



BOOK OF ELDRITCH MIGHT III

THE NEXUS

AN ARCANIC
SOURCEBOOK
by
MONTE COOK

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MALHAVOC PRESS™





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An arcane sourcebook

BY MONTE COOK

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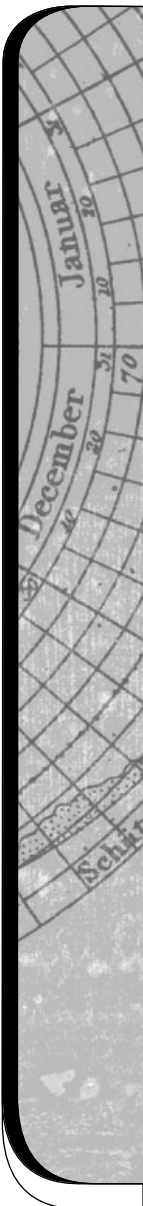
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What Is the Nexus?

"Then I came to a new chapter in the Book of Eldritch Might. Page after page, it told of various places of power—locations here and on other planes where one could find new facets of the art of arcane spellcasting. 'Facets' was certainly the right word, for what I read conjured forth visions of a many-sided gem of magical knowledge, with each facet of the gem being a secluded locale that held some unique secret. I knew I had to go to each of these places and learn what I could. Take what I could.

"I searched the Book for how to accomplish this, and finally I saw the truth between the lines. While each facet was a place of power, the gem itself was a place as well. A place that bound them all together. A place from which one could reach all these locations and more.

*"A place called the Nexus."
—Malhavoc*

The *Book of Eldritch Might*, an intelligent artifact in its own right, is a tome of magical knowledge that surpasses most other tomes. Hidden deep within its pages is a compendium of lore long thought lost regarding a magical place called the Nexus. This hub leads to many other locales, each with its own magical secrets. Malhavoc used the Nexus (and other means) to explore these places and learn their secrets. Now your characters can, too.

In *Book of Eldritch Might III: The Nexus*, you will find seven new locations that can be placed within any campaign. Most are very small and serve perfectly as secluded adventuring spots about which few people know or speak. Each location is described just enough for you to fit it easily into your existing setting. Nonplayer characters (NPCs) and creatures presented in this book can populate these locales. Most importantly, however, each place has its own new spells, feats, and magic items, as well as associated new rules.

The locations allow you to introduce the new material in its own context. They provide a story regarding where a new spell or item came from, who created it, and why. Thus, when the player characters (PCs) travel to the Bastion of the D'Stradi, they can learn the new feats and spells found there, or gain a magic item as treasure from someone who lives there. Or, they can learn the new bit of arcane knowledge from someone else who has been to D'Stradi and told them wild tales of the place. Either way, the context provides a great deal of flavor for your game.

Of course, if you don't want to use the new locations, you can easily lift the rules material out of this book and simply use the 111 spells, 45 feats, 97 magic items and abilities, and so forth as you would with either of the previous *Books of Eldritch Might*. You'll find the index in the Appendix particularly helpful for referencing a certain spell, feat, or item.

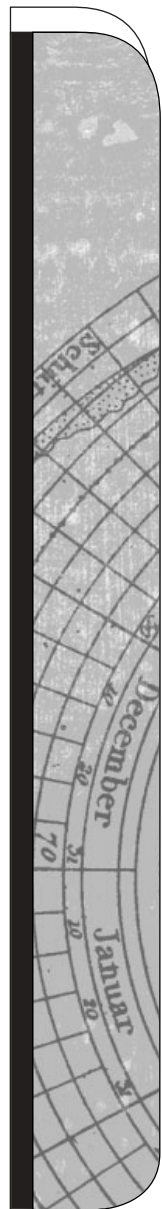
USING THIS BOOK

Book of Eldritch Might III: The Nexus presents each of the seven locations as its own chapter. The chapters detail the locales in roughly the same format, with sections on each place's background, layout, using the locale in your game, characters and creatures, new feats, spells, and items, plus sidebars with adventure seeds and helpful suggestions for where to place a portal from the Nexus in each spot.

Throughout this sourcebook, sidebars offer special information and guidelines for the DM. Some spells, items, feats, and classes mentioned in this book were introduced in *The Book of Eldritch Might* (the game product, not the magical artifact); a double dagger (‡) indicates these references. Some were introduced in the *Book of Eldritch Might II: Songs and Souls of Power*; two double daggers (≡) indicate these references. Spells, items, feats, etc. introduced in this book are marked with a single dagger (†). Otherwise, all references to spells, feats, and other rules are from the three Core Rulebooks: the *Player's Handbook*, *DMG*, and *MM*.

If you're playing a variant bard or variant sorcerer from the *Book of Eldritch Might II: Songs and Souls of Power*, take a look at the supplemental material in the Appendix before using the spells in this book.

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The Nexus

A magical spot and difficult to find, the Nexus contains arcane gateways that lead to all sorts of places. The Nexus provides DMs with an excellent way to get PCs from one interesting, far-flung locale to another quickly—assuming they can deal with the enigmatic custodians of the place. The Nexus is a center not only of magical transportation, but of scrying as well. The magical secrets found here deal primarily with those two topics, particularly the latter.

Secreted away, like a forgotten wish or a discarded idea, the Nexus lies nowhere that can be understood by the mortal mind. Some claim it can be found on a distant plane, or deep within the earth. Others say it hides within the center of the moon, under the World Tree, or in the mind of a single sleeping angel. None of these, however, is exactly right.

BACKGROUND

The minor god Nival, Lord of Secrets and Master of the Five Lost Lores, and the creature known as Sisansca, Sister to Serpents, hated each other. Eons ago, these divine beings engaged in a bitter struggle. While it was not an outright war, Sisansca's spies sought Nival's secrets, and he wanted her dead for the affront. Most paid little heed to the feud, which continued for centuries. Finally, the two agreed to meet face to face to either settle their differences or slay each other once and for all. To create a place suitable for their meeting, they jointly commissioned a being known only as the Wandering Architect to create a neutral ground where neither would be cut off from their sources of divinity or places of power, but which was hidden from the eyes of others.

They got so much more than they asked for.

The Wandering Architect created a vast complex filled with chambers of gothic archways. Each archway led to a different locale. Each locale held great secrets of arcane power. He called this complex the Nexus, for it was the place through which all streams of magical power flowed.

When Nival and Sisansca met there, in their newly fashioned neutral ground, they found themselves enthralled by the wonder of the place. Together, they explored its vast reaches. As they did, they discovered that they had much in common. Their animosity faded, and a friendship began. They remained within the Nexus together for over a year. Friendship led to romance. Soon, to the surprise of beings throughout the universe, Nival and Sisansca had a child together. Knowing they had to return to their respective realms and duties, the two gods left their offspring, Nival-Sca, in charge of the Nexus. Born in a mortal-created realm, even one as wondrous as the Nexus, makes Nival-Sca only partially divine.

Nevertheless, she carries obvious traits of both her parents.

Nival-Sca calls herself the Mistress of Eternity, and calls the Nexus the Gateway to Eternity. She is very tall and lithe

with graceful elven features, although her skin glistens like jeweled, serpentine scales. Her pupil-less eyes are long and narrow, and shine with a golden light. Her small feet do not actually touch the ground when she walks—a visible sign of her semidivine nature. She seems supremely confident and coolly composed at all times, yet she does not act imperious or overtly arrogant. If given the choice between speaking and simply giving a meaningful look, she will choose nonverbal communication, giving rise to her reputation as a highly mysterious individual.

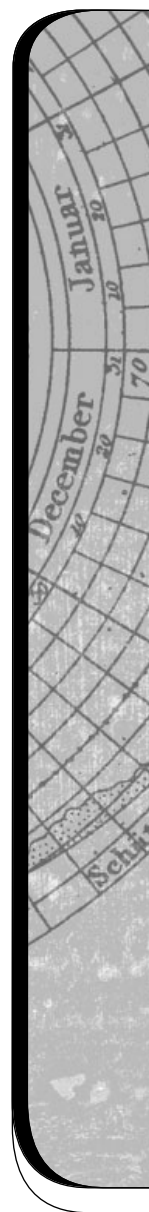
Revensfall is the son of Nival-Sca. Although he shows no signs of carrying on the traits of her serpentine or partially divine nature, he remains a very powerful and skilled individual who excels in almost every area. Like his mother, he stands tall and has a graceful yet powerful build. His hair is bright red and his eyes sparkling blue. The identity of his father remains a mystery—it is possible that he is a magical creation with no actual sire at all. Like his mother, Revensfall is quiet and reserved. He prefers to act rather than talk.

The Nexus is guarded by hulking insectoids known as the kallendine. Nival-Sca fashioned the kallendine by studying and collecting various creatures from throughout the Nexus and magically interbreeding them in isolated locations. When she developed the guardians she sought, she brought them to the Nexus and destroyed all her notes and records so no one could ever replicate them. She even fashioned armor for them, fastening it permanently to their natural shells. Currently only 44 of the creatures exist, but Nival-Sca keeps hundreds of fertilized eggs in stasis in the event that she ever needs more.

LAYOUT

No one, perhaps not even Nival-Sca or Revensfall, knows truly how big the Nexus is. It is a vast maze of round chambers, each with multiple levels—a ground floor and one to four levels of balconies that run the circumference of the room, joined by circular stairs. Each chamber has anywhere from two to a dozen archways that serve as magical gateways to other locales, as well as one to four exits that lead into other similar chambers.

Only three chambers do not fit this profile. The first is a grand hall, 800 feet long and 80 feet wide, with a vaulted ceiling almost 100 feet high. At the end of the hall lies the



first of the archway-filled chambers. The other end of the hall gives access to two additional unique chambers, which serve as private quarters for Nival-Sca and Revensfall.

No maps of the place exist, although Revensfall keeps extensive notes in his chamber. Nival-Sca does not know the layout of the entire Nexus, but she possesses the ability to instantly know the location of any portal she needs at the moment.

USING THIS LOCATION IN YOUR CAMPAIGN

Those who discover the Nexus and gain access to its powers find that it has two major uses: transport from one place to another and scrying. This dual function can make the Nexus a focal point of many adventures, as PCs can use it as a means to both gather information and travel.

The trick to using the Nexus lies in dealing with its caretakers. Simply entering the Nexus may not alert them immediately, but eventually characters exploring the vast reaches of the place run into either Nival-Sca or Revensfall (or both). Those who find their way into the grand hall certainly run across them. It is more likely, however, that explorers run afoul of the kallendine first. The insectlike guardians do not react well to strangers, and Nival-Sca and Revensfall do not react well to those who harm their servants. It is easy to get off on the wrong foot in the Nexus.

Generally, the Mistress of Eternity grants PCs who are diplomatic (or just charismatic) and who have either a powerful presence, a powerful reputation, or a worthy cause, permission to use the Nexus. Of course, these requirements are subjective from Nival-Sca's point of view, and thus are subject to change. Those refused access are asked to leave. Those who do not treat Nival-Sca with respect are killed or ejected.

Nival-Sca loves the fact that she has a virtual monopoly on easy travel to often isolated or unknown locations of power and importance, and jealously guards that power.

The archways of the Nexus are made of stone and have a hardness of 8. Inflicting 100 points of damage upon an archway destroys it.

Because of the nature of the Nexus, eventually it may become well-trod territory for the PCs, and the NPCs here may become frequent encounters.

TRANSPORT

The primary use of the Nexus today is as a magical crossroads. One can find gateways here to all manner of strange and interesting places, many of which most people do not even realize exist. The Nexus sits at a metaphysical crossroads through which all streams of magic flow. The archways in the Nexus are all magical portals. Each of these portals allows for two-way transport, but the portal is invisible at the destination point (as opposed to the visible archways in the Nexus).

About the Author

Monte Cook started working professionally in the game industry in 1988. In the employ of Iron Crown Enterprises, he worked on the *Rolemaster* and *Champions* games as an editor, developer, and designer.

In 1994 Monte came to TSR as a game designer. As a senior game designer with *Wizards of the Coast*, he codesigned the new edition of *Dungeons & Dragons*, authored the *Dungeon Master's Guide*, and designed the *Book of Vile Darkness* and the d20 version of *Call of Cthulhu*. For *WizKids Games*, he recently designed the *HeroClix* system of superhero combat.

A graduate of the *Clarion West* writer's workshop, Monte also has published short stories and two novels. In his spare time, he runs two games a week, builds vast dioramas out of LEGO building bricks, and reads a lot of comics.

About the Illustrators

Cover artist **Kyle Anderson** studied illustration at the Art Center College of Design in Pasadena, Calif. After 10 years in the multimedia and game industries creating cover art, concept art, interface design, and 3-D animation, he spent a year as a senior concept artist at *Wizards of the Coast*. In his spare time, this Austin freelance illustrator has produced several music videos and has had a couple of fine art shows.

Interior artist **Kieran Yanner** has always been interested in art, roleplaying games, and the fantasy/sci-fi world. Taking example from such artists as Jim Lee, Tony DiTerlizzi, and Brom, Kieran began shaping his art style long before he ever thought he would actually become a professional illustrator.

From *Decipher* to *Malhavoc Press*, *White Wolf* to *Dream Pod 9*, Kieran has produced hundreds of illustrations for the roleplaying industry and continues to do so. Kieran still considers himself a neophyte to illustration and has a modest opinion of his artwork. The way he sees it, there's always something to be improved upon and people to learn from.

Sam Wood first crept out of the mists and rain of southeast Alaska and infiltrated *Wizards of the Coast* back in 1995. Since then he has been a few places, gotten himself educated, and done a number of different jobs for *Wizards*, including his most recent as a staff illustrator.

Sam's earliest work in the game industry was for the *BattleTech* Trading Card Game. He has since gone on to work on games like *Dungeons & Dragons*, *Magic: The Gathering*, *Alternity*, *Doomtown*, *Legend of the Five Rings*, and *Chainmail*. His most recent notable contributions have been collaborating with *Todd Lockwood* on *D&D* (spikes and all) and conceiving the vast majority of the *Chainmail* miniatures. He currently resides in north Seattle with his lovely wife, 3.7 cats, and the family hellhound.

Cartographer **Rob Lee** has created maps for *If Thoughts Could Kill* and *The Banewarrens* from *Malhavoc Press*, plus many other d20 products. A graphic designer by day, Rob was awarded the *EN World* d20 System Award for Best Cartography in 2002.

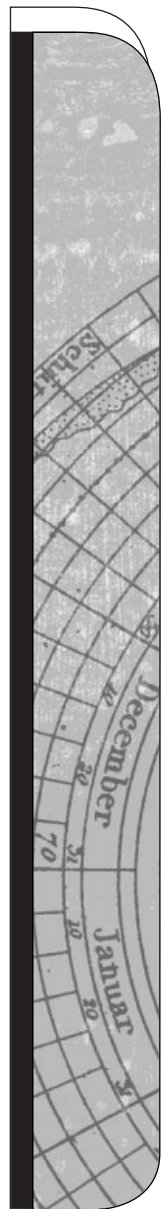
Malhavoc Press

Malhavoc Press is Monte's d20 System imprint devoted to the publication of unusual magic, monsters, and evocative game elements that go beyond traditional fantasy. *Malhavoc Press* products exhibit the mastery of the d20 System rules that only one of its original designers can offer.

The Nexus is a followup to the award-winning *Book of Eldritch Might* and *Book of Eldritch Might II: Songs and Souls of Power*. Next up, *Malhavoc Press* will release Monte's *The Book of Hallowed Might*, a sourcebook designed to do for divine spellcasters what the *Books of Eldritch Might* have done for arcanists.

Current titles are available to purchase in either print or electronic (PDF) format at www.montecook.com.

The portal back to the Nexus can only be found using a *detect invisibility*, *true seeing*, or a similar spell, or by accident. Those traveling from the Nexus can attempt to remember the "door's" location when they pass through the archway by making an Intelligence check (DC 15). Crafty characters might also try to mark the spot where the invisible gate lies, but that may lead the locale's inhabitants into the Nexus.



The Nexus contains magical gateways to all of the locations in this book—and, obviously, a vast number of other places as well.

Nival-Sca possesses the power to shut down any of the archways in the Nexus. If the existence of a magical portal leading into the Nexus becomes too-common knowledge, she does just that—she does not want a lot of unworthy people traipsing through her domain. She can also reactivate archways when desired. She cannot alter an archway to lead to a different locale.

SCRYING

All the archways look out into the places to which they lead. Thus, characters within the Nexus can look through various archways until they find a place to which they wish to travel.

Scrying

It is a mistake, in this author's opinion, that scrying does not allow spell resistance. I believe that, as a variant rule, anyone attempting to scry a creature with spell resistance should be forced to make a check. The scry-related spells in this book state parenthetically whether to allow spell resistance for those using this variant rule.

There are also tricks to hide from a scrying foe, if you know what you are doing. The following circumstances modify the Scry check DC. Obviously, the best way to beat scrying is a spell like nondetection.

DC Mod.	Circumstance of Subject
+15	Standing within 20 feet of a large energy or heat source, such as a pool of lava, the heart of an energy well (See Requiem for a God), or an intraplanar gateway
+15	Standing within 100 feet of a scry disruptort (see page 13)
+10	Holding a source of magical power of at least lesser artifact strength
+10	Polymorph or shape change in effect
+5	Standing within 20 feet of a large amount (at least 100 lbs.) of lead, mithral, or adamantite
+5	Change self or alter self in effect
+1/point	Using the Disguise skill over a DC 25 check
DC Mod.	Circumstance of Scrier
+10	Standing within 20 feet of a large energy or heat source (see above)
+5/try	Previous attempt at same subject failed

Creatures in the destination locale cannot look back into the Nexus through the portal.

Any archway in the Nexus also can be used in attempts to scry upon any being within about a 100-mile radius of the location, assuming that the character making the attempt has at least one rank in the Scry skill. Thus, each archway acts like a *crystal ball* keyed to the area beyond it. Nival-Sca likes to watch through the archway until she sees a creature, then use the archway's scry function to follow that creature as it moves away, thus giving her a good idea of the surrounding area and other inhabitants.

ALTERNATE USE

With a minor tweak, Nival-Sca and her son might become opponents of the player characters, rather than mostly self-interested neutral figures. Perhaps established foes of the PCs reach the Nexus first and convince the wardens of the place that the player characters are foes to resist—they might pose a threat to the Nexus itself, even. Now, not only are the PCs forbidden to enter and use the Nexus (probably not without a lot of sneaking about, or a fight), but their foes have a powerful resource to bring against them.

In this case, it might be interesting to have the PCs get hold of *Paraden, Blade of the Nexus* (see page 13), so they have a means to do most of what their enemies can, but differently. While their foes can travel about and scry using the Nexus, the PCs can do so using the sword (or, if you prefer, vice versa).

CHARACTERS AND CREATURES

In the Nexus proper, player characters may meet the place's two caretakers and its resident guardians.

NIVAL-SCA, MISTRESS OF ETERNITY

Nival-Sca spends the vast amount of her time in deep meditation in her chambers or perusing the archways, gazing at the different locales.

Nival-Sca, female divinely infused* pureblood yuan-ti Wizi4:

CR 20; Medium monstrous humanoid; HD 6d8+36 + 14d4+84; hp 182; Init +8; Speed 30 feet; AC 27 (+4 Dex, +1 natural, +8 bracers, +4 ring); Attack +17/+12/+7 melee, or +17/+12/+7 ranged; SQ DR 10/+2, SR 25, acid, cold, fire, electricity and sonic resistance 20; AL N; SV Fort +14, Ref +15, Will +26; Str 19, Dex 18, Con 22, Int 25, Wis 30, Cha 24

Skills and Feats: Alchemy +23, Concentration +31, Craft (weaving) +19, Diplomacy +16, Disguise +13, Hide +10**, Intimidate +13, Knowledge (arcana) +23, Knowledge (nature) +15, Knowledge (religion) +11, Listen +21, Move Silently +6, Scry +24, Sense Motive +15, Search +22, Spellcraft +23, Spot +36, Swim +7; Alertness, Blind-Fight, Craft Wondrous Items, Dodge, Expertise, Heighten Spell, Improved Initiative, Martial Weapon Proficiency (greatsword), Quicken Spell, Scribe Scroll, Spell Focus (evocation), Spell Mastery (*blur*, *charm person*, *dispel magic*, *gaseous form*, *magic missile*, *mirror image*, *shocking grasp*), Subtle Scrying†

Spell-Like Abilities: 1/day—*animal trance*, *cause fear*, *deeper darkness*, *entangle*, *neutralize poison*, *suggestion*, and *polymorph other*. These abilities are as the spells cast by an 8th-level sorcerer (save DC 17 + spell level)

Link to Revensfall: Her semidivine nature gives Nival-Sca a continual telepathic link to her son, no matter where he is.

