weapon damages a target, one-half of the damage inflicted is stored as hit points in a magical reservoir within the weapon. A blood mage may, as a free action, drain hit points from the weapon's reservoir and use them to power the Blood Power feat. Hit points stored in such a weapon disperse at a rate of one hit point per day. This enhancement may only be applied to piercing or slashing melee weapons. Each blood-linked weapon can store up to 15 hit points in its reservoir. Actual blood is not stored in the weapon; it simply holds part of the life force energy the target lost due to the wound.

Caster Level: 12th; **Prerequisites:** Craft Magic Arms and Armor, *campiric touch*; **Market Price:** +3 bonus.

Blood-Linked Armor: Whenever a mage wearing armor enhanced by this ability suffers damage from a melee attack, a number of hit points equal to one-half the damage done to the mage is stored in the armor for later use. These hit points may be

used by a blood mage wearing the armor to pay the hit point cost incurred when using the Blood Power feat. If these hit points are not used, they disperse at a rate of one hit point per day. Blood-linked armor is a dark crimson color. Blood-linked armor can hold 30 hit points maximum, and it becomes a darker and darker red as the number of stored hit points approaches this maximum.

Caster Level: 15th; **Prerequisites:** Craft Magic Arms and Armor, *vampiric touch*; **Market Price:** +3 bonus

Blood Chalice: This large iron chalice allows a blood mage to catch the life force of others as it pours out in their blood. If used to catch the blood from a new wound, the chalice can store one half of the hit points lost. These hit points are used as per the Blood Power feat but, if they are not used, the hit points disperse at a rate of one per day. The chalice can store a maximum of 60 hit points and becomes a dark red color as it approaches this maximum.

Caster Level: 18th; **Prerequisites:** Craft Wondrous Item, *vampiric touch*; **Market Price:** 120,000 gp

Runic Armor: This suit of armor has several runes scattered across its surface. In addition to whatever abilities the armor has, it also has one rune built into it that may be attuned to when worn by a rune mage. Also, the armor reduces the chance of arcane spell failure for rune magic by 10%.

Caster Level: 14th rune mage; **Prerequisites:** Craft Magic Arms and Armor, *Eitwaz Rune*; **Market Price:** +3

Runic Weapon: This weapon is covered in runes, having been created by a rune mage. In addition to whatever other abilities the weapon may have it contains three runestones within it. The runes are likely to be ones associated with combat. Like a *runestaff*,

the rune weapon may be attuned to, but it only counts as attuning to one rune.

Caster Level: 14th rune mage; **Prerequisites:** Craft Magic Arms and Armor, *Dagaz Rune*; **Market Price:** +4 bonus

Shadow Energy: A shadow energy weapon has its effective portion (blade, axe head, spearhead, etc.) transformed into shadow. A shadow energy weapon ignores nonliving matter. Armor bonuses provided by physical armor (as opposed to spells) are ineffective against weapons imbued with Shadow Energy. Other bonuses to Armor Class (dexterity, deflection, dodge, natural armor, etc.) still apply. A shadow energy weapon automatically dispels a *light* or *continual flame* spell if touched to the object upon which the spell was cast. A shadow energy weapon causes no damage to targets that are not alive. Bows, crossbows, and slings cannot be enchanted with this ability. This does not alter the item's weight.

Caster Level: 16th; **Prerequisites:** Craft Magic Arms and Armor, *gaseous form*, *chill touch*; **Market Price:** +4 bonus





The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the

COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE
Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc. *Spells & Magic* Copyright 2002, Bastion Press, Inc. System Reference Document Copyright 1999, 2000 Wizards of the Coast, Inc.

Bastion Press Open Gaming Content

The entire contents of *Spells & Magic* is considered Open Content, except for the cover, artwork, and other graphic elements. The cover, artwork, and other graphic elements are Product Identity and owned solely by Bastion Press, Inc.

Spells & Magic

New Forms of Magic

Magic exists in a variety of guises. From the fearsome power of dragons to the subtleties of mirror magic, *Spells & Magic* offers players and GMs a variety of options to bring into their game. Each type of magic is written world-neutral, allowing easy placement into any campaign setting.

New Spells & Equipment

No class is forgotten within these pages! A hoard of options exists for bards, clerics, druids, paladins, and rangers as they seek their own magical fortunes.

Spells & Magic requires the use of the **Dungeons & Dragons® Player's Handbook**, Third Edition, published by Wizards of the Coast®.

ISBN 0-9714392-5-7



9 780971 439252

U.S. \$24.95

5 2 4 9 5



EAN

BAS1004

Made in the U.S.A.



Bastion Press
P.O. Box 46753
Seattle, WA 98146

Visit our website at www.bastionpress.com