* The divinely infused template appears in *Requiem for a God*. However, all the information needed to use *Nival-Sca* appears here.



Psionics (Sp): All yuan-ti can produce the following effects at will:

Detect Poison: As the spell cast by a 6th-level sorcerer

Alternate Form: The yuan-ti can assume the form of a Tiny to Large viper. This ability is similar to a *shapechange* spell cast by a 19th-level sorcerer but allows only viper forms.

Chameleon Power: The yuan-ti can change her coloration and that of her equipment to match her surroundings.

Produce Acid: The yuan-ti can exude acid from her body, dealing 1d6 points of damage to anything she touches. The acid becomes inert when it leaves her body.

Aversion: The yuan-ti creates a compulsion effect targeting one creature within 30 feet.

The subject must succeed at a Will save (DC 21) or gain an aversion to snakes for 10 minutes. Affected subjects must stay at least 20 feet from any snake or yuan-ti, alive or dead; if already within 20 feet, they move away. A subject can overcome the compulsion by succeeding at another Will save (DC 21), but still suffers deep anxiety. This anxiety causes a -4 reduction to Dexterity until the effect wears off or the subject is no longer within 20 feet of a snake or yuan-ti. This ability is otherwise similar to *antipathy* as cast by a 16th-level sorcerer.

Skills: ** Yuan-ti using *chameleon power* receive a +8 circumstance bonus to Hide checks.

Possessions: *Robe of eyes*, *bracers of armor +8*, *ring of protection +4*, *cloak of resistance +2*, *ring of identify scrier†* (as spell, constant effect), *gem of seeing*, scroll of *chain lightning*, scroll of *scry retaliation†*, *scrytalk†* and *item from beyond†*, silver and diamond necklace worth 10,000 gp

Spells (4/6/6/6/5/4/4/3): 0—*detect magic*, *flare*, *mage hand*, *prestidigitation*; 1st—*charm person*, *magic missile*, *shocking grasp*, *shield*, *silent image*, *sleep*; 2nd—*blur*, *cat's grace*, *invisibility*, *levitate*, *mirror image*, *protection from arrows*; 3rd—*dispel magic* (2), *fireball*, *gaseous form*, *slow*, *summon monster III*; 4th—*dimension door*, *heightened fireball*, *shout*, *summon monster IV*, *wall of ice*; 5th—*cloudkill*, *dominate person*, *magic jar*, *nightmare*; 6th—*analyze dweomer*, *eyebite*, *mass suggestion*, *scry blast†*; 7th—*limited wish*, *spell turning*, *teleport without error*

REVENSFALL, THE GATEMASTER

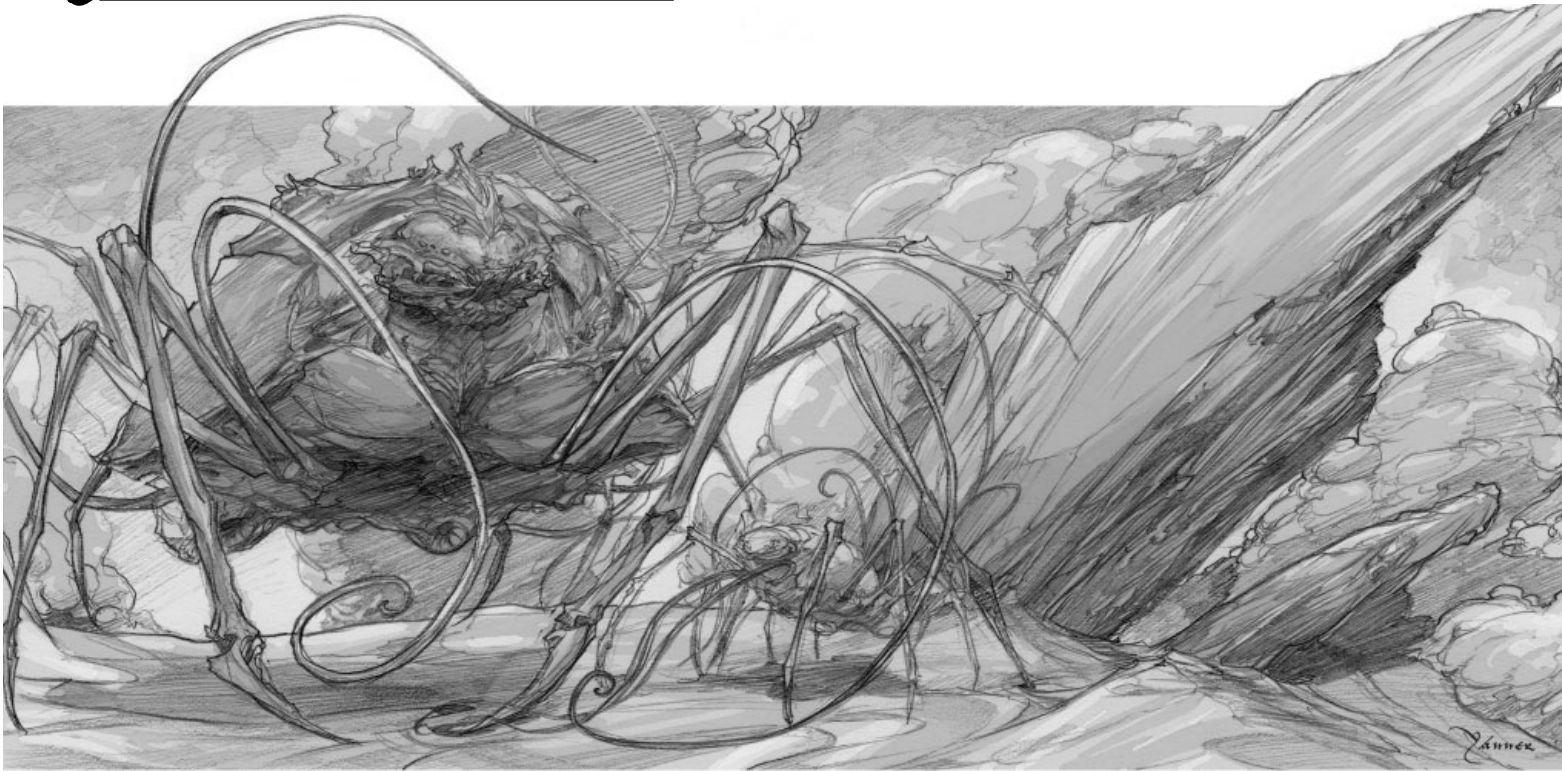
Revensfall often wanders off through one portal or another, but always returns, particularly if his mother calls to him via their telepathic link.

Revensfall, male elf Ftr6/Mnk5: CR 11; Medium humanoid; HD 6d10+12 + 5d8+10; hp 92; Init +9; Speed 40 feet; AC 22 (+5 Dex, +2 Wis, +1 monk, +4 bracers); Attack +14/+9/+14 melee (1d8+8/1d8+6, bladed staff), or +13/+10/+7 melee (1d8+4, unarmed attack), or +16/+11 ranged (1d8+5, composite longbow); SQ Evasion, elf traits, +2 on saves against enchantment, slow fall (20 feet), immune to disease; AL LN; SV Fort +11, Ref +11, Will +8; Str 18, Dex 20, Con 15, Int 12, Wis 15, Cha 12

Skills and Feats: Climb +13, Craft (weaponsmithing) +8, Escape Artist +12, Hide +8, Knowledge (arcana) +8, Listen +5, Move Silently +8, Search +4, Spot +5, Swim +11, Use Rope +7; Ambidexterity, Cleave, Deflect Arrows, Exotic Weapon Proficiency (double-bladed staff), Improved Initiative, Improved Unarmed Strike, Power Attack, Stunning Fist, Two-Weapon Fighting, Weapon Focus (double-bladed staff), Weapon Specialization (double-bladed staff)

Link to Nivalar-Sca: As part of her semidivine nature, Revensfall's mother maintains a continual telepathic link to her son no matter where he may go.

Possessions: +2 *ki channel†*/+2 *double-bladed staff* (as quarterstaff, but 1d8/1d8 damage), *bracers of armor +4*, mighty masterwork composite longbow (+4), 24 +1 arrows, ever-burning torch, *potion of cure moderate wounds*



THE KALLENDINE

Huge Magical Beast

Hit Dice: 15d10+65 (147 hp)

Initiative: +3 (Dexterity)

Speed: 30 feet, climb 30 feet

AC: 27 (–2 size, +3 Dexterity, +8 natural, +8 armor)

Attacks: Two claws +20 melee, bite +18 melee; or six stingers +18 melee; or six thrown spikes +18 ranged

Damage: Claw 2d6+5, bite 1d8+2; or stinger 1d8+5; or thrown spike 1d8+5

Face/Reach: 10 feet by 20 feet/10 feet

Special Attacks: Poison, spikes, improved grab, swallow whole

Special Qualities: Fast healing 5, tremorsense

Saves: Fort +14, Ref +12, Will +6

Abilities: Str 20, Dex 17, Con 21, Int 9, Wis 11, Cha 8

Skills: Listen +9, Spot +9

Feats: Iron Will, Multiattack, Power Attack

Climate/Terrain: The Nexus

Organization: Solitary or squad (3–6)

Challenge Rating: 13

Treasure: Standard

Alignment: Usually lawful neutral

Advancement: 16–25 HD (Huge); 26–30 HD (Gargantuan)

The inhabitants of the Nexus bred the kallendine to serve as guardians. These insectlike monstrosities are covered in a

black carapace reinforced artificially, once the creatures have achieved adulthood, with glistening steel plates that fit the beasts like plate armor.

The creature's head is wide and flat, set in the front of its massive armored body. The majority of the head is a huge, mandibled mouth. The kallendine's undersides bristle with a dozen thin, multi-jointed legs. The two frontmost legs, twice as large as the rest, end in two cleaverlike claws—also augmented with steel. In addition to the mass of insectoid legs, the kallendine have six prehensile tendrils, three coming out of each side. These tendrils end in wicked, venomous spines, which the kallendine can throw as spikes or use to sting prey.

Kallendine can move along any surface, as their many legs adhere like those of an insect or spider.

These creatures do not speak but can understand Common.

COMBAT

A kallendine begins most battles with a volley of spikes, then closes as quickly as it can. Once in melee, it uses its bite to poison foes, then immediately swallows them in their weakened state.

Improved Grab (Ex): To use this ability, the kallendine must hit with its bite attack. If it gets a hold, it automatically deals bite damage and can attempt to swallow the foe.

Swallow Whole (Ex): A kallendine can try to swallow a grabbed opponent of Medium or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 1d8 points of acid damage per round from the kallendine's digestive processes. A swallowed creature can climb out of the kallendine with a successful grapple check. This returns it to the creature's maw, where another successful grapple check allows it to get free. A swallowed creature can also cut its way out by using claws or a Small or smaller slashing or piercing weapon to deal 25 points of damage to the interior of the kallendine (AC 20). Once the creature exits, fast healing and muscular action close the hole; another swallowed opponent must cut its own way out.

The kallendine's interior can hold two Medium, four Tiny, eight Diminutive, or 16 Fine or smaller opponents.

Poison (Ex): Both the bite and the stingers of the kallendine hold venom. Fortitude save (DC 23); initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

Tremorsense (Ex): The kallendine can automatically sense the location of anything within 60 feet that is in contact with the ground.

Spikes (Ex): Rather than sting an opponent with its spikes, the kallendine can use its tendrils to fling the them, causing them to detach and sail through the air like deadly poisoned arrows. New spikes immediately form on the ends of the tendrils. This standard action is an attack with a range of 180 feet and no range increment. A spike deals a critical hit on a natural attack roll of 19 or 20. The creature can launch only 24 spikes in any one day.

FEAT

The inhabitants of the Nexus have access to a single new feat, Subtle Scrying.

SUBTLE SCRYING (GENERAL)

You are harder to detect when you are scrying someone.

Benefit: When you scry upon a subject, the Difficulty Class for the subject to notice your scrying sensor is 30 rather than 20.

Special: You can take this feat multiple times; each time the Difficulty Class to notice the sensor increases by 10.

SPELLS

The inhabitants of the Nexus can access a number of new spells, some of which could be passed on to PCs via scrolls or, if they truly befriend Nival-Sca, through instruction.

DOORWAY TO ELSEWHERE

Transmutation

Level: Wiz/Sor 9

Components: V, S, M

Casting Time: Six hours

Range: See text

Effect: A one-way magical doorway

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell creates a doorway through which you view another location. The doorway is a 5-foot-by-8-foot, one-way magical hole that allows you or anyone else to step into the desired location. You cannot choose or change the position, orientation, or angle of the doorway. Any spell that protects an area from teleportation or scrying also prevents a doorway to elsewhere from opening into it.

Any creature in the destination location with an Intelligence of 12 or higher can notice the doorway by making a Scry skill check (or Intelligence check)

against DC 20. Even if the doorway is noticed, however, it remains one-way and the creature cannot look or step in—he merely knows it is there.

When creating the doorway, choose a place known to you that the doorway leads to—a place you have been or have had described to you. It can even be on another plane. To determine if the doorway appears where you want it to, roll on the following table.

	On	Off	Similar	
Familiarity	Target	Target	Area	Mishap
Very familiar	01–97	98–99	100	—
Studied carefully	01–94	95–97	98–99	100
Seen casually	01–88	89–94	95–98	99–100
Viewed once	01–76	77–88	89–96	97–100
Description	01–52	53–76	77–92	93–100
False destination	—	—	81–92	93–100

Familiarity: “Very familiar” refers to a place where you have been very often and where you feel at home. “Studied carefully” is a place you know well, either because you’ve been there often or because you have used other means (such as scry) to study the place. “Seen casually” is a place you have seen more than

Adventure Seed (Level 12+)

Nival-Sca uses paid agents to contact the player characters and ask them to come to the Nexus to speak with her. She shows them around the otherworldly locale and tells them of its history. Then, she asks them to travel through a portal to D'Stradi (See Chapter Two) and sneak into the throne room of Alikaba, where they are to plant a scry beacon. In exchange, when they are finished the PCs can use the Nexus to travel anywhere they wish. She also gives them a few scrolls containing some of the new spells found in this chapter. In this adventure, the PCs will face a great number of demons and other monsters. Stealth and subterfuge are the order of the day, for fighting one's way into the Bastion of D'Stradi proves a challenge for a character of almost any level.

once but with which you are not very familiar. “Viewed once” is a place you have seen once, possibly using magic. “Description” is a place whose location and appearance you know through someone else’s description, perhaps even from a precise map.

“False destination” is a place that doesn’t exist, such as if you have mistranslated an ancient tome and tried to step into a nonexistent treasure vault that you believe you read about, or if a traitorous guide has carefully described an enemy’s sanctum to you wholly inaccurately. When looking into to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling percentile dice, since there is no real location for you to hope to see or even be off target from.

On Target: The doorway opens into the place you want.

Off Target: The doorway opens into a location a random distance away from the desired location in a random direction. Distance off target measures 1d10 x 1d10 percent of the distance between you and the original location. If the door goes to another plane, the off-target location is another plane.

Similar Area: The doorway opens into a location that’s visually or thematically similar to the target area. Generally, you step into the closest similar place, but since the spell has no range limit, you could conceivably step somewhere else across the globe.

Mishap: The doorway’s energy explodes around you, inflicting 3d6 points of damage to you and all within 10 feet of you.

Material Component: A 5-foot-by-7-foot pane of quality glass with a silver frame, worth at least 5,000 gp

IDENTIFY SCRIER

Divination

Level: Wiz/Sor 1

Components: V, S, M

Casting Time: One action

Range: See text

Target: Magical sensor

Duration: One minute/level

Saving Throw: None

Spell Resistance: No (Variant: Yes)

If you become aware that you are being scried, either through a check or a *detect scrying* spell, you can learn the identity of the creature scrying you. You learn only the name of the scrier, not the scrier’s location or anything else about this individual. Normal proof against divination magic (such as *nondetection*) protects the scrier.

Material Component: A small mirror

ITEM FROM BEYOND

Divination

Level: Wiz/Sor 3

Components: V, S, M

Casting Time: One action

Range: See text

Target: One object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Once you have successfully found a subject with a *scrying* spell or a device such as a *crystal ball*, this spell allows you to transfer an object from your location to the subject’s location, using the magical sensor created by the spell or device as a conduit. The item can weigh no more than 10 lbs. per caster level and appears at the scried subject’s feet. The transferred item cannot be wholly magical (such as the glowing bead of a *delayed blast fireball*) but it can be a magic item (such as a *wand of cure serious wounds* or a +2 *longbow*). Creatures cannot be transferred.

If you become aware that you are being scried, either through a check or a *detect scrying* spell, you can cast this spell to transfer an object to the scrier’s location. You gain no information about the scrier or her location through use of this spell.

Material Component: A strand of silver threads worth at least 150 gp, tied into a loop through which the object must pass

RESIST SCRYING

Abjuration

Level: Clr 1, Wiz/Sor 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One living creature

Duration: One hour/level (D)

Saving Throw: None

Spell Resistance: No

You add +10 to the Scry check Difficulty Class of anyone attempting to scry the target by any means (spell or device). The effects of this spell stack with *static veil*.

Material Component: A 3-ounce piece of lead

SCRY BLAST

Evocation [Force]

Level: Wiz/Sor 6

Components: V, S

Casting Time: One action

Range: See text

Target: One creature being scried

Duration: Instantaneous

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

Once you have successfully found a subject with a *scrying* spell or device such as a *crystal ball*, this spell allows you to channel a blast of destructive energy through the scry sensor

at the subject. The energy inflicts 1d4 points of damage per two caster levels (maximum 10d4). Because this spell allows you to hurl damage upon a foe from great range without putting yourself at risk, many covet and fear it. However, the truth is, this spell does involve a risk to yourself. If the target makes a successful saving throw, the energy rebounds back through the scry link and strikes you (you may attempt a Reflex saving throw to negate the attack).

In any event, a *scry blast* ends a scrying attempt. You must cast a new *scrying* spell to scry the target again, or use your *crystal ball* once more.

SCRY RETALIATION

Evocation [Force]

Level: Wiz/Sor 3

Components: V, S

Casting Time: One action

Range: See text

Target: A creature scrying you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

If you become aware that you are being scried, either through a check or a *detect scrying* spell, you channel a blast of destructive energy at the scrier. The energy inflicts 1d6 points of damage per caster level (10d6 maximum). This spell does not provide any information about the scrier. The damage harms only the scrier, and not the means of scrying (a mirror or *crystal ball*). It does not disrupt the scrying attempt unless, of course, the scrier is killed or knocked unconscious.

Alternatively, rather than channeling a blast of destructive energy, you can channel a single-target spell effect of 3rd level or lower at the scrier. Spells requiring touch or an attack roll cannot be channeled. Since you have no knowledge of the scrier, you don't always know if a spell will prove effective. For example, you can channel a *charm person* spell, but the scrier might be undead or someone otherwise unaffected by *charm person*. You must have the spell currently prepared (sorcerers must know the spell) and after channeling the effect, the spell slot is used.

SCRY REVERSE

Divination

Level: Wiz/Sor 5

Components: V, S, M

Casting Time: One action

Range: See text

Target: Magical sensor

Duration: One minute/level (D)

Saving Throw: None

Spell Resistance: No (Variant: Yes)

If you become aware that you are being scried, either through a check or a *detect scrying* spell, you immediately begin scrying the scrier as if you had successfully cast *scrying* to find him (no Scry check required). This spell functions even if you know nothing about the scrier, and you can continue to scry him even if he ends his own scry. This reversal does not end the original scry.

Material Component: A small silver mirror worth at least 50 gp

SCRYTALK

Divination

Level: Wiz/Sor 2

Components: V, S

Casting Time: One action

Range: See text

Target: Magical sensor

Duration: One minute/level (D)

Saving Throw: None

Spell Resistance: No

Once you have successfully found a subject with a *scrying* spell or device such as a *crystal ball*, this spell allows you to set up a direct verbal communication with that subject, using the magical sensor created by the spell or device as an audio conduit. For the duration, you hear everything the subject says, and the subject hears everything you say. The spell ends if either the duration runs out or the scrying link is broken.

WINDOW TO ELSEWHERE

Divination

Level: Wiz/Sor 7

Components: V, S, M

Casting Time: One hour

Range: See text

Effect: A one-way windowlike aperture

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell creates a windowlike aperture through which you view another location. Unlike scrying, the window allows you to view a specific location, not a specific person. Thus, it uses a different means to determine success, more like teleporting than scrying.

The window is a vertical oval 4 feet tall. This one-way magical hole allows you to look into the desired location and observe all that transpires there, but not interact with or affect it normally. You cannot choose or change the position, orientation, or angle of the window, but if you

Malhavoc Speaks

Obviously, many spells dealing with scrying are incredibly specific. One may not need them all the time. However, when dealing with an opposing mage or cleric who uses scrying against you, they are invaluable. They are useful to keep in your spellbook for just such an occasion, or—if one's talent is sorcery—having them available on scrolls works just as well.

Not every spell is as universally useful as mage armor or fireball, but a smart arcanist knows the importance of the specific as well as the general, when determining effective defense and offense.



successfully create the window to view the desired locale, it always provides a good view of the place (unless new obstructions arise in the locale).

You can use any spell that affects scrying, such as *scry blast* or *scry retaliation*, through a *window to elsewhere* just as if it were a *scrying* spell.

Any creature in the viewed location with an Intelligence of 12 or higher can notice the window by making a Scry skill check (or Intelligence check) against Difficulty Class 20. Even if the creature notices the window, however, it remains a one-way view, so the creature cannot look back in—he merely knows someone might be viewing him.

When creating the window, choose a place known to you for the window to look into—somewhere you have been or had described to you. To determine whether the window looks out upon the place you want it to, roll on the following table.

	On	Off	Similar	
Familiarity	Target	Target	Area	Mishap
Very familiar	01–97	98–99	100	—
Studied carefully	01–94	95–97	98–99	100
Seen casually	01–88	89–94	95–98	99–100
Viewed once	01–76	77–88	89–96	97–100
Description	01–52	53–76	77–92	93–100
False destination	—	—	81–92	93–100

(1d20+80)

Familiarity: “Very familiar” refers to a place where you have been very often and where you feel at home. “Studied carefully” is a place you know well, either because you’ve been there often or because you have used other means (such as *scrying*) to study the place. “Seen casually” is a place you have seen more than once but with which you are not very familiar. “Viewed once” is a place you have seen once, possibly using magic. “Description” is a place whose location and appearance you know through someone else’s description, perhaps even from a precise map.

“False destination” is a place that doesn’t exist, such as if you have mistranslated an ancient tome and tried to look into a nonexistent treasure vault that you believe you read about, or if a traitorous guide has carefully described an enemy’s sanctum to you wholly inaccurately. When looking into to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling percentile dice, since there is no real location for you to hope to see or even be off target from.

On Target: The window looks into the place you want.

Off Target: The window looks into a location a random distance away from the desired location in a random direction. Distance off target measures 1d10 x 1d10 percent of the distance between you and the original location. If the door goes to another plane, the off-target location is another plane.

Similar Area: The window looks into a location that’s visually or thematically similar to the target area. Generally, you look into the closest similar place, but since the spell has no range limit, you could conceivably look into somewhere else across the globe.

Mishap: The window's energy explodes around you, inflicting 3d6 points of damage to you and all within 10 feet of you.

Material Component: An oval pane of quality glass with a silver frame, worth at least 500 gp

MAGIC ITEMS

The Nexus has a magic weapon ability, two wondrous items, and an artifact associated with it.

MAGIC WEAPON ABILITY

Ki Channel: Melee weapons with this ability allow a wielder to channel stunning attacks and the ki strike ability (and any other ability with the word “ki” in the title) through the weapon. Thus, a 19th-level monk wielding a *+1 ki channel quarterstaff* could make stunning attacks with it as she would with her fists, and makes those strikes as a +3 weapon for the purpose of damage reduction.

Caster Level: 9th; **Prerequisites:** Craft Magic Arms and Armor, *greater magic weapon*; **Market Price:** +1 bonus

WONDRIOUS ITEMS

Scry Beacon: This flat silver plate, 6 inches in diameter and covered in runes, can be placed anywhere. Once activated, this device works for one week, then loses all power. While active, it turns invisible and effectively suppresses any active antiscrying spell within 30 feet. Spells suppressed include *static veil* †, *nondetection*, *resist scrying* †, *misdirection*, and *mind blank*.

Caster Level: 11th; **Prerequisites:** Craft Wondrous Item, *greater scrying*; **Market Price:** 5,000 gp; **Weight:** 1 lb.

Scry Disruptor: This flat gold plate, 6 inches in diameter and covered in runes, can be placed anywhere. For any scry attempts made against targets within 100 feet of the disruptor, the check Difficulty Class increases by +15.

Caster Level: 15th; **Prerequisites:** Craft Wondrous Items, *static veil* †; **Market Price:** 50,000 gp; **Weight:** 1 lb.

MAJOR ARTIFACT

Paraden, Blade of the Nexus: The wielder of this *+5 keen greatsword* can use it to cut holes in the fabric of reality. Through these holes, the wielder can view other areas and even travel to them as through a *gate*. This sword allows free use of the *window to elsewhere* † and *doorway to elsewhere* † spells (with no material components needed, and a one-action casting time). Three times per day, the wielder also can use the sword to puncture a very temporary hole in reality that leads to a location of great energy (acid, cold, fire, lightning, or sonic). When this happens, an instantaneous 5-foot-wide, 100-foot-long line of the energy shoots out in the direction the wielder chooses, inflicting 15d6 points of damage of the appropriate energy type.

Lastly, the wielder can open a tiny aperture in space around his body in which to “sheathe” the sword, so it has no weight or encumbrance, and only the hilt shows.

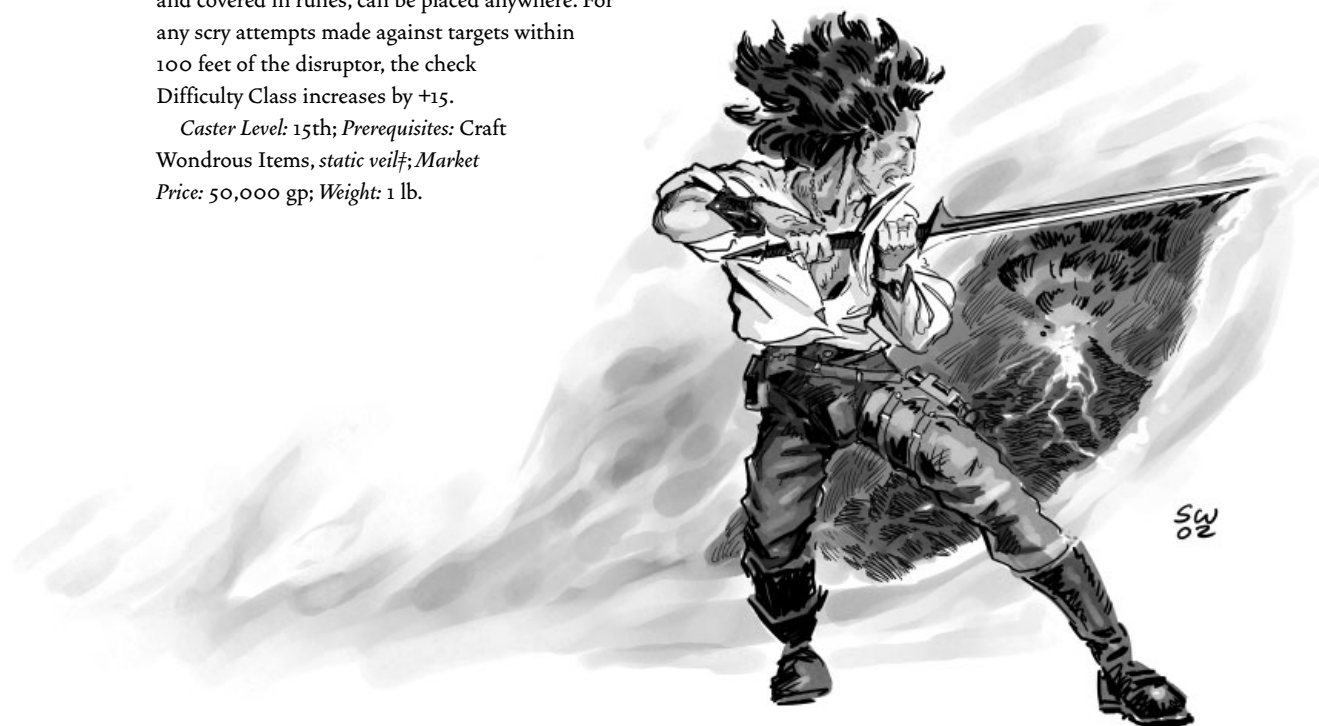
The wielder must draw the sword and slash it around in order to use any of its magical effects.

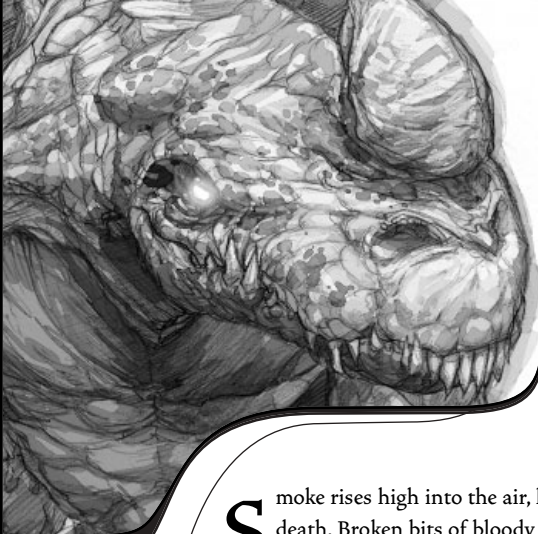
It is said that this weapon was simply found in the Nexus, as though discarded, its creator unknown. Nival-Sca hates the blade. Jealous of its power, she would love to see it back in her possession—where she could destroy or contain it.

Caster Level: 15th

Malhavoc Speaks

I once wielded the Blade of the Nexus, although I never used it in combat (I have no skill in such crudities). I used it instead as a scrying and transportation device—particularly useful after I grew weary of dealing with Nival-Sca every time I wanted to use the Nexus. A fine blade, to be sure.





Bastion of the D'Stradi

In a remote world, a stalwart group of warriors and mages holds back the tides of a demonic invasion. Today, the fighting has ground to a standstill, and the defenders have gained a reputation for skill in battle magic. Can the people of Inshabiv hold back the demons from D'Stradi forever? Is true victory ever possible?

Smoke rises high into the air, heavy with the stink of death. Broken bits of bloody steel lie scattered amid jagged rocks and smashed skulls. When you arrive in Inshabiv, you find a place well acquainted with war.

Even amid the rubble, new soldiers train. Old soldiers plan. Smiths craft weapons and armor with astounding speed and skill. The people of Inshabiv have managed to do the unthinkable for the last 18 years: They have held off a demonic invasion.

BACKGROUND

Inshabiv is a hard land of warriors and barbarians. It lies in the foothills of a rugged mountain range that cuts it off from most other lands. Its people have lived on their own for centuries, and they prefer it that way. So when the demonic host of the archfiend Alikaba opened a portal into Inshabiv with thoughts of invasion, the people there neither fled to another land nor asked for help. They held firm to their rightful home and fought back.

Much to the surprise of Alikaba and her horde, the people of Inshabiv won.

D'Stradi was once a peaceful world of artisans and philosophers. When the demons of Alikaba arrived, the invasion was quick. The corpses piled high, and the devastation was complete. It didn't take the demons long to corrupt the world in its entirety, transforming it into a hellish place of fire, blood, and pain. They built a terrible fortress within the bone-filled ruins of the world's largest city. From there, they planned their next invasion and launched themselves through a permanent portal they constructed into Inshabiv.

In the past 18 years, Alikaba and her generals have bred new types of demons in festering pits of rotting flesh and rotting souls, hoping to create a new living weapon that the defenders of Inshabiv could not withstand. These new demons, named for the world in which they were created, are called D'Stradi abductors, D'Stradi dancers, and D'Stradi annihilators.

Today, the war continues. The demons strike from their fortress in D'Stradi, while the Inshabivans fight them, hoping not only to hold them back, but one day to push into D'Stradi and defeat their demonic foes once and for all.

LAYOUT

Inshabiv's two major fortresses stand near the D'Stradi portal, which lies in a blasted field forever scarred by hundreds of battles. The fortress of Ironheart, manned mostly by dwarves, includes a temple full of powerful clerics. These clerics serve a god of battle and steadfast loyalty and constitute the crux of the land's defense. They raise as many fallen defenders as they can and heal the wounded. They also deal with the hordes of undead the demons use in their armies. Ironheart carries *forbiddance* spells throughout to keep away invaders.

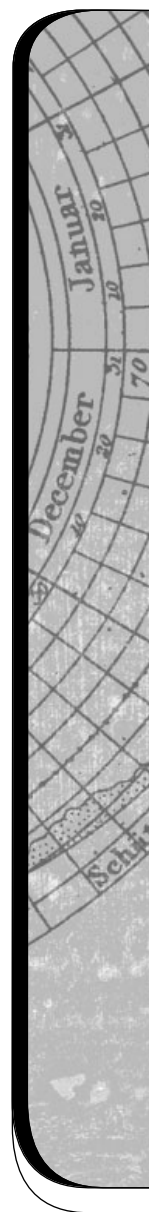
The other fortress, called Uth-Aratell, is the domain of Kalias, a powerful wizard who, along with the legendary Susar and Oroster, developed many of the spells unique to the setting. Kalias now spends much of her time training a cadre of young mages in the fine art of war. Uth-Aratell is warded with all manner of protective spells, including permanent *static veil* and *teleport block* spells.

D'Stradi is a barren place nearly devoid of life except for the foul demons and the monsters they use as a part of their army or to defend their own holdings. These include a great many undead (animated from the murdered people of D'Stradi), harpies, minotaurs, displacer beasts, and chimeras. The rest of the army consists of the new D'Stradi demons, vrocks, and an almost endless supply of dretches.

Alikaba dwells within a fortress built at the heart of a ruined city, near the portal to Inshabiv. This horrible place is built out of stone, steel, and bone. Near the bastion, hezrou demons watch over breeding pools full of new D'Stradi demons. Behind it, in a well-defended compound, lies the prison where captives from Inshabiv are kept. The demons like to take prisoners, both because it prevents the clerics in Ironheart from raising them and because they enjoy experimenting upon them.

USING THIS LOCATION IN YOUR CAMPAIGN

War changes every facet of a place. The landscape lies in shambles. The inhabitants grow hardened and cold. Inshabiv is such a place. However, it can be an interesting, if dangerous, locale to visit. Many learned people go there to find the secrets to all types of battle magic.



Other, darker forces know it to be a place to learn much of demonology.

Although the crux of the setting is D'Stradi, the PCs are more likely to become familiar with Inshabiv. They will almost certainly come into Inshabiv first, although an alternate situation, in which they magically end up in D'Stradi and have to escape to Inshabiv, could prove very interesting and certainly challenging. They would not only have to fight the demonic hordes, they'd also have to convince the Inshabivans that they are not demons themselves.

A PC could come seeking magical knowledge to help fight the invaders, or, alternatively, to make money—the defenders in Inshabiv will pay full price (rather than half) for magical weapons or armor. Merchants (profiteers) take advantage of this situation and send in shipments to earn larger profits. PCs might be guards hired to watch over one such shipment.

A lucky happenstance early in the war against the demons, in which some of Inshabiv's warriors captured a trove of gold and valuables the demons had gathered from conquered D'Stradi, has made the defenders very wealthy. They can afford to import weapons and mercenaries, and even to pay capable adventurers to undertake special missions for them.

Characters wishing to help the defenders might be asked to go on a mission to rescue prisoners held in D'Stradi or to sabotage the breeding pools. Other missions might include ferreting out magically disguised infiltrators in the Inshabiv fortresses—a task which reveals the (understandable) paranoia rampant among the defenders.

ALTERNATE USE

Inshabiv could simply be a remote land in the normal campaign world rather than a world unto itself. This arrangement might motivate the characters even more to help the besieged defenders—now it is their own world they are helping to defend. Perhaps a local church or government sends the PCs to Inshabiv as reinforcements, or they might hear of the situation and go on their own.

Placing the Portal

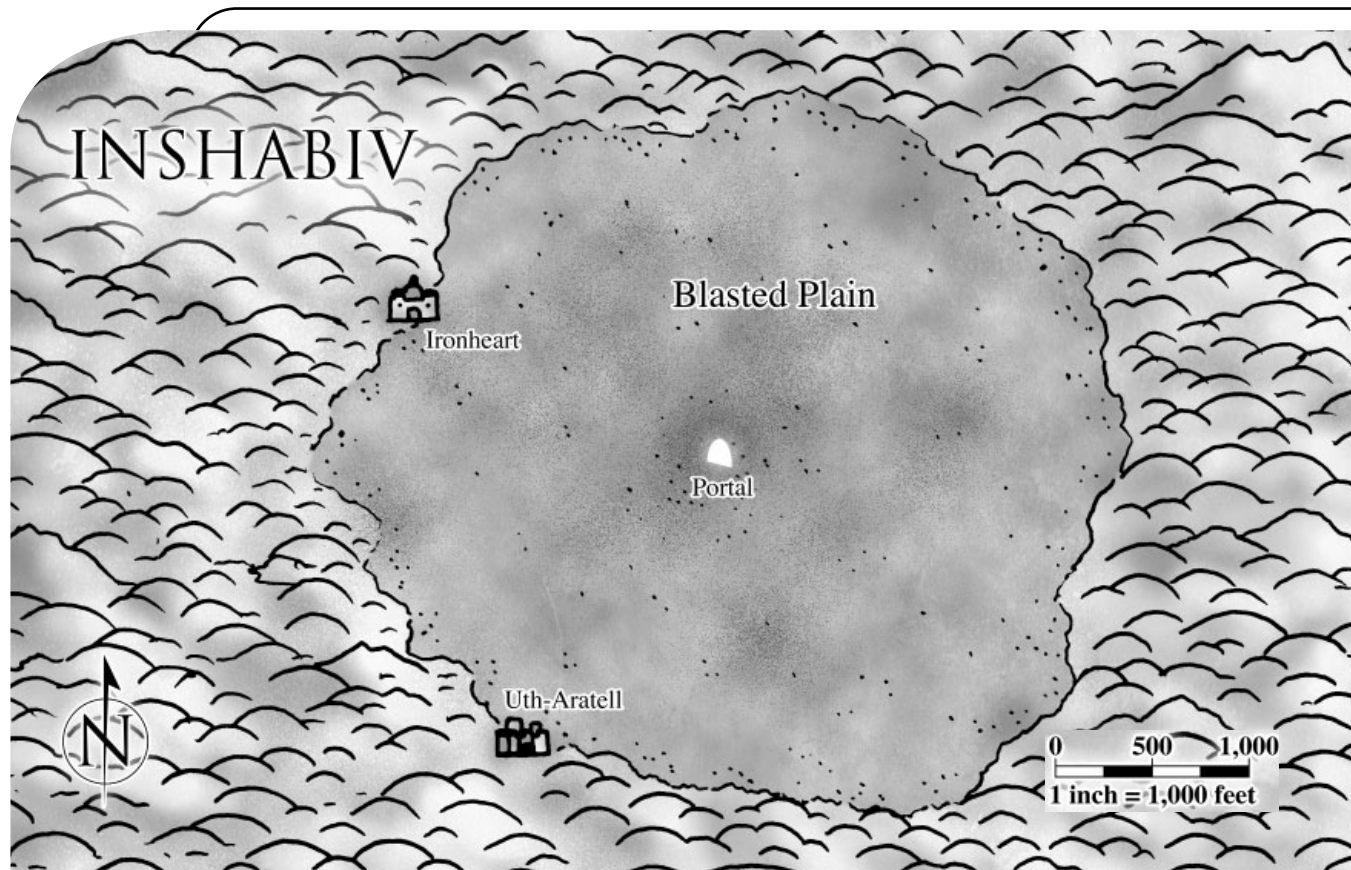
The portal from the Nexus lies in a blasted field near Ironheart. If you would rather send the characters straight to D'Stradi, however, you could place it in the wrecked city instead, some blocks from the prison.

CHARACTERS AND CREATURES

This section describes a foe and an ally the characters might encounter in this locale, as well as the dread D'Stradi demons.

ALIKABA THE MARILITH

Alikaba is a marilith demon, but she wields enough personal power to rise above the ranks of others of her kind. She is considered a minor demon princess in her own right and commands her own army. Though imperious and cruel, she is not a brilliant strategist. She defeats enemies by throwing hordes of demons at them until they fall. Luckily for her, she has enough demons in her army—and the ability to recruit more from the Lower Planes—to make this a viable tactic. Only on the recommendation of her hezrou advisors did she agree to create new demons to help in the war.



Alikaba, marilith Sor7: CR 25; Large outsider (chaotic, evil); HD 9d8+45 + 7d4+35; hp 117; Init +4; Speed 40; AC 32 (–1 size, +4 Dex, +18 natural, +1 ring); Attack +16/+11/+6 melee (1d8+5, +1 longsword), +16 melee (1d8+5, 5 +1 longswords), +13 melee (4d6+7, tail slam); Face/Reach 5 feet by 5 feet/10 feet; SA Improved grab, constrict, spell-like abilities, summon tanar’ri; SQ DR 20/+2, SR 25, tanar’ri qualities; AL CE; SV Fort +13, Ref +12, Will +15; Str 19, Dex 18, Con 20, Int 18, Wis 18, Cha 22

Skills and Feats: Bluff +21, Concentration +16, Hide +21, Knowledge (arcana) +13, Listen +24, Move Silently +19, Scry +15, Search +19, Sense Motive +19, Spellcraft +20, Spot +25; Cleave, Craft Wand, Deflection to Attraction†, Expertise, Multiattack, Multidexterity, Multiweapon Fighting, Power Attack, Sunder

Multidexterity (Ex): Attacks with all six arms at no penalty

Improved Grab (Ex): To use this ability, the marilith must hit a Medium or smaller opponent with its tail slam attack. If it succeeds, it can constrict.

Constrict (Ex): A marilith deals 4d6+7 points of damage with a successful grapple check against Medium or smaller creatures. The constricted creature must succeed at a Fortitude save (DC 19) or lose consciousness for as long as it remains in the coils and for 2d4 rounds thereafter.

Spell-Like Abilities: At will—*animate dead, bestow curse, chaos hammer, cloudkill, comprehend languages, darkness, desecrate, detect good, detect law, detect magic, inflict serious wounds, magic circle against good (self only), magic weapon, project image, polymorph self, pyrotechnics, see invisibility, shatter, telekinesis, teleport without error (self plus 550 lbs.), unholy aura, and unholy blight*. These abilities are as the spells cast by a 13th-level sorcerer (save DC 16 + spell level).

Summon Tanar’ri (Sp): Once per day a marilith can attempt to summon 4d10 dretches, 1d4 hezrous, or one nalfeshnee with a 50 percent chance of success, or one glabrezu or another marilith with a 20 percent chance of success.

Tanar’ri Qualities: Immune to poison and electricity; cold, fire, and acid resistance 20; can communicate telepathically with any creature within 100 feet that has a language

Skills: +8 racial bonus on Listen and Spot checks

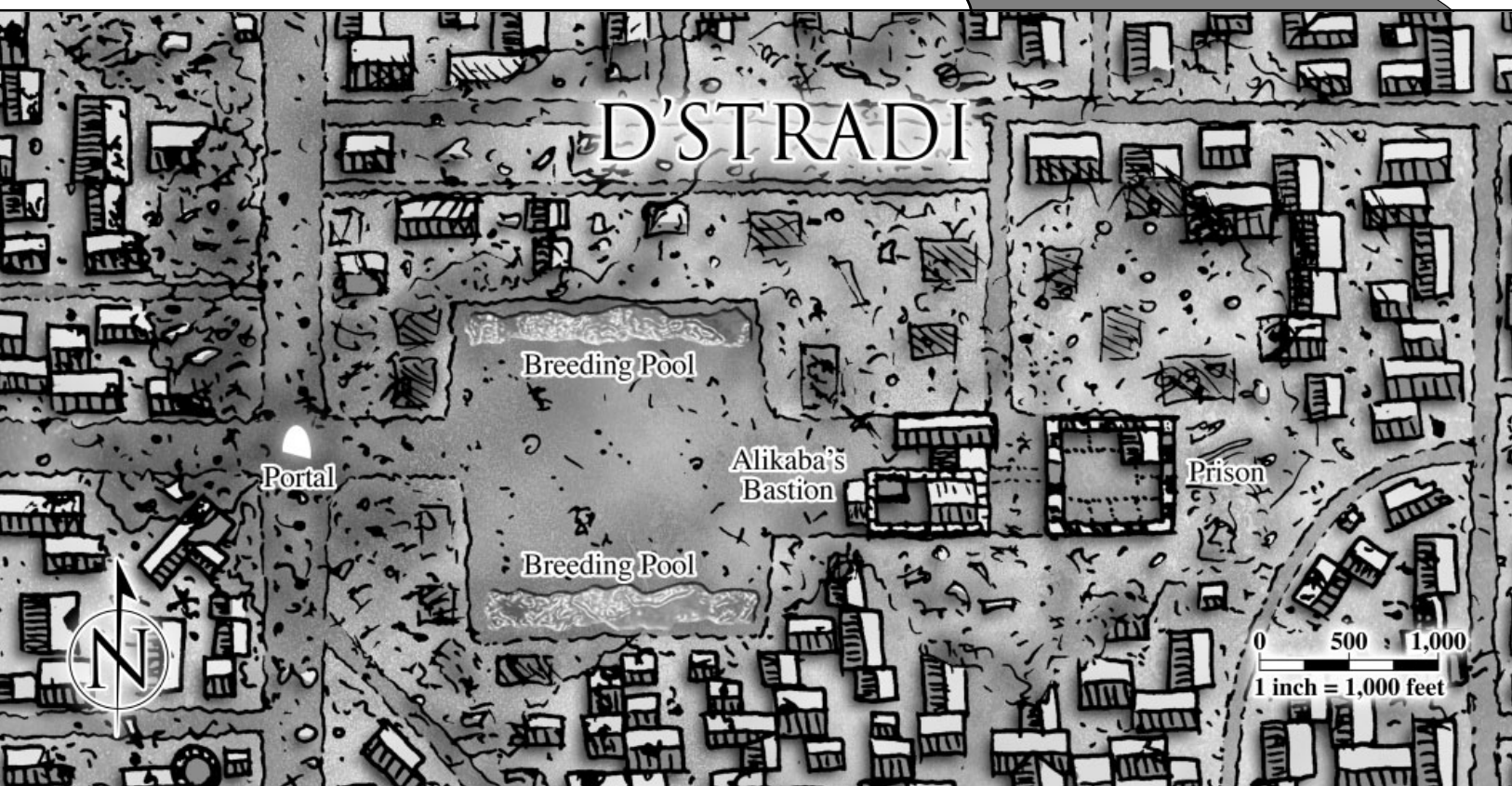
Spells Known (6/8/8/5): 0—*dancing lights, detect magic, flare, ghost sound, mage hand, ray of frost, read magic*; 1st—*arrow deflection†, charm person, chill touch, mage armor, shield*; 2nd—*bull’s strength, endurance, energy lash†*; 3rd—*Alikaba’s gift†, Alikaba’s theft†*

Possessions: +1 unholy longsword, two +1 human bane long-swords, three +1 longswords, ring of protection +1, D’Stradi belt†, wand of fireball (10th-level caster, 32 charges), wand of shield (20 charges), wand of wall of ice (18 charges)

KALIAS OF UTH-ARATELL

Kalias remains always in her tower, either teaching young mages to battle Alikaba’s demons, or preparing some new strategy or defense. Driven and tireless, she commands the respect of all Inshabiv. Because she is so busy, she rarely has time for niceties or kindnesses. She values saving lives over sparing feelings, and victory against demons over politeness and politics.

Kalias has short blond hair and a trim, fit figure. It is difficult to tell her age, but most would place her in her late thirties. A long scar runs down the right side of her face and neck.



Kalias, female human Wiz17: CR 17; Medium humanoid; HD 17d4+68; hp 108; Init +1; Speed 30 feet; AC 21 (+1 Dex, +6 bracers, +4 ring); Attack +10/+5 melee (1d6+2 +1d6 sonic, quarterstaff); SV Fort +11, Ref +6, Will +11; AL NG; Str 12, Dex 12, Con 18, Int 22, Wis 12, Cha 13

Skills and Feats: Alchemy +26, Concentration +24, Diplomacy +6, Intuit Direction +5, Knowledge (arcana) +26, Knowledge (nature) +26, Knowledge (religion) +25, Profession (teacher) +20, Sense Motive +6, Spellcraft +26; Brew Potion, Craft Staff, Empower Spell, Forge Ring, Great Fortitude, Maximize Spell, Quicken Spell, Scribe Scroll, Spell Focus (evocation), Spell Penetration, Still Spell

Possessions: +6 bracers of armor, +4 ring of protection, ring of minor fire protection, staff of the secret sound (22 charges), five globes of Kalias, vest of reflection,

scroll of protection from evil, binding, and iron body, potions of fly, haste, and cure moderate wounds

Spells (4/6/6/5/5/5/5/3/2/1): 0—daze, detect magic, disrupt undead, mage hand; 1st—arrow deflection, color spray, expeditious retreat, magic missile (2), shield; 2nd—blur, energy lash, helm of warding, see invisibility, shrapnel globe, web; 3rd—clairaudience/clairvoyance, fireball, fly, haste, plunge deep to the core; 4th—charm monster, dimension door, gird the warrior, strength to strike, stone-skin; 5th—cloudkill, empowered fireball, hold monster, mind fog, summon monster V; 6th—antimagic field, chain lightning, maximized lightning bolt, Oroster's revenge; Susar's death; 7th—banishment, quickened fireball, power word stun; 8th—incendiary cloud, protection from spells; 9th—meteor swarm

D'STRADI DEMONS

	D'Stradi Abductor (Tanar'ri)	D'Stradi Dancer (Tanar'ri)	D'Stradi Annihilator (Tanar'ri)
	Medium outsider (chaotic, evil)	Medium outsider (chaotic, evil)	Large outsider (chaotic, evil)
Hit Dice:	7d8+14 (45 hp)	10d8+10 (55 hp)	13d8+65 (123 hp)
Initiative:	+7 (Dex and Improved Initiative)	+7 (Dex)	+1 (Dex)
Speed:	40 feet	40 feet	30 feet
AC:	22 (+3 Dex, +9 natural)	27 (+7 Dex, +10 natural)	24 (-1 size, +1 Dex, +14 natural)
Attacks:	Bloodblade +12/+7 melee, bite +6 melee or 2 claws +11 melee, bite +6 melee	2 claws +13 melee or +1/+1 quarterstaff +12/+7/+12 melee	2 claws +18 melee, bite +16 melee
Damage:	Bloodblade 1d10+7, bite 1d6+2, claw 1d6+4	Claw 1d6+3, +1/+1 quarterstaff 1d6+4/1d6+2	Claw 2d6+6 plus poison, bite 2d8+3 plus poison
Face/Reach:	5 feet by 5 feet/5 feet	5 feet by 5 feet/5 feet	5 feet by 5 feet/10 feet
Special Attacks:	Sneak attack, improved grab, spell-like abilities, summon tanar'ri	Pounce, magical dance, spell-like abilities	Energy-draining spew, poison, spell-like abilities, summon tanar'ri
Special Qualities:	DR 10/+1, SR 17, tanar'ri qualities	DR 10/+1, SR 20, magical dance, tanar'ri qualities	DR 20/+2, SR 26, tanar'ri qualities
Saves:	Fort +7, Ref +8, Will +6	Fort +8, Ref +14, Will +10	Fort +13, Ref +9, Will +12
Abilities:	Str 18, Dex 17, Con 14, Int 11, Wis 13, Cha 13	Str 16, Dex 24, Con 13, Int 13, Wis 17, Cha 14	Str 22, Dex 13, Con 20, Int 10, Wis 14, Cha 15
Skills:	Climb +14, Escape Artist +10, Hide +11, Jump +14, Listen +8, Move Silently +10, Spot +8	Balance +17, Concentration +11, Hide +17, Listen +13, Move Silently +17, Perform +12, Search +11, Spot +13, Tumble +17	Climb +19, Concentration +18, Intimidate +15, Intuit Direction +15, Knowledge (the planes) +13, Listen +15, Search +13, Spot +15
Feats:	Combat Reflexes, Improved Initiative	Ambidexterity, Expertise, Two-Weapon Fighting	Cleave, Iron Will, Multiattack, Power Attack
Climate/Terrain:	Any land and underground	Any land and underground	Any land and underground
Organization:	Solitary or gang (3-6)	Solitary or pair	Solitary or pack (4-7)
Challenge Rating:	7	9	13
Treasure:	None	None	Standard
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	8-14 HD (Large); 15-21 HD (Huge)	11-15 HD (Medium); 16-20 HD (Large)	14-18 HD (Large); 19-23 HD (Huge)

Demons are chaotic evil natives of the lower planes, bent on destruction and mayhem. Except where noted below, demons speak Abyssal, Celestial, and Draconic.

COMBAT

Demons, also known as tanar'ri, are ferocity personified and will attack any creature just for the sheer fun of it—even other demons. They enjoy terrifying their victims before slaying them and often devour the slain. Many demons can create darkness, and a group of demons frequently blankets the enemy with darkness before joining battle.

Summon Tanar'ri (Sp): Tanar'ri can summon other tanar'ri much as though casting a *summon monster* spell, but they have only a limited chance of success. Roll percentile dice and refer to the ability description below for the specific type of D'Stradi. On a failure, no tanar'ri answer the summons. Summoned creatures automatically return whence they came after one hour. A tanar'ri that has just been summoned cannot use its own summon ability for one hour.

Most tanar'ri do not use their summon ability lightly, since it leaves them beholden to the summoned creature. In general, they use it only when necessary to save their own lives.

TANAR'RI QUALITIES

Immunities (Ex): Tanar'ri are immune to poison and electricity.

Resistances (Ex): Tanar'ri have cold, fire, and acid resistance 20.

Telepathy (Su): Tanar'ri can communicate telepathically with any creature within 100 feet that has a language.

D'STRADI ABDUCTOR

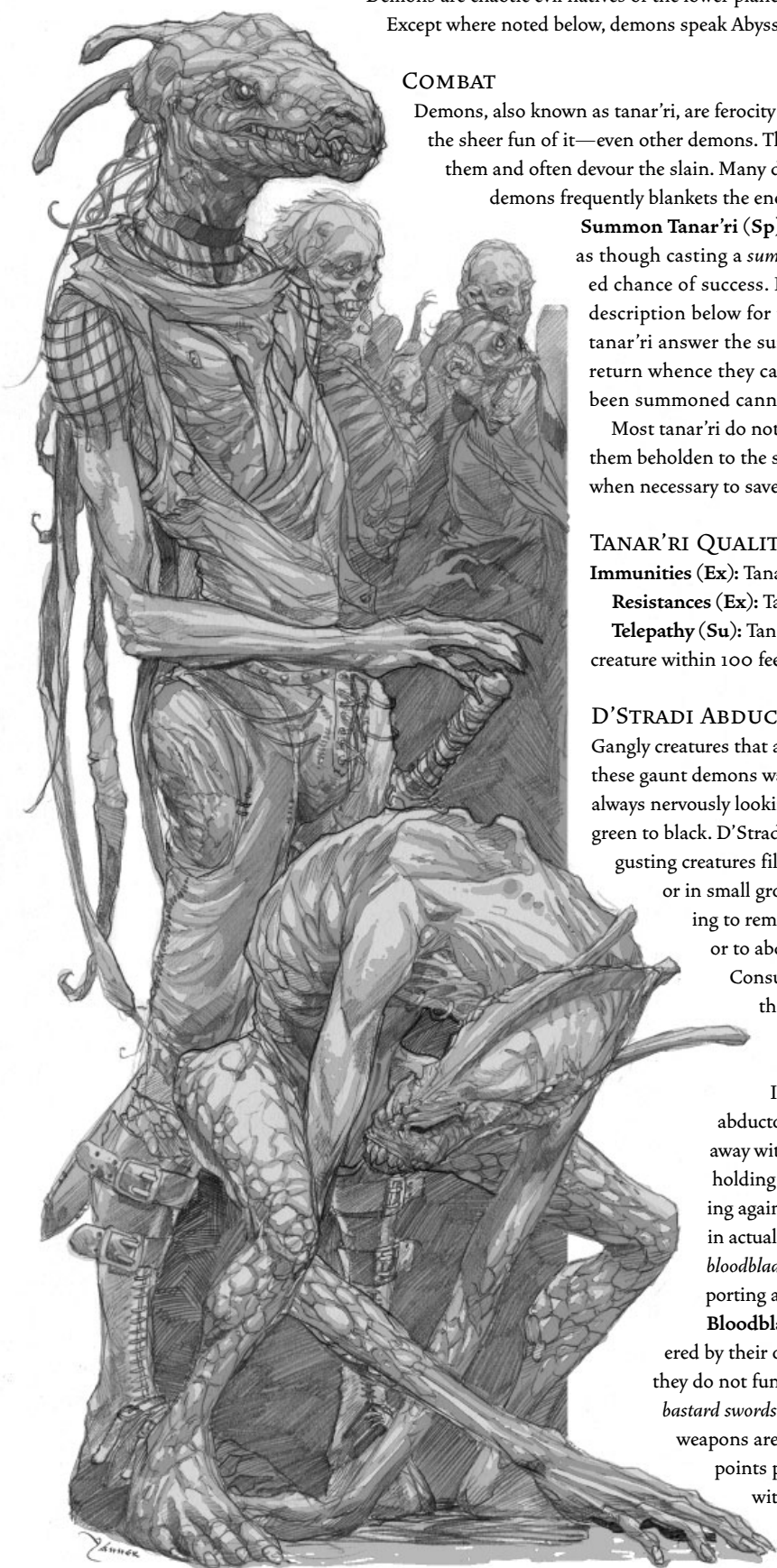
Gangly creatures that appear at first glance to be all arms and legs, these gaunt demons walk in a crouch, their narrow, serpentine faces always nervously looking about. Their scaly flesh runs from a deep green to black. D'Stradi abductors are bloodthirsty, conniving, disgusting creatures filled with loathing and hatred. They work alone or in small groups as thieves and kidnapers, often attempting to remove important individuals from the battlefield or to abduct leaders right out of their own homes.

Consummate cowards, they teleport away if seriously threatened or intimidated.

COMBAT

In combat, the primary tactic of the D'Stradi abductor is to teleport in, grab a victim and teleport away with the captive—usually to a prearranged sealed holding area, where the creature leaves the foe, teleporting again to grab more abductees. If intending to engage in actual combat, they use magical bastard swords called *bloodblades*, although they still attempt to use their teleporting ability to get into position to make sneak attacks.

Bloodblade: D'Stradi abductors use these blades, powered by their own unique blood. This blood tie ensures that they do not function for any other creature other than as *+1 bastard swords*. In addition to being *+1 bastard swords*, these weapons are *wounding swords* that cause a foe to bleed 2 points per round. All D'Stradi abductors are proficient with this weapon.



Sneak Attack (Ex): All D'Stradi abductors can make sneak attacks like rogues, inflicting an additional +2d6 points of damage.

Improved Grab (Ex): To use this ability, the abductor must hit with a claw attack. The creature usually teleports away with successfully grappled victims on the next round.

Summon Tanar'ri (Sp): Once per day a D'Stradi abductor can attempt to summon another of its kind with a 30 percent chance of success or a D'Stradi dancer with a 10 percent chance of success.

Spell-Like Abilities: At will—*cause fear*, *darkness*, *telekinesis*, *teleport without error* (creatures teleported need not be willing, but they do get a Fortitude save to resist); 1/day—*desecrate*. Caster level 9th; save DC 11 + spell level.

D'STRADI DANCER

In many ways, a D'Stradi dancer looks like a D'Stradi abductor standing up straight. Gangly and tall, this demon has electric-blue skin and a long, narrow head. D'Stradi dancers appear lithe and graceful, yet still convey an aura of menace and hate. They often carry quarterstaves to use as they dance for balance and support as well as combat.

As their name might imply, D'Stradi dancers are trained in acrobatic and dexterous combat techniques. They also know certain magical effects achieved through dance, thus using dance to enhance both their combat might and their magic. These bloodthirsty, battle-loving demons favor style and form over results. They consider it more important to attack foes with grace and panache than to actually defeat them.

COMBAT

D'Stradi dancers leap into battle with fervor and aplomb. They attempt to use a magic dance before entering melee. They do not hesitate to tumble out of combat if things go against them. In a group, the dancers prefer to gang up on a single victim rather than fight fair.

Pounce (Ex): If a D'Stradi dancer leaps toward a foe during the first round of combat, it can make a full attack, even if it has already taken a move action.

Magic Dance (Sp): A D'Stradi dancer knows 1d4 of the magical dances listed below, which it can perform to enhance itself or produce effects. The dances are graceful but horrid to behold, with lots of wild, chaotic leaps, gestures, and stances.

Battle Dance: A single D'Stradi dancer who takes 1 round to complete this dance gains a +1 bonus to attack and damage rolls for the next 10 rounds.

Dance of Ruin: To use this dance, five or more demons join hands in a circle, dancing wildly and chanting. If they dance for 3 rounds, a wave of crackling energy flashes outward in a

100-foot radius. All nondemon creatures within the radius suffer 2d20 points of damage (Reflex half, DC 17). Forcing the demons to break the circle stops the dance.

Dance of Speed: Two D'Stradi dancers together can perform this dance in 3 rounds. For the 10 rounds after they finish, both demons are *hasted*.

Shielding Dance: A single D'Stradi dancer who completes this dance after 2 rounds gains a +2 deflection bonus to Armor Class for 10 minutes.

Warding Dance: A single D'Stradi dancer can complete this elaborate dance in 5 rounds, after which, for the next hour, any nondemon must make a Will saving throw (DC 17) to enter a 1,000-foot square designated by the demon. Those failing cannot enter the area until the ward fades.

Spell-Like Abilities: At will—*cause fear*, *darkness*, *dispel magic*, *see invisibility*, *telekinesis*, *teleport without error* (self plus 50 lbs. of gear only); 1/day—*death knell*, *desecrate*, *invisibility*, *major image*, *polymorph self*. Caster level 11th; save DC 11 + spell level.

Summon Tanar'ri (Sp): Once per day a D'Stradi dancer can attempt to summon another D'Stradi dancer with a 30 percent chance of success or a D'Stradi abductor with a 40 percent chance of success.

D'STRADI ANNIHILATOR

Stout, sturdy engines of destruction, D'Stradi annihilators resemble huge reptiles with red, scaly skin. Their enormous maws bristle with daggerlike teeth, and their long, muscular arms sport vicious claws. On the snout of their long, snakelike heads grows a swollen, yellow-orange nodule, and their backs are ridged. These demons stand about 9 feet tall.

D'Stradi annihilators were created for one purpose only: to kill mortal foes. Full of rage and hatred, these demons serve their purpose well.

COMBAT

D'Stradi annihilators charge into combat lusting for battle. Still, they are not stupid; they use their powers wisely. With their energy-draining spew they try to control where their enemies can and cannot go. They use their teleport power

Adventure Seed (Levels 8 to 12)

The player characters find their way to Inshabiv and earn the trust of its defenders. In short order, Kalias asks them to help watch over her fortress while she leaves on a mission that may gain her a powerful new weapon against the demons.

They are by no means the only defenders, or even the ones in charge, but their aid still proves valuable. As it turns out, during their watch in Uth-Aratell, some D'Stradi abductors in magical disguises attempt to sneak into the castle. The PCs need to discover these infiltrators and stop them from doing any harm.



to reposition themselves tactically. Both their claws and their bite contain venom sacs full of poison that hardens muscle tissue.

Energy-Draining Spew (Su): This demon can project a stream of reddish oil from a nodule on its head. It can make a ranged touch attack with the oil against a foe up to 30 feet away as a standard action. If successful, the oil that strikes the foe bestows two negative levels. Should the attack fail, the oil forms a slick puddle in a 5-foot-square area where the target stands. Anyone entering that area over the next 6 rounds automatically gains two negative levels (the original target, if he moves out of the area on his next available action, suffers no ill effects). Ridding a character of these negative levels requires a Fortitude save (DC 21).

Poison (Ex): Claw and bite, Fortitude save (DC 21); initial damage 1d4 temporary Dexterity, secondary damage 2d4 temporary Dexterity

Spell-Like Abilities: At will—*cause fear, darkness, desecrate, dispel magic, see invisibility, telekinesis, teleport without error* (self plus 50 lbs. of gear only); 1/day—*chaos hammer*. Caster level 13th; save DC 12 + spell level.

Summon Tanar'ri (Sp): Once per day a D'Stradi annihilator can attempt to summon another D'Stradi annihilator with a 40 percent chance of success.

FEATS

The feats developed by both sides in this long war deal mostly with combat.

BATTLE TOUCH (GENERAL)

Your touch attack spells last longer, giving them more use in combat.

Prerequisites: Dexterity 15+

Benefit: When you cast a touch spell (not ranged touch), it remains in effect for a full round after you discharge it, allowing you to try to touch more than one target in a round if you have multiple attacks. If you cast a touch attack spell and have multiple attacks due to high level, you can attempt all your touch attacks as though using a full attack action. For example, if a 12th-level sorcerer under the effects of *haste* casts *chill touch*, she can make two touch attacks because she gets two attacks per round, and another because she is *hasted*. Since it was developed by a battle-focused mage, this feat works only with attack spells such as *shocking grasp* or *cause fear*, not beneficial spells like *cure light wounds* (unless *cure light wounds* is used to attack and damage undead).

DEFLECTION TO ATTRACTION (ELDRITCH)

Through subtle manipulation of arcane energies, your attacks strike certain magically protected targets with greater accuracy than they normally would.

Prerequisites: Magical Talent† feat, Dexterity 15+, Charisma 19+

Benefit: Using a standard action, you weave a subtle magical effect around a weapon (or your own fist, for an unarmed attack) that negates deflection bonuses and confers a possible bonus to your attack. On the following round, your first attack ignores your target's deflection bonuses to Armor Class and turns that same bonus into a bonus to your attack roll. If you attack a foe who wears a *+3 ring of protection*, giving him a *+3* deflection bonus to Armor Class, you strike as if that item were suppressed and you had a *+3* bonus to your attack roll to strike that foe. You can perform this feat once per character level per day. You do not need to know whether your opponent has deflection bonuses to use this feat. This is a supernatural ability.

MAGICAL TALENT (GENERAL)

The mystical and eldritch secrets are clear to you.

Benefit: You gain a *+2* bonus to Knowledge (arcana) and Spellcraft. (This feat is reprinted from *The Book of Eldritch Might* for reference's sake.)

PRECISE TOUCH (METAMAGIC)

You can cast area spells as if they were touch spells.

Benefit: Precise Touch converts any area evocation to a spell with a single target, a duration of instantaneous, and a range of touch. Spells whose area stipulates an effect centered on you are not affected by this feat. The Precise Touch spell is as difficult to prepare and cast as a spell one level lower than itself, with a minimum of 1st level. You must be able to cast the spell normally, however.

Not all spells function properly when prepared with this feat. A Precise Touch *desecrate*, for example, does not accomplish much (spells specifically intended to affect a locale almost all fall into this category). A Precise Touch *fireball*, prepared and cast as a 2nd-level spell, inflicts 1d6 points of fire damage per caster level to a single creature or object touched.

SPELLS

The spells unique to this area are almost all combat related, or deal with weapons, armor, and so on.

ACIDIC GLOBES

Evocation

Level: Wiz/Sor 3

Components: V, S

Casting Time: One action

Range: Close (25 feet + 5 feet/two levels)

Targets: Up to one creature or object per round

Duration: One minute/level (D)

Saving Throw: Reflex negates

Spell Resistance: Yes

You create one 1-inch diameter globe of acid per level that orbits around your head not unlike an *ioun stone*. Once you create the globes, you can launch them, as a free action, at a target you designate. You may not launch more than one globe per round. The globe inflicts 1d6 points of damage upon targets who fail their saving throw.

ALIKABA'S GIFT

Transmutation [Teleportation]

Level: Wiz/Sor 3

Components: V, S

Casting Time: One action

Range: Close (25 feet + 5 feet/two levels)

Target: One object or creature

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: Yes

Whatever you hold in your hands you immediately transfer into the hands of a creature you designate at the time of casting. If the subject holds something else, he drops what he's holding to hold your gifted object instead. Should the subject have a free hand, it appears in his free hand, assuming it can be held in one hand. If both hands are full, however, he drops all other held objects to hold the gift in both hands. You may transfer only a single object or creature (with gear), although it can be a complex object (a bucket of water counts as one object). The object or creature must be something you can lift over your head. Failing the saving throw means the subject does not grab the gift; it appears and falls to the ground at his feet. If you transfer a creature, neither the creature nor the subject of the gift get an attack of opportunity. They now share the same space.

If you transfer an immediately harmful substance, such as a handful of acid or a burning-hot coal, the subject suffers damage immediately (if he fails his save) but can drop the object as a free action on his turn. If you transfer something

Malhavoc Speaks

Alikaba's theft is useful and fairly straightforward. Don't underestimate its use, if you ready your action ahead of time, to steal the spell components from a caster's hands or other similar devious tricks.

Alikaba's gift requires a little more thought to come up with interesting uses. I have found that "gifting" an ally to a foe can prove useful, particularly if in so doing you disarm the foe as well. Gifting a cursed item, such as a stone of weight, is also interesting. The best use that I have found, however, involves coupling this spell with a delayed blast fireball.

After a bit of consideration, it becomes obvious that these spells were both conceived in the twisted mind of a demon.

the subject cannot sustain due to its weight or unwieldy nature, the subject drops it immediately and must make another Reflex saving throw to avoid dropping it on himself (such as on his foot) or falling down due to the weight, or both, as the DM sees fit to adjudicate. Only items unattached to a creature can be transferred or dropped because of this spell. A sword in a locked gauntlet or certain cursed items go unaffected.

ALIKABA'S THEFT

Transmutation [Teleportation]

Level: Wiz/Sor 3

Components: V, S

Casting Time: One action

Range: Close (25 feet + 5 feet/two levels)

Target: One object or creature

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: Yes

You must have both hands free to cast this spell, which allows you to steal whatever someone is holding. Whatever she has in her hands, you now hold in yours. You may steal only a single object or creature, although it can be a complex object (a backpack full of gear counts as a single object). You may not steal an object the subject is wearing, such as a ring. You can steal a creature grappled by another creature. The object or creature must be something you can lift over your head. See *Alikaba's gift* for more details.

ARROW DEFLECTION

Transmutation

Level: Wiz/Sor 1

Components: V, S

Casting Time: One action

Range: Personal

Target: You

Duration: One minute/level

Saving Throw: None

Spell Resistance: No

You can deflect one ranged physical (nonspell) attack per round as a free action if you make a Reflex saving throw (DC 20); if the ranged weapon has a magical bonus to attack, the Difficulty Class increases by that amount. If you succeed, you deflect the weapon. You must be aware of the attack and not flat-footed, however.

ARROW REDIRECTION

Transmutation

Level: Wiz/Sor 4

Components: V, S

Casting Time: One action

Range: Personal

Target: You

Duration: One minute/level

Saving Throw: None

Spell Resistance: No

As *arrow reflection*, except that you may redirect the ranged attack at anyone of your choosing within the attack's normal range. The attack retains its initial attack roll to determine whether it hits the new target and inflicts damage normally. Thus, if an archer fires an arrow at you with an attack roll of +25, you direct it at another target, striking if the new target's Armor Class is 25 or less. You can redirect attacks back at the original attacker if you wish.

ARROW REFLECTION

Transmutation

Level: Wiz/Sor 3

Components: V, S

Casting Time: One action

Range: Personal

Target: You

Duration: One minute/level

Saving Throw: None

Spell Resistance: No

You can force one ranged physical (nonspell) attack back at its source each round as a free action. The attack retains its initial attack roll to determine whether it hits the source and inflicts damage normally. Thus, if an archer fires an arrow at you with an attack roll of +25, you reflect it back at the archer, striking if the archer's Armor Class is 25 or less. You must be aware of the attack and not flat-footed, however.

CHANGE WEAPON

Transmutation

Level: Wiz/Sor 1

Components: V, S

Casting Time: One action

Range: Touch

Target: One weapon

Duration: One minute/level (D)

Saving Throw: None

Spell Resistance: No

This spell alters one weapon, transforming it into another weapon of your choice with the same quality and magical abilities (if any). *Change weapon* can increase or decrease a weapon's size by up to three categories, so one could transform a dagger into a dire flail but not into a Huge greatsword. For the purposes of this spell, a "weapon" is



anything designed specifically for fighting; a dagger or sword counts as a weapon, but a butter knife or a chair leg does not. This spell cannot affect or create siege engines or ranged weapon ammunition (bolts, arrows, and so on).

This spell can transform a weapon's ammunition, such as an arrow or a sling stone, into another weapon, such as a melee weapon. However, the ammunition's magical abilities (if any) can be used only once before they are forever lost.

ENERGY LASH

Evocation [Force]

Level: Blk 1, Wiz/Sor 2

Components: V, S, M

Casting Time: 1 action

Range: Personal

Effect: 10-foot-long whip

Duration: One minute/level (D)

Saving Throw: None

Spell Resistance: No

You create a whip made of energy that comes out of the palm of your hand. You can wield the whip as though you were proficient with it. The weapon has a 10-foot reach and inflicts 1d6 points of force energy damage plus 1 point for every two levels (maximum +10). You can also make grapple attacks with the weapon without provoking attacks of opportunity.

Material Component: A 3-inch strip of leather

GIRD THE WARRIOR

Transmutation

Level: Wiz/Sor 4

Components: V, S

Casting Time: One action

Range: Touch

Target: One creature

Duration: One minute/level (D)

Saving Throw: None

Spell Resistance: No

This spell enshrouds its target with tangible, visible force energy in the form of a mighty set of plate armor. The target gains a +10 armor bonus to Armor Class and a +4 enhancement bonus to attack and damage rolls made with melee weapons. The armor has no associated armor check penalties or spell failure chances and weighs nothing. No proficiency is needed to use this armor.

HELM OF WARDING

Abjuration

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: One action

Range: Touch

Target: One creature

Duration: One minute/level (D)

Saving Throw: None

Spell Resistance: No

The creature that you touch—if the creature has a head but is currently not wearing a helmet, hat, headband, or other headgear—suddenly appears to don a golden helmet of energy. The creature then gains a +5 resistance bonus to all saving throws against mind-affecting spells and powers.

Material Component: A small piece of metal hammered to near paper thinness

MINOR WALL OF FORCE

Evocation [Force]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: One action

Range: Close (25 feet+5 feet/two levels)

Effect: A wall whose area measures up to one 10-foot square/level

Duration: One minute/level (D)

Saving Throw: None

Spell Resistance: No

You create an invisible wall of force. The *minor wall of force* cannot move. It has no hardness but can absorb up to 10 points of damage per caster level before being destroyed.

Adventure Seed (Levels 3 to 5)

Perhaps not yet experienced enough to make a huge difference in the course of the war, the player characters can still contribute. During an incursion from D'Stradi, revered dwarven cleric Thorgrin Rockhand is paralyzed and taken away by a force of ghouls and ghosts. While others continue to defend Ironheart, the PCs must recover the captive before the undead reach the portal and get back to D'Stradi. It will be tricky, because force alone cannot overcome the numerous ghouls and ghosts, but if the characters can just reach Thorgrin and give him a potion of remove paralysis, he can probably turn the tide to their favor.

Unlike greater versions of this spell, it does not prove immune to *dispel magic*. *Disintegrate* immediately destroys it, as does a *rod of cancellation*, a *sphere of annihilation*, or *Mord's disjunction*. Spells and breath weapons cannot pass through the wall in either direction, but they may inflict damage normally upon the wall and can potentially

destroy it as easily as physical attacks. *Dimension door*, *teleport*, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material creatures (though ethereal creatures usually can get around the wall by floating under or over it through material floors and ceilings).

The *minor wall of force* must be continuous and unbroken when formed. If any object or creature breaks its surface, the spell fails.

Material Component: A pinch of powdered glass

OROSTER'S REVENGE

Abjuration [Force]

Level: Wiz/Sor 6

Components: V, S

Casting Time: One action

Range: Personal

Target: You

Duration: One minute/level (D)

Saving Throw: None

Spell Resistance: Yes

Any creature that attacks you suffers magical feedback that inflicts 2d6 points of force energy damage + 1 point per caster level. For the purposes of this spell, an attack is any action that requires an attack roll, whether or not the attack succeeds. If you willingly allow someone to touch you (such as a cleric casting a curative spell), no attack roll is needed, and thus the action does not trigger this spell's effect.

PLUNGE DEEP TO THE CORE

Transmutation

Level: Wiz/Sor 2

Components: V, S

Casting Time: One action

Range: Touch

Target: One weapon

Duration: One hour/level (D)

Saving Throw: None

Spell Resistance: No

A weapon affected by this spell bypasses damage reduction. This spell allows a weapon to ignore +1 DR for every five caster levels (maximum +4 DR). Thus, a 10th-level caster allows a weapon to ignore all damage reduction of +2 or less. This spell does not reduce damage reduction. A weapon that ignores +3 DR or less gains no special benefit of striking a creature with +4 DR. This spell does not stack with weapon bonuses.

PROFICIENCY

Transmutation

Level: Wiz/Sor 1

Components: V, S

Casting Time: One action

Range: Personal

Target: You

Duration: One hour/level

Saving Throw: None

Spell Resistance: No

You gain proficiency with a single weapon that you hold in your hand at the time of casting. This spell gives you no special bonus with the weapon, but you do not suffer the nonproficiency penalty while using the weapon.

QUINTELEMENTAL BLAST

Evocation

Level: Wiz/Sor 5

Components: V, S

Casting Time: One action
Range: Close (25 feet + 5 feet/two levels)
Area: Cone
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

A blast of quintelemental energy shoots from your fingertips in a cone, inflicting 1d6 points of damage per level (maximum 12d6). This energy affects creatures as the energy type to which they are most vulnerable, if applicable. Thus, the spell affects a creature with fire resistance 30 as if it were an energy type other than fire. Creatures with a vulnerability to an energy type, such as cold creatures suffering double damage from fire, suffer as if exposed to their vulnerability. Even if a creature has both protection and a vulnerability to one energy type, this spell bypasses the protection and still affects the vulnerability. So if a wizard cast *protection from elements* (fire) on a frost worm, *quintelemental blast* would ignore the protection spell and inflict double damage on the frost worm.

Creatures with resistance or immunity to all elements have appropriate protection from the damage this spell inflicts. A cleric carrying the effects of five different *resist elements* spells (for all five energy types—acid, cold, fire, lightning, and sonic) subtracts 12 points of the damage she normally would suffer from this spell.

SHRAPNEL GLOBE

Conjuration (Creation)
Level: Wiz/Sor 2
Components: V, S, M
Casting Time: One action
Range: Touch
Affect: One metal sphere
Duration: 2 rounds/level
Saving Throw: Reflex half
Spell Resistance: Yes

You create a small metal sphere that exists for no longer than the duration. At any point during the duration, if you hurl or drop the globe, it detonates, spraying metal shards in all directions within a 20-foot radius. The shrapnel inflicts 1d6 points of damage per two caster levels, to a maximum of 5d6. Throwing or dropping the sphere where you want requires a standard action, resolved as a grenadelike missile. You can give the globe to another creature to use, but it requires a standard action to do so.

Material Component: 1 ounce of steel

STRENGTH TO STRIKE

Transmutation
Level: Wiz/Sor 4
Components: V, S, M
Casting Time: One action

Range: Touch
Target: One weapon
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

You devote 2 points of your own Strength (which you suffer as temporary damage) to a weapon you touch. That weapon inflicts +2d6 points of damage for the duration of the spell. (*Note to DMs:* This spell should not become the basis for a magic item, nor should it be made permanent with a *permanency* spell.)

Material Component: A needle

SUSAR'S DEATH

Transmutation
Level: Wiz/Sor 6
Components: V, S, M
Casting Time: One action
Range: Close (25 feet + 5 feet/two levels)
Target: One living creature (see text)
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

Susar created this spell as a means of taking down a powerful enemy quickly. It transforms the blood of a living creature (one that has blood) to molten lead. If the target creature fails its saving throw and has no immunity to fire and heat, it dies immediately. If the creature fails its save but does have immunity to fire and heat, it dies in 1d4 agonizing rounds; a *heal* spell cast during this time saves the creature's life. Creatures successful in their saving throws but not immune to fire and heat suffer 4d6 points of heat damage from the partial transformation.

Material Component: A small glass vial, a drop of blood, and a small piece of lead

VICIOUS SUMMONS

Conjuration (Summoning) [Evil]
Level: Wiz/Sor 5
Components: V, S, M
Casting Time: Full round
Range: Close (25 feet + 5 feet/two levels)
Effect: One fiendish dire weasel
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

Malhavoc Speaks

Of course, a maximized lightning bolt and a disintegrate spell work very well, but neither carries quite the satisfaction associated with a spell like Susar's death when you are dealing with a foe you truly despise. I try not to let such base emotions drive my actions . . . but sometimes I fail.

You summon a fiendish dire weasel as if using a *summon monster* spell. The difference is, the monster appears on top of a creature within range (caster's choice), with its teeth already sunk into the creature as if it had made a successful bite attack. The weasel then uses its attach and blood drain powers on subsequent rounds. If the fiendish dire weasel kills the target or becomes unattached, it attacks normally, as it would under the effects of a normal *summon monster* spell. Unlike other summoned monsters, even if the caster speaks the creature's language, it cannot receive commands other than to attack.

Material Component: An animal's tooth

MAGIC ITEMS

The war in Inshabiv and D'Stradi has resulted in the creation of a few new magic items. These include some of the most potent armor, shield, and weapon enhancements known—a few go beyond the normal limit of +5.

ARMOR SPECIAL ABILITIES

Demon Repelling: The armor gives demons an additional –2 circumstance penalty to attack rolls when they attempt attacks against the wearer.

Further, it gives the wearer SR 20 against any demon-cast spell or spell-like ability.

Caster Level: 15th; *Prerequisites:* Craft Magic Arms and Armor, *repulsion, spell resistance*; *Market Price:* +5 bonus

Dispelling: The armor automatically casts *dispel magic* as soon as the wearer comes under the effects of a dispellable spell, spell-like ability, or effect, as a free action (the armor activates the spell—the wearer does not even have to be aware of it). The armor casts *dispel magic* as a 10th-level caster but does not counter spells. This power activates only once the wearer is actually affected by the spell. Thus, it provides no help against spells of instantaneous duration, such as *cone of cold*. It does help against *charm person* or *web*.

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor, *animate objects, dispel magic*; *Market Price:* +8 bonus

WEAPON SPECIAL ABILITIES

Arcane Blasting: If a character strikes a foe with this weapon, the weapon inflicts an additional +3d6 points of



force energy damage. Bows, crossbows, and slings bestow this ability upon their ammunition.

Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, forceblast#; Market Price: +4 bonus

Armor Piercing: When a character attacks an armored foe with this ranged weapon, the attacker ignores the armor and enhancement bonuses to Armor Class provided by the armor. Armor piercing has no effect on shields. This ability can apply only to ranged weapons or ammunition. Armor with the fortification ability ignores armor piercing.

Caster Level: 13th; Prerequisites: Craft Magic Arms and Armor, pierce#, disintegrate; Market Price: +3 bonus

Armor Shattering: If a wielder strikes an armored foe with this weapon, the foe must make an immediate Fortitude saving throw (DC 19) or the armor is destroyed. Magic armor adds its enhancement bonus to the saving throw. Armor shattering has no effect on shields. This ability can apply only to slashing or bludgeoning melee weapons.

Caster Level: 13th; Prerequisites: Craft Magic Arms and Armor, shatter, disintegrate; Market Price: +4 bonus

Eldritch Blasting: Should a character strike a foe with this weapon, it inflicts an additional +6d6 points of force damage. Bows, crossbows, and slings bestow this ability upon their ammunition.

Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, forceblast#; Market Price: +7 bonus

Eldritch Manawall Crushing: With each successful strike, this weapon drains 5 SR from a target for 24 hours. Every subsequent strike drains an additional 5 SR.

Caster Level: 11th; Prerequisites: Craft Magic Arms and Armor, enervation, greater dispelling; Market Price: +3 bonus

Magetuned: This weapon displays no special qualities except in the hands of a wizard or sorcerer. Such a character gains a +4 luck bonus to attack rolls when using this weapon. This ability most commonly appears on simple weapons, staves in particular.

Caster Level: 13th; Prerequisites: Craft Magic Arms and Armor, Mord's transformation; Market Price: +1 bonus

Manawall Crushing: With each successful strike this weapon drains 1 SR from the target for 24 hours. Every subsequent strike drains an additional 1 SR.

Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, enervation; Market Price: +1 bonus

Resistance Breaking: This weapon ignores damage reduction of +1, +2 or +3.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, plunge deep to the core#; Market Price: +1 bonus

Shield Piercing: If a character uses this ranged weapon to attack a foe with a shield, the attacker ignores the armor and enhancement bonuses to Armor Class provided by the

shield. Shield piercing has no effect on armor. This ability applies only to ranged weapons or ammunition. Shields with the fortification ability ignore shield piercing.

Caster Level: 13th; Prerequisites: Craft Magic Arms and Armor, pierce#, disintegrate; Market Price: +3 bonus

Shield Shattering: If a wielder uses this weapon to strike a foe holding a shield, the foe must make an immediate Fortitude saving throw (DC 19) or the shield is destroyed. Magic shields add their enhancement bonus to the saving throw. This ability applies only to bludgeoning or slashing melee weapons.

Caster Level: 13th; Prerequisites: Craft Magic Arms and Armor, shatter, disintegrate; Market Price: +4 bonus

Unruly: This weapon pulses with wild, almost uncontrollable energy. All attacks with it suffer a -4 circumstance penalty. The vigor that fills the weapon allows it to inflict +2d6 points of additional damage on every strike.

Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, strength to strike#; Market Price: +2 bonus

RINGS

Devlin's Ring: If you wear this wooden ring and pull back an empty bow of any kind, an arrow appears, nocked and ready to fire. Should you fire the arrow, it inflicts damage and acts in all ways as a normal arrow. If you don't fire the arrow, it fades after 1 round.

Caster Level: 1st; Prerequisites: Forge Ring, Devlin's barb#; Market Price: 2,000 gp

Golemfist: These rings come in pairs, and you must wear them both (taking up both of your ring "slots") in order to use them. The wearer not only gains the Improved Unarmed Strike feat for free, but inflicts unarmed attack damage like a golem. The wearer follows all other rules regarding normal unarmed strikes and receives no other golemlike abilities (including attack bonus, number of attacks, etc.) beyond those noted:

Flesh: 2d8 points of unarmed damage

Clay: 2d10 points of unarmed damage

Stone: 2d10 points of unarmed damage; wearer can cast *slow* once per day

Iron: 2d20 points of unarmed damage; wearer can breathe a cloud of poison gas once per day that fills a 10-foot cube directly in front of the character, as a free action. The cloud lasts 1 round. Victims must make a Fortitude save (DC 17) or suffer as initial damage 1d4 points of temporary Constitution, secondary damage (a minute later) death.

Caster Level: 7th (15th for iron golem rings); Prerequisites: Forge Ring, righteous might, slow (clay golem ring only), cloudkill (iron golem ring only); Market Price for a Pair: 20,000 gp (flesh), 28,000 gp (clay), 34,000 gp (stone), 66,000 gp (iron)

STAVES

Staff of Corrosion: This *+1 acidic/+1 acidic quarterstaff* is made of blackened, gnarled wood. Originally designed by a demonic wizard, it remains a favorite among certain D'Stradi demons to this day. It allows use of the following spells:

Malhavoc Speaks

Some may think a razor cloak would take some getting used to, believing one could only use it to attack foes behind you. In truth, the cloak is long enough to reach around and attack foes in front of you as well, yet agile enough that it never gets in the way of what you are doing—even casting a spell.

- *Acidic burst*† (1 charge, DC 11)
- *Acidic globes*† (1 charge, five globes)
- *Brutal seething surge*†† (1 charge, 1d8+5 points of damage, DC 14)

Caster Level: 5th;

Prerequisites: Craft Staff,

acidic burst†, *acidic globes*†, *brutal seething surge*††; *Market Price:* 38,162 gp

Staff of the Secret Sound: This short *+1 sonic/+1 sonic quarterstaff* made of mithral is lightweight and topped with what appears to be a tuning fork. The defenders in Inshabiv designed it because sonic attacks prove very useful against demons. It allows use of the following spells:

- *Silent sound*† (1 charge, 5d6 points of damage)
- *Shatter* (1 charge, DC 13)
- *Suggestion* (1 charge, DC 14)

Caster Level: 5th; *Prerequisites:* Craft Staff, *silent sound*†, *shatter*, *suggestion*; *Market Price:* 35,350 gp

WONDROUS ITEMS

D'Stradi Belt: This brown leather belt allows the wearer to carry an additional 500 lbs. when he uses a teleportation spell or spell-like ability with a weight limit.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *bull's strength*, *teleport*; *Market Price:* 10,000 gp; *Weight:* 1 lb.

Globe of Kalias (globe of negation): This small ceramic ball measures 3 inches in diameter. When thrown against a hard surface (like the body of a demon) it shatters, releasing a powder that coats everything within 5 feet (treat as a grenadelike missile). Any creature in the area with spell-like abilities finds them suppressed (whether currently active or not) for 2d6 rounds. The creature gets a Will saving throw to resist the effects (DC 14), but the attack ignores spell resistance.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *dispel magic*; *Market Price:* 1,500 gp; *Weight:* 1 lb.

Manawall Robe: Coveted by demons and other creatures with spell resistance, this drab gray robe adds +2 SR to a creature who naturally possesses spell resistance. It does not function for someone who gains spell resistance as the result of an item or spell.

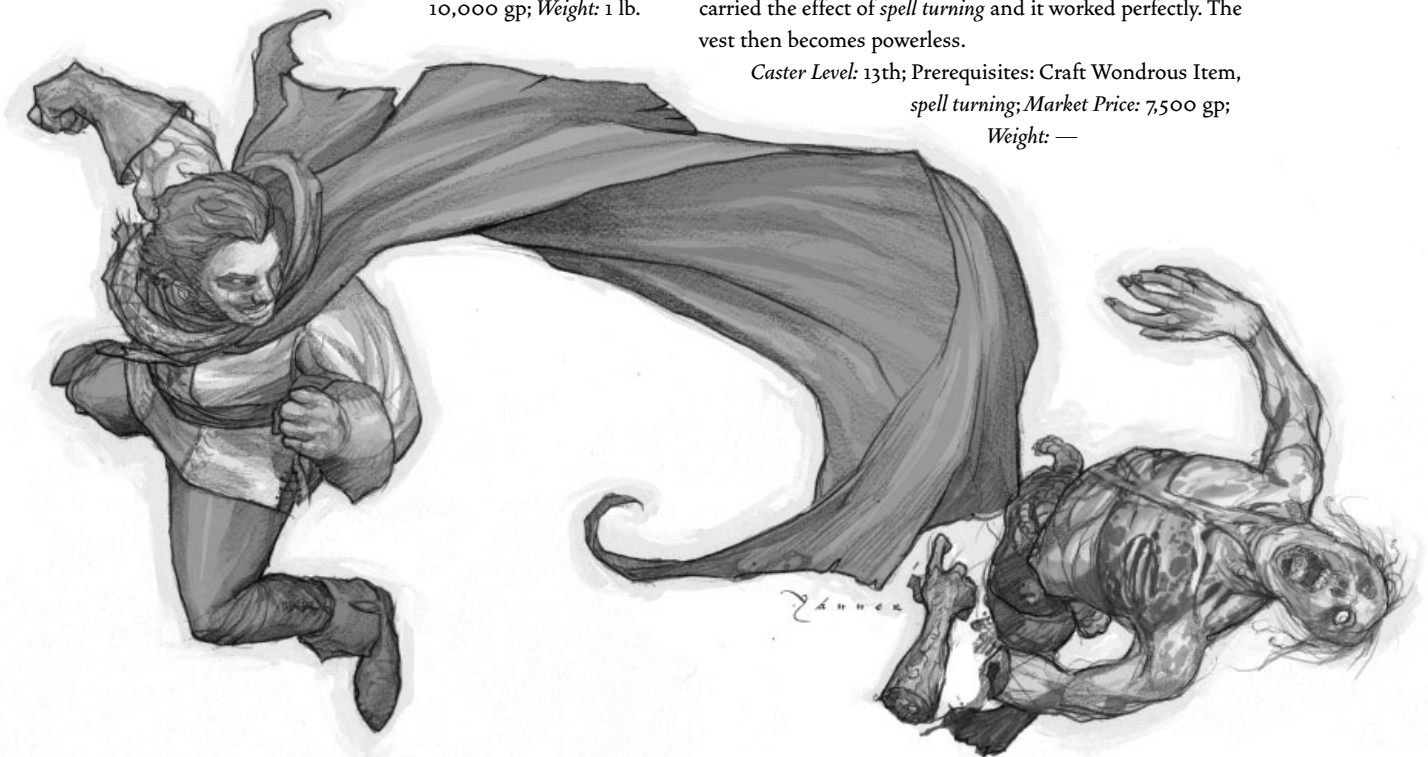
Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *spell resistance*; *Market Price:* 8,500 gp; *Weight:* 1 lb.

Razor Cloak: This long, flowing, black-and-red cloak has a supernaturally sharp hem and the ability to animate to a limited degree, attacking as the wearer directs. As a standard action, or as part of a full attack action, the cloak can attack any foe adjacent to the wearer with a +10 bonus. (This is in addition to your normal attacks.) The attack inflicts 1d8 points of damage. For the purposes of damage reduction, treat the cloak as a +1 weapon. The level, skill, or ability scores of the wearer do not modify the cloak's attack and damage.

Caster Level: 13th; *Prerequisites:* Craft Wondrous Item, *animate objects*; *Market Price:* 12,000 gp; *Weight:* 1 lb.

Vest of Reflection: Worn over another garment or even armor, this lightweight vest turns aside the first three enchantment spells cast upon the wearer, as if the wearer carried the effect of *spell turning* and it worked perfectly. The vest then becomes powerless.

Caster Level: 13th; *Prerequisites:* Craft Wondrous Item, *spell turning*; *Market Price:* 7,500 gp; *Weight:* —



Pool of Glenmasis

In a secluded sylvan woodland, protected from the outside world by subtle spells and glamours, the Pool of Glenmasis serves as a gathering place for fey creatures, elves, and similar beings. These creatures conduct various activities around the pool, but one of the most interesting is running a virtual marketplace for magic items. The trade is brisk and complex, and for anyone new to interacting with fey creatures—let the buyer beware!

Glenmasis, a dryad queen, pronounced that upon her death she would bequeath her power to the earth itself. She wielded great power indeed, and when she finally did pass, a magical pool appeared at her burial site, swallowing up the queen's final remains.

BACKGROUND

The pool lies deep within a virtually untouched and unspoiled forest. The trees here look like majestic pillars holding up the roof of the sky. The undergrowth forms a lush, spongy carpet of leaves, moss, and grass. During the day, all is quiet—even the birds show their respect with silence.

At night, however, all manner of creatures—wood elves, dryads, satyrs, pixies, centaurs, unicorns, and even the occasional lammasu, hag, or dragon—arrive. Outsiders come as well. They gather to gossip, to trade, and to celebrate, depending on their own goals.

The pool's magic provides a perfect sanctuary. The pool itself is the size of a small pond, 10 yards across. However, the water's power radiates out 100 yards beyond the edge of the pool, preventing anyone in the area from sustaining permanent damage of any kind (though it does not prevent temporary ability score damage and subdual damage). This quality renders most types of conflict impossible. Water removed from the pool retains no power, except that it never goes stagnant. Those thinking of taking up residence in this safety zone soon discover the error of their ways, however. Remaining within the area of the pool for more than eight hours causes one to be teleported to a random location anywhere in the world; only a greater god can resist this effect. One cannot find the Pool of Glenmasis again for 101 days after such a banishment, regardless of the magic employed (even the portal from the Nexus cannot do it) or how well one knows the way.

Often, if a visitor here threatens real violence—which is bad for business—someone knocks the offender unconscious (pixie *sleep* arrows do the trick) for more than eight hours. When he wakes up, he finds himself somewhere else and can't get back.

USING THIS LOCATION IN YOUR CAMPAIGN

Of all the things of interest to visitors to the Pool of Glenmasis, the trade of magic items and spells probably intrigues them the most. All sorts of magic changes hands there, though the fey traders specialize in magic of a subtle nature. Low-powered spells and items, unknown to many nonfey, find new owners at the pool.

Trading with the fey can be dangerous, however. They seek to trick, disorient,

or confuse those they deal with. They do this not because they are evil, out of spite, or to inflict any real harm. It is simply their way. They look upon commerce as a game, and they play to win. The fey consider themselves to have won if they:

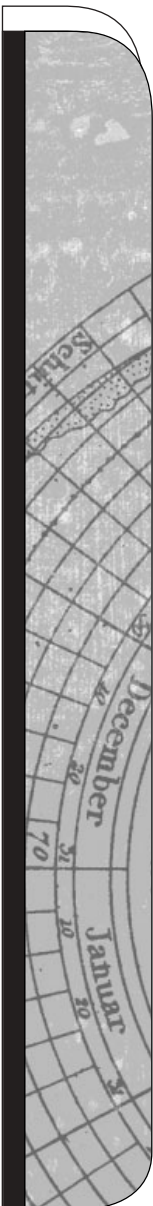
1. Sell you something you can't use
2. Sell you something you don't really want
3. Sell you something for far more than it is worth
4. Buy something worth far more than what they pay
5. Force you to make a promise you can't keep
6. Force you to forfeit the deal, after wasting your time or looking foolish

The terms "buy" and "sell" apply here in a very general way. While most of the merchants at the Pool of Glenmasis accept gold, they prefer other payment—usually an item or a service. This makes the game more personal, and therefore more enjoyable.

For example, a PC might want to obtain a *wand of blissful sleep*. The pixie who owns the wand asks the character for an item of equivalent worth (implying that the wand was fully charged, but she doesn't actually say that), such as a *potion of fly*. If the character asks the pixie whether the wand is charged, she says "yes" (it has one charge). If asked whether it is *fully* charged, the pixie looks disappointed, but says "yes," pulling out a different wand that is actually fully charged.

Placing the Portal

DMs may wish to locate the portal from the Nexus in the trees near the pool—within the 100-yard range of its peacekeeping power.



A satyr might have an *animated instrument* for sale—a set of reed pipes that play themselves. In exchange, he asks a character to come back the next day and count his sheep for him. What he doesn't tell him is that the owner of the pipes is struck blind in daylight (an effect that must be remedied with *remove curse*). When the blind character can't count the sheep, the satyr demands his pipes back. If the character removes the curse or manages to count the sheep anyway,

the satyr admits defeat.

Fey Cursed Items

Fey items don't normally have terrible curses, but they often carry special requirements to activate, or minor—often annoying—curses, such as things that make the user look ugly or foolish. One item might force the user to make a Fortitude saving throw (DC 11) or be affected by an alter self-like spell that gives him or her the head of a donkey for an hour. Another item might require the user to get a goat to lick it each day in order to function.

You can refer to the cursed items section in the DMG, Chapter Eight, for ideas for such things.

And of course, not all fey items are cursed. In fact, most are not. It's just that you never know. . .

Of course, the DM can simply allow this little “game” to come down to a single die roll if desired. In such a case, the fey makes a Bluff check opposed by the character's Sense Motive check. If the character's check result is higher, he has seen through the fey's trick and gets the item he wants for a fair price. If the fey's check is higher, the character pays too much, ends up looking foolish, or winds up with nothing at all, as the DM decides. This method is more expedient, though not nearly as much fun.

It is important to remember that this means of tricking and trading is not viewed as evil or unlawful. The fey do not lie, and when their “opponent” gets the better of them or sees through their trick, they usually just admit defeat. An evil creature, either on its own or in disguise (perhaps as a fey), might have malicious intent or may actually lie. Such a creature might also seek revenge against a buyer that gets the better of it.

And, to complicate things further, some of the merchants and traders aren't interested in trickery at all. Either because they are not fey, or because they have a real need, they may simply want to make some money or get someone to help them with a service.

PCs might come to the Pool of Glenmasis for the trade in magic, or they might have another reason. For example, an individual that they are looking for, either a friend or a foe, might frequent the place. If a foe, the pool's unique, nonviolent qualities make for an interesting encounter that forces enemies to act peaceably, at least for a time. It is also a place where a character can find temporary sanctuary when on the run.

A dryad has a scroll with the spell *glamour* on it. She tells a cleric character she'll give him magic that will make him beautiful. After he buys the scroll, he sees that it is not divine magic—but when he confronts the dryad, she claims all he has to do is study wizardry to become beautiful!

ALTERNATE USE

If you want to give the place a more sinister bent, the spectre of Glenmasis the dryad queen might take an active role in watching over the site. Those who wish to come to the pool must pay her in blood, which they drip into the pool itself. Now, for the most part, only evil creatures come here, and the place becomes a hidden market of darkness. Folks trade evil items and other sinister commodities, such as poisons or the occasional slave.

CHARACTERS

DMs should feel free to populate the Pool of Glenmasis with whomever and whatever they wish. Most likely the clientele constantly changes, as do the vendors. Here are just a few individuals who may become regulars at the pool:

VAS THE CENTAUR

Vas is not actually a merchant, and she doesn't want to buy anything. She is looking for her friend, Saarash the nixie. Saarash has been missing for weeks, and Vas feels certain that, if she could, she would come to the Pool of Glenmasis. So each night Vas arrives to wait for her friend. If any character will help her find Saarash, she would be most grateful.

Vas, female centaur Rgr3: CR 6; Large monstrous humanoid;

HD 4d8+4 + 3d10+3; hp 52; Init +5 (+5 Dex); Speed 50 feet; AC 19 (+5 Dex, -1 size, +2 natural, +3 armor); Attack +11/+6 melee (12d8+4, longspear), or +11/+6 ranged (1d8+4, longbow); AL CN; SV Fort +5, Ref +10, Will +7; Str 18, Dex 20, Con 12, Int 13, Wis 12, Cha 10

Skills and Feats: Climb +9, Craft (leatherworking) +7, Handle Animal +2, Hide +7, Intimidate +2, Listen +4, Move Silently +7, Open Lock +6, Ride +10, Spot +4, Wilderness Lore +5; Power Attack, Track, Weapon Focus (longspear)

Possessions: +1 *longspear*, masterwork studded leather, mighty composite longbow (+4), 20 arrows, 15 gp

NYCARAK THE GREEN HAG

Nycarak comes to the Pool of Glenmasis to sell the potions she makes. Being devious and sneaky, she'll cheat customers if she can, although never so flagrantly as to make people stop buying from her. Of course she looks hideous, and she hides her appearance in a hooded cloak—not to disguise *what* she is, but simply so people won't stare, which she despises.

Nycarak, female green hag Adp3: CR 7; Medium monstrous

humanoid; HD 9d8+9 + 3d6+3; hp 63; Init +1; Speed 30 feet, swim 30 feet; AC 23 (+1 Dex, +11 natural, +1 ring); Attack +16 melee (1d4+5, 2 claws); AL CE; SV Fort +7, Ref +8, Will +12; Str 21, Dex 13, Con 12, Int 19, Wis 16, Cha 12

Skills and Feats: Alchemy +6, Bluff +3, Concentration +13, Heal +5, Hide +7, Knowledge (arcana) +10, Knowledge (nature) +10, Listen +13, Profession +7, Scry +10, Spellcraft +10, Spot +13, Use Rope +3; Alertness, Brew Potion, Blind-Fight, Combat Casting, Great Fortitude, Scribe Scroll

Spell-Like Abilities: At will—*change self*, *dancing lights*, *ghost sound*, *invisibility*, *pass without trace*, *tongues*, and *water breathing*. These abilities are as the spells cast by an 8th-level sorcerer (save DC 11 + spell level).

Weakness (Su): The green hag can weaken a foe by making a special touch attack. The affected opponent must succeed at a Fortitude save (DC 13) or take 2d4 points of temporary Strength damage.

Mimicry (Ex): Green hags can imitate the sounds of almost any animal found near their lairs.

Possessions: +1 ring of protection, scroll of protection from good and cure light wounds, potions of water breathing (2), cure light wounds (4), endure elements (2), and invisibility (2), 112 gp, 35 sp

Spells (3/3): 0—*cure minor wounds*, *detect magic*, *read magic*; 1st—*bless*, *burning hands*, *cure light wounds*

BABIRAN THE PIXIE

Babiran is a classic fey merchant who frequents the pool. He always brings only one item (worth less than 2,000 gp, often from those listed in this chapter) and tries to sell it to someone in exchange for some humiliating service. No one knows where he gets the items he sells. Some speculate that he knows the location of a magical treasure hoard deep in the wilderness.

Babiran, male pixie: CR 4; Small fey; HD 1d6; hp 4; Init +4; Speed 20 feet, fly 60 feet (good); AC 16 (+1 size, +4 Dex, +1 natural); Attack +6 melee (1d4–1, dagger), or +6 ranged (1d6, composite shortbow); SA Spell-like abilities, special

arrows; SQ SR 16, natural invisibility; AL NG; SV Fort +0, Ref +6, Will +4; Str 7, Dex 18, Con 11, Int 16, Wis 15, Cha 16

Skills and Feats: Bluff +7, Concentration +4, Craft (goldsmithing) +7, Escape Artist +8, Heal +6, Hide +12, Listen +8, Move Silently +8, Ride +8, Search +9, Sense Motive +6, Spot +8; Dodge, Point Blank Shot, Rapid Shot, Weapon Finesse (dagger), Weapon Focus (shortbow)

Natural Invisibility (Su): A pixie remains invisible even when it attacks. This ability remains constant, but the pixie can suppress or resume it as a free action.

Spell-Like Abilities: 1/day—*confusion* (the pixie must touch the target), *dancing lights*, *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect thoughts*, *dispel magic*, *entangle*, *permanent image* (visual and auditory elements only), and *polymorph self*. These abilities are as the spells cast by an 8th-level sorcerer (save DC 13 + spell level).

Possessions: +1 dagger, composite shortbow, 10 arrows, two memory loss arrows, three sleep arrows

Special Arrows: Pixies sometimes employ arrows that deal no damage but can erase memory or put a creature to sleep.

Memory Loss: An opponent struck by the arrow must succeed at a Fortitude save (DC 15) or lose all memory. The subject retains skills, languages, and class abilities but forgets everything else until receiving a *heal* spell or memory restoration with *limited wish*, *wish*, or *miracle*.

Sleep: Any opponent struck by the arrow, regardless of Hit Dice, must succeed at a Fortitude save (DC 15) or be affected as though by a *sleep* spell.

SPELLS

Most of the spells known by regulars at the Pool of Glenmasis are low level or deal with minor or subtle subjects. Many of them are available to adepts, as well as to the more traditional classes.



ANIMATED TATTOO

Illusion

Level: Brd 0, Wiz/Sor 0**Components:** V, S, M**Casting Time:** One hour**Range:** Touch**Effect:** A 3-inch-square area of flesh**Duration:** Permanent**Saving Throw:** None**Spell Resistance:** No

You create a tattoo with the ability to move in place upon a creature's skin. Thus, the spell can create an animated tattoo of a lion roaring or a dragon breathing fire, a moving waterfall, or a warrior swinging a sword. The image and its movements are preset; once the spell is cast, one cannot change them.

The image is decorative only, with no other effects.

Material Component: 10 gp worth of expensive inks

APOLIOTH'S CONDEMNATION

Evocation

Level: Clr 5, Drd 5, Wiz/Sor 4**Components:** V, S, M**Casting Time:** One action**Range:** Medium (100 feet + 10 feet/level)**Area:** 20-foot-radius burst**Duration:** Instantaneous**Saving Throw:** Reflex half**Spell Resistance:** Yes

You create a burst of magical energy that deals 1d6 points per level in subdual damage (maximum 10d6). Further, those failing their saving throw become entangled by lingering threads of magical energy for 1d6 rounds. An entangled creature suffers a –2 penalty to attack rolls and a –4 penalty to effective Dexterity. He can move at half speed but can't run or charge. An entangled character who attempts to cast a spell must make a Concentration check (DC 15) or lose the spell. The spell affects only living creatures—objects, undead, and constructs remain unharmed.

Material Component: A ball of cotton and some spiderweb

BETRAY THE YEARS

Abjuration

Level: Adp1, Brd 1, Clr 1, Drd 1, Wiz/Sor 1**Components:** V, S, M**Casting Time:** One action**Range:** Touch**Target:** One nonmagical object of no more than 10 lbs. per level**Duration:** Permanent**Saving Throw:** None**Spell Resistance:** No

You make one object immune to the effects of time. Wood doesn't rot, paper doesn't yellow, water doesn't evaporate, and so on. This spell does not protect against forces other than time. So, for example, a rock can still be worn down by the erosion of running water.

Material Component: A tiny hourglass-shaped piece of blue quartz worth 10 gp

BLISSFUL SLEEP

Abjuration

Level: Adp1, Brd 1, Clr 1, Drd 1, Wiz/Sor 1**Components:** V, S, M**Casting Time:** One action**Range:** Touch**Target:** One willing, living creature**Duration:** Eight hours**Saving Throw:** None**Spell Resistance:** Yes

The target can get a good night's sleep even in horrible conditions. Even wearing armor, lying on a slimy dungeon floor surrounded by corpses, a character can sleep soundly. This sleep is not a compulsion, however—it affects only willing targets.

Characters who sleep for the full duration of this spell wake up so refreshed, they gain a +1 circumstance bonus to the first skill or ability check they make that day. Characters sleeping under the effects of this spell are immune to *nightmare*.

Material Component: A tuft of sheep's wool

BLUE BOLT

Evocation

Level: Wiz/Sor 1**Components:** V, S, M**Casting Time:** One action**Range:** Touch**Target:** One living creature**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** Yes

You point your finger and from it erupts a thin blue bolt. You must make a ranged touch attack to use the bolt to strike a foe. If it hits, you deal 1d6 points + 1 point per level of subdual damage (maximum +10). This spell has no effect on objects, undead, or constructs.

Material Component: Any blue stone

COMRADES' TRAIL

Conjuration (Creation)

Level: Adp 1, Wiz/Sor 0**Components:** V, S, M**Casting Time:** One action**Range:** Touch**Area:** A trail up to one mile long/level**Duration:** One hour/level (D)**Saving Throw:** None**Spell Resistance:** Yes

You create a trail, like a glowing thread, visible only to those whom you name while casting the spell. You can name only one creature per level. Nothing can disturb the trail physically, but it can be dispelled, and even 1 point of damage inflicted from a magical source destroys it. You can use this spell to create a visible trail through a maze, through a thick woods, or anywhere where you want your friends to follow.

Material Component: A handful of bread crumbs

DETECT DISEASE

Divination

Level: Adp 0, Clr 0, Drd 0, Pal 1, Wiz/Sor 0**Components:** V, S**Casting Time:** One action**Range:** 60 feet**Area:** A quarter circle emanating from you to the extreme of the range**Duration:** Concentration, up to one minute/level (D)**Saving Throw:** None**Spell Resistance:** No

You can detect in a creature the presence of disease or disease-causing filth or conditions, etc. The amount of information revealed depends on how long you study a particular area or subject:

1st Round: Presence or absence of disease

2nd Round: Number of disease or disease-ridden areas and the location of each. If a disease source lies outside your line of sight, then you discern its direction but not its exact location.

3rd Round: The general type of disease: the damage it inflicts, the incubation period, contagion factors, and the relative difficulty of the save.

Note: Each round, you can turn to detect disease in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 1 yard of wood or dirt blocks it.

ENHANCE FAMILIAR

Transmutation

Level: Wiz/Sor 1**Components:** V, S**Casting Time:** One action**Range:** Close (25 feet + 5 feet/two levels)**Target:** Your familiar**Duration:** 10 minutes/level**Saving Throw:** None**Spell Resistance:** No

Your familiar gains a +2 enhancement bonus to Constitution and Dexterity. It gains a +10-foot bonus to its speed. You cannot share this effect, nor can it be cast on any other creature.

FEY STORAGE

Transmutation

Level: Wiz/Sor 1**Components:** V, S**Casting Time:** One action**Range:** Personal**Target:** You**Duration:** 24 hours (D)**Saving Throw:** None**Spell Resistance:** No

You create an extradimensional space hidden on your person that can store up to 5 lbs. per level of objects able to fit through a 6-inch-square opening. This space resembles a *bag of holding* in most ways. If this spell ends with objects stored, they fall to the ground at your feet. Although some say the spell gains its name from the fact that you could store a pixie in the space, it actually comes from the fact that it was created by a fey caster.

FEY WARD

Abjuration

Level: Drd 3, Wiz/Sor 3**Components:** V, S**Casting Time:** One action**Range:** Personal**Area:** 20-foot-radius globe centered around you**Duration:** 1 round/level (D)**Saving Throw:** None**Spell Resistance:** No

A sphere of yellowish magical energy surrounds you. No fey with fewer Hit Dice than you can get through the globe. The spell moves with you.

Note: This spell may be used only defensively, not aggressively. Forcing an abjuration barrier against creatures the spell keeps at bay collapses the barrier.

GLAMOUR

Illusion

Level: Brd 1, Wiz/Sor 1**Components:** V, S, M**Casting Time:** 1 action**Range:** Personal**Target:** You**Duration:** 10 minutes/level (D)**Saving Throw:** Will disbelief (if interacted with)**Spell Resistance:** No

You ensorcel yourself to appear beautiful to anyone looking upon you. Not only will they find you attractive, but all Bluff, Diplomacy, and Gather Information checks gain a +5 circumstance bonus. This spell does not change any specifics of your appearance, such as gender, race, and so forth, although it proves useful to cast in conjunction with *change self* or *alter self*.

Material Component: A drop of perfume

GUIDE CRAFT

Transmutation

Level: Brd 1, Wiz/Sor 1**Components:** V, S, M**Casting Time:** One action**Range:** Touch**Target:** See text**Duration:** One hour/level**Saving Throw:** None**Spell Resistance:** No

A cart, wagon, boat, or ship moves as you command. The vehicle can be no larger than 10 feet long plus 2 feet per level (a 10th-level sorcerer can steer a 30-foot-long vessel). The craft must have its normal means of locomotion (or you must cast *power craft*). You do not need to concentrate to maintain this effect, so you could cast it on a horse-drawn wagon, command it to “go straight,” and take a nap. The horse will pull the wagon straight until you tell it otherwise or the spell’s duration ends. The spell does not imbue a craft (or the animals pulling it) with intelligence. It cannot avoid obstacles that you do not tell it to avoid. Nor can it follow a

command that requires intelligence, such as,

“Sail to the port city of Andrecon” or even, “Follow the road.” Only simple instructions work, such as “straight,” “left,” “right,” and so on.

Material Component:
An arrowhead

Malhavoc Speaks

It is the rare mage that avoids the temptation to use magic for vanity. I myself have a permanent cantrip that blows a chill wind around me—I like the impression it makes upon others. Vain? Perhaps. But I am not alone. I cannot possibly recall the number of times that I have cast dispel magic upon arcanist foes only to dispel the glamour they had cast upon themselves. How many of us have defeated our dread and beautiful foe only to find him misshapen, pocked, and fat? Years spent sitting in ancient, dust-ridden libraries or stooped over in fume-filled laboratories rarely produce an appealing appearance. Never fool yourself into considering glammers anything but extremely common.

HYGIENE

Transmutation

Level: Adp 0, Brd 0, Clr 0, Drd 0, Pal 1, Wiz/Sor 0**Components:** V, S**Casting Time:** One action**Range:** Touch**Target:** One creature**Duration:** Instantaneous**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

You clean one creature, ridding it of dirt, sweat, contamination, foul odors, and so on. This spell not only makes its subject presentable for fine company, it promotes better health. For 24 hours after the casting, the affected creature gains a +1 circumstance bonus on all saves against disease. Used frequently, this spell can help stave off tooth decay and other such minor maladies, although this has no in-game effect.

ICED FIRE

Conjuration (Creation)

Level: Asn 1, Wiz/Sor 1**Components:** V, S**Casting Time:** One action**Range:** Touch**Effect:** A small chunk of ice**Duration:** Up to one hour/level**Saving Throw:** Reflex half**Spell Resistance:** Yes

This spell creates a chunk of ice about the size of a human fist with a red, glowing center. Over the course of the duration, the ice melts. You determine the spell’s exact duration when you cast it, but it can be no longer than one hour per level and no shorter than one minute. When the duration ends, the ice finishes melting, and the exposed center bursts with heat and flame, inflicting 2d6 points of damage to all within 5 feet. This spell proves useful as a minor sort of “time bomb” with a potentially long duration.

Heat, however, can alter the duration set by the caster. Every point of fire or heat damage applied to the ice chunk reduces the spell’s duration by 10 minutes. If the duration falls to 0 or below, the ice’s core detonates.

INSTILL FAMILIAR

Transmutation

Level: Wiz/Sor 4**Components:** V, S, M**Casting Time:** One action**Range:** Touch**Target:** Your familiar**Duration:** Up to one hour/level or until discharged

Saving Throw: None

Spell Resistance: No

Your familiar gains the ability to cast one 4th-level or lower spell that you know, once. You actually cast the spell you are transferring into the familiar, so you lose the prepared spell or the spell slot. The familiar casts the spell when it decides to do so, although you can give it instructions as normal. It casts the spell as if it were you, using your level and ability scores where applicable. If the spell requires material components, you must provide them. If the spell costs experience points, you must pay.

Material Component: An owl feather

INVISIBLE FAMILIAR

Illusion

Level: Wiz/Sor 1

Components: V, S, M

Casting Time: One action

Range: Touch

Target: Your familiar

Duration: One hour/level (D)

Saving Throw: None

Spell Resistance: No

Your familiar is rendered invisible to sight as if you cast *invisibility* upon it. It must remain in physical contact with you or it becomes visible. You cannot share this effect, and it cannot be cast on any other creature.

Material Component: A dollop of wax

KEEP DRY

Abjuration

Level: Adp o, Brd o, Clr o, Drd o, Wiz/Sor o

Components: V, S, M

Casting Time: One action

Range: Touch

Target: One object

Duration: Eight hours (D)

Saving Throw: None

Spell Resistance: No

You magically protect one object from getting wet. Even if submerged underwater, the object remains dry. Objects that normally would absorb water (cloth, paper, a sponge) under the influence of this spell do not. Characters often cast this spell to protect their spellbooks or scrolls when in damp areas.

Material Component: A pinch of dust

KEEP FRESH

Abjuration

Level: Adp o, Brd o, Clr o, Drd o, Wiz/Sor o

Components: V, S, M

Casting Time: One action

Range: Touch

Target: 1 lb. of food

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

Food under the effect of this spell does not spoil, rot, or decay in any way. It doesn't even change temperature (hot food stays hot, cold food stays cold). It remains as fresh at the end of the duration as it was at the beginning.

Material

Component: A pinch of salt

LETHALITY DENIED

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 3, Wiz/Sor 2

Components: V, S, M

Casting Time: One action

Range: Close (25 feet + 5 feet/two levels)

Target: One creature

Duration: One minute/level or until triggered

Saving Throw: Will negates

Spell Resistance: Yes

The next time the target makes a melee or ranged attack that will kill a foe by inflicting more hit points than the foe has left, the damage becomes subdual instead—the attack does not slay the foe but merely knocks her unconscious. This spell does not affect the attack roll, only the type of damage inflicted. No more than one creature can be saved with a single casting of this spell, regardless of the circumstances.

Material Component: A bit of cotton fluff

LONG FLAME

Transmutation

Level: Adp 1, Wiz/Sor o

Components: V, S

Casting Time: One action

Range: Touch

Target: One candle, lantern, or torch

Duration: See text

Saving Throw: None

Spell Resistance: No

You take one lit candle, torch, or lantern and increase the amount of time it will burn without consuming additional fuel or wick by a factor of 1 + your level. Thus, a 1st-level caster increases the amount of time a torch lasts—usually an hour—by 2 (thus, three hours).

Malhavoc Speaks

I've found it incredibly useful to send my invisible familiar ahead—into a danger I do not wish to risk, myself—and command it to launch a lightning bolt at a foe, while I remain far behind. But perhaps that's just me. I am, after all, on familiar number nine.

Perhaps I should research some protective spells for one's familiar.

MAGICAL PERFORMANCE

Transmutation

Level: Brd 0, Clr 1, Wiz/Sor 1**Components:** V, S**Casting Time:** One action**Range:** Personal**Target:** You**Duration:** One minute/level**Saving Throw:** None**Spell Resistance:** No

You gain a +5 circumstance bonus to Perform checks. This bonus applies only to checks made while attempting normal Perform checks, not for checks that have to do with feat or item activation or for bardic special abilities.

MINOR LASTING IMAGE

Illusion

Level: Brd 1, Wiz/Sor 1**Components:** V, S**Casting Time:** One action**Range:** Close (25 feet + 5 feet/two levels)**Area:** 1 square foot**Duration:** Permanent**Saving Throw:** Will disbelief (if interacted with)**Spell Resistance:** No

You create a very small, immobile illusion of any object, force, or creature you visualize. The illusion does not create sound, smell, texture, or temperature, nor does it move. The resulting illusion matches your visualization exactly, even if the image in your mind differs somehow from the real object, force, or creature—if such exists at all.

POWER CRAFT

Transmutation

Level: Wiz/Sor 2**Components:** V, S, M**Casting Time:** One action**Range:** Touch**Target:** See text**Duration:** 10 minutes/level**Saving Throw:** None**Spell Resistance:** No

You provide a source of locomotion for a cart, wagon, boat, or ship. The vehicle can be no larger than 10 feet long plus 2 feet per level (a 5th-level sorcerer can power a 20-foot-long vessel). The vehicle can move at any speed up to its normal maximum speed as if it had a natural source of locomotion. Thus, a carriage could be made to move without a horse pulling it, up to the speed it could normally attain with a horse to pull it. Likewise, a sailing ship moves as if powered by a favorable wind.

Prevailing conditions—wind, inclines, and so on—affect movement normally. Thus, this spell cannot move a sailing ship against a gale-force wind.

Material Component: A white feather

PRIVATE CONVERSATION

Transmutation

Level: Asn 1, Brd 1, Wiz/Sor 1**Components:** V, S**Casting Time:** One action**Range:** Touch**Target:** Two creatures plus one creature/three levels**Duration:** 10 minutes/level (D)**Saving Throw:** None**Spell Resistance:** Yes

The targets can converse without anyone overhearing what they are saying. Characters who can read lips might still be able to determine what is said, but no Listen check can possibly allow one to overhear the conversation.

While under the effect of this spell, a character can speak to someone not affected by this spell, but anyone can hear that conversation normally. Only when an affected character speaks to another affected character does the conversation remain private.

PROTECT FAMILIAR

Abjuration [Force]

Level: Wiz/Sor 1

Components: V, S

Casting Time: One action

Range: Touch

Target: Your familiar

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

Your familiar gains a +1 armor bonus per caster level (up to a maximum of +10). The armor is invisible and made of magical force. It proves useful against incorporeal attacks. You cannot share this effect, nor can you cast it on any other creature.

RECENT OCCUPANT

Divination

Level: Asn 1, Brd 0, Drd 1, Rgr 1, Wiz/Sor 0

Components: V, S

Casting Time: One action

Range: 20 feet

Area: 20-foot radius centered around you

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You learn the name and race of the last creature with Intelligence 3 or higher who occupied the area for at least 1 round. You also learn how long ago this creature occupied it. This spell proves very useful for tracking (or avoiding) foes.

ROGUE'S STAB

Transmutation

Level: Asn 1, Blk 1, Brd 2, Rgr 1, Wiz/Sor 2

Components: V, S

Casting Time: One action

Range: Touch

Target: One creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

The target gains the ability to make sneak attacks as a rogue against opponents denied their Dexterity bonus or those that are flanked. The target inflicts +1d6 points of damage making such an attack. If the target can already make sneak attacks, the damage she inflicts with her sneak attacks increases by +1d6.

SAFE SEARCH

Abjuration

Level: Brd 1, Rgr 1,

Wiz/Sor 1

Components: V, S

Casting Time: One action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

You can thoroughly search an object or area (within the limits of the spell's duration) without fear of personal harm. While searching an area slowly and carefully, you will not set off traps, although other actions—such as stepping on a pressure plate—may still activate one. Neither will you unleash curses or contract a disease when you perform a search, even of dangerous, trapped, or hazardous substances. However, this spell does not influence whether characters find what they're searching for—they still must succeed at a Search check.

SAMPLE

Abjuration

Level: Wiz/Sor 0

Components: V, S, F

Casting Time: Full round

Range: Touch

Target: 1 ounce of a liquid or solid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You gather a small bit of some hazardous or potentially hazardous substance and magically place it within a crystal flask—casting the spell transports the sample into the flask instantly. *Sample* protects you from harm in the process. You don't even have to physically touch the substance. This spell allows you to safely handle and store, for instance, poison from a wyvern's stinger, a small amount of acid found in an ancient vat, or a tiny piece of a disease-ridden robe.

Focus: A crystal flask worth at least 10 gp

Adventure Seed (Levels 1 to 5)

A rogue steals from the player characters and flees to the Pool of Glenmasis. The PCs follow her, but she has an accomplice who will meet her there in an hour and teleport her out. The characters have to deal with her quickly and without upsetting anyone around the pool.

TRANSCRIBE

Transmutation

Level: Brd 0, Clr 0, Wiz/Sor 0**Components:** V, S**Casting Time:** Full round**Range:** Touch**Target:** One piece of paper or parchment up to 1 foot square**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

You fill a piece of paper or parchment up to 1 foot square with nonmagical text of your choosing. For example, if you needed to create a message to give to a courier or leave for a friend, you could do so instantly. You can make such a transcription only in languages you know. The resulting text appears in your handwriting.

WEB SPLAT

Conjuration (Creation)

Level: Wiz/Sor 0**Components:** V, S**Casting Time:** One action**Range:** Close (25 feet + 5 feet/two levels)**Area:** 3 inches by 3 inches**Duration:** 1 round/level or until destroyed**Saving Throw:** Reflex negates**Spell Resistance:** Yes

You create a tiny bit of spiderweb that possesses the strength of an average person. You can use this webbing to stick two objects together, stick an object to the floor, or attempt to stick a creature's foot to the floor or its hand to an object. You can even attempt to put the webbing over the creature's eyes to partially blind it (everything has 50 percent concealment to the creature). The creature gets a saving throw, and those who fail it must take a standard action and attempt a Strength check (DC 10) to tear the webs away.

Adventure Seed (Levels 1 to 3)

The PCs learn of the Pool of Glenmasis' existence from a wood elf wizard named Terrik Book-Eyed. He says his daughter Fallis went there three weeks ago and was tricked by the pixie Babiran into agreeing to work as his personal servant for three months in exchange for a worthless wand. Babiran doesn't mistreat her, but Terrik wants her back nonetheless. He went there two weeks ago, but when he got angry someone put him to sleep. Because he lay sleeping for more than eight hours, the magic of the place sent him away, and now he can't return for 101 days. The player characters need to find the pool and somehow get Fallis back. For their trouble, Terrik will give them a fair payment—a vial of mist of divination protection and a pair of skid bootst.

Likewise, if you web together two objects, a creature can tear them apart with a Strength check (DC 10), using a standard action. The webbing can support about 100 lbs., which means you could stick a 100-lb. rock to the ceiling for the duration, if you wanted. The *web splat* can be destroyed in 1 round by fire.

WEB STRAND

Conjuration (Creation)

Level: Wiz/Sor 1**Components:** V, S**Casting Time:** One action**Range:** Close (25 feet + 5 feet/two levels)**Area:** A 1-inch-thick strand that measures 25 feet + 5 feet/two levels long**Duration:** 1 round/level**Saving Throw:** Reflex negates**Spell Resistance:** Yes

You create a single ropelike strand of spiderweb that possesses the strength of an above-average person. One end of the strand is adhesive, the rest is not. You can use the sticky end to shoot the strand to the ceiling of a cave and swing across a chasm on it. You could even attempt to stick one end to a creature so it could not get away. In this case, the creature gets a saving throw, and those who fail must take a standard action to attempt a Strength check (DC 15) to tear the strand away. The *web strand* can support the weight of about 200 lbs. If you use it as rope (tying it to something rather than relying on the adhesive) it proves about twice as strong as a normal rope. The *web strand* can be destroyed in 1 round by fire. The strand has a hardness of 2 and 5 hit points.

MAGIC ITEMS

The magic items of the Pool of Glenmasis are mostly quite minor. The armor and weapon special abilities incorporate a new rule modification, the +1/2 (one-half) bonus. These are abilities so minor that they do not warrant a full +1 bonus all by themselves.

Abilities with a market price listed as +1/2 bonus should each be paired for sale with another ability of like price to total a +1 bonus. If an item has only a +1/2 bonus, you must price it as if it had a full +1 bonus. Any two +1/2 bonus abilities can be paired together. For example, a +1 *breastplate* could carry both the *hiding* and *moving silently* abilities, giving it the equivalent of a +2 bonus (and thus would cost 4,350 gp).

As stated on page 30, many of the items found in this setting carry minor curses or requirements as well.

ARMOR SPECIAL ABILITIES

Bane: This armor is crafted to be of especial use against a certain creature type. When a specific type of creature attacks the wearer, the wearer gains a +2 luck bonus to Armor Class. Further, the wearer gains a +2 luck bonus on all saving throws against extraordinarily abilities, spells, spell-like abilities, or supernatural abilities used by the bane creature.

To determine the type of creature the bane armor affects in this fashion, use the following list:



d%	Bane Creature
01–05	Aberrations
06–08	Animals
09–13	Beasts
14–20	Constructs
21–25	Dragons
26–30	Elementals
31–35	Fey
36–40	Giants
41–45	Magical beasts
46–50	Monstrous humanoids
51–53	Oozes
54–58	Outsiders, chaotic
59–65	Outsiders, evil
66–70	Outsiders, good
71–75	Outsiders, lawful
76–77	Plants
78–85	Shapechangers
86–92	Undead
93–94	Vermin
95–100	Humanoids (choose subtype)

Caster Level: 1st; *Prerequisites:* Craft Magic Arms and Armor, *summon monster I*;
Market Price: +1 bonus

Climbing: The wearer suffers no armor penalties from the armor with this enchantment for all Climb checks.

Caster Level: 1st; *Prerequisites:* Craft Magic Arms and Armor, *spider climb*;
Market Price: +1/2 bonus

Comfort: The wearer can sleep in this armor and wear it at all times, always finding it comfortable (negating fatigue). This does not affect armor check penalties.

Caster Level: 1; *Prerequisites:* Craft Magic Arms and Armor, *guidance*;
Market Price: +1/2 bonus

Hiding: The wearer suffers no armor penalties from the armor with this enchantment for all Hide checks.

Caster Level: 3rd; *Prerequisites:* Craft Magic Arms and Armor, *invisibility*;
Market Price: +1/2 bonus

Moving Silently: The wearer suffers no armor penalties from the armor with this enchantment for all Move Silently checks.

Caster Level: 3rd; *Prerequisites:* Craft Magic Arms and Armor, *silence*;
Market Price: +1/2 bonus

Poisonwarding: The wearer gains a +1 luck bonus to saving throws against poison. One can place this ability upon a piece (or suit) of armor multiple times, with the luck bonuses stacking each time.

Caster Level: 3rd; *Prerequisites:* Craft Magic Arms and Armor, *slow poison*;
Market Price: +1/2 bonus

Potion Storing: This special ability applies only to shields. The shield has a tiny magical compartment that stores a single potion. The user can access the potion through a tiny straw on the back of the shield, allowing him to drink the stored potion as a standard action that does not provoke an attack of opportunity.

Caster Level: 3rd; *Prerequisites:* Craft Magic Arms and Armor, *fey storage*;
Market Price: +1/2 bonus

Spellwarding: The wearer of this armor gains a +1 luck bonus to saving throws against a specific school of spells. The school, chosen at the time of the armor's creation, cannot be changed once selected. One can place this ability upon a piece (or suit) of armor multiple times with a different school affected each time, or with the same school affected and the bonuses stacking.

Caster Level: 1st; *Prerequisites:* Craft Magic Arms and Armor, *resistance*; *Market Price:* +1/2 bonus

Trapwarding: The wearer gains a +1 luck bonus to saving throws against traps. One can place this ability upon a piece (or suit) of armor multiple times, with the luck bonuses stacking each time.

Caster Level: 3rd; *Prerequisites:* Craft Magic Arms and Armor, *find traps*; *Market Price:* +1/2 bonus

Tumbling: The wearer suffers no armor penalties from the armor with this enchantment for all Tumble checks.

Caster Level: 3rd; *Prerequisites:* Craft Magic Arms and Armor, *cat's grace*; *Market Price:* +1/2 bonus

Uncanny Protection: The wearer of this armor has Uncanny Dodge as if she were a 3rd-level rogue.

Caster Level: 3rd; *Prerequisites:* Craft Magic Arms and Armor, *cat's grace*; *Market Price:* +1 bonus

WEAPON SPECIAL ABILITIES

Champion Detecting: The weapon identifies the most powerful foe (based on CR) of the wielder within 60 feet and within sight. The weapon communicates this information to the wielder mentally. Foes not known to the wielder, or not known to be foes (someone in disguise, someone hidden), are ignored. In other words, this ability does not allow the wielder to distinguish friends from foes, just allows him to identify the most powerful of those creatures he knows to be foes.

Caster Level: 3rd; *Prerequisites:* Craft Magic Arms and Armor, *augury*; *Market Price:* +1/2 bonus

Creature Detecting: The weapon glows when within 60 feet of a particular type of creature. If the weapon already sheds light, then the light changes to a different color in the presence of the detected creature. The weapon does not indicate number or direction.

Choose from the following list of creatures, or roll randomly to determine what type of creature the weapon can detect:

d%	Detected Creature
01–05	Aberrations
06–08	Animals
09–13	Beasts
14–20	Constructs
21–25	Dragons
26–30	Elementals
31–35	Fey
36–40	Giants

41–45	Magical beasts
46–50	Monstrous humanoids
51–53	Oozes
54–58	Outsiders, chaotic
59–65	Outsiders, evil
66–70	Outsiders, good
71–75	Outsiders, lawful
76–77	Plants
78–85	Shapechangers
86–92	Undead
93–94	Vermin
95–100	Humanoids (choose subtype)

Caster Level: 3rd; *Prerequisites:* Craft Magic Arms and Armor, *augury*; *Market Price:* +1/2 bonus

Gripping: A weapon with this ability grants the wielder a +2 competence bonus on checks made to resist disarm attempts (but not on checks to make them). One can place this ability upon a weapon multiple times. However, this ability cannot be given to ammunition.

Caster Level: 1st; *Prerequisites:* Craft Magic Arms and Armor, *hold portal*; *Market Price:* +1/2 bonus

Hardened: This ability increases the hardness of the weapon by 1 and its hit points by 5. One can place this ability upon a weapon multiple times.

Caster Level: 1st; *Prerequisites:* Craft Magic Arms and Armor, *mage armor*; *Market Price:* +1/2 bonus

Minor Resistance-Breaking: This weapon ignores damage reduction of +1 or +2.

Caster Level: 1st; *Prerequisites:* Craft Magic Arms and Armor, *magic weapon*; *Market Price:* +1/2 bonus

Roguefriend: The wielder can make sneak attacks that inflict +1d6 points of damage, as a rogue. If the wielder can already make sneak attacks, her sneak attack damage increases by +1d6. One cannot place this ability upon a weapon more than once.

Caster Level: 1st; *Prerequisites:* Craft Magic Arms and Armor, *rogue's staff*; *Market Price:* +1/2 bonus

Subdual: The weapon can be used to make subdual attacks with no negative modifier. The weapon cannot be used to inflict normal damage—only subdual damage.

Caster Level: 1st; *Prerequisites:* Craft Magic Arms and Armor, *blue bolt*; *Market Price:* +1/2 bonus

SPECIFIC WEAPONS

Arrow of Spelltargeting: This +1 arrow, if it strikes a foe successfully (inflicting damage), magically marks the foe and draws spells toward him. Any spellcaster attempting to make an attack roll against that foe with a spell (such as *Mel's acid arrow*, *chill touch*, or *disintegrate*) gains a +2 circumstance bonus to that attack roll. Further, the foe suffers a –2 luck penalty to saving throws against spells or spell-like abilities. These effects last for one hour.

Caster Level: 7th; *Prerequisites:* Craft Magical Arms and Armor, *greater magical flow enhancement*; *Market Price:* 647 gp

Fireball Arrow: This +1 arrow detonates like a *fireball* when it strikes a creature successfully, dealing 7d6 points of fire damage in a 20-foot radius. The target does not get a saving throw, but all others in the radius do (Reflex save [DC 16] for half damage). The arrow must strike a creature, or there is no *fireball*. That is to say, you can't just fire it at the ground near a foe and expect it to detonate.

Caster Level: 7th; *Prerequisites:* Craft Magical Arms and Armor, *fireball*; *Market Price:* 1,447 gp

RODS

Message Rods: These items come in pairs. No matter how far apart these rods are, as long as they are on the same plane, the wielder of one rod can send a 25-word (or less) telepathic message, which is stored in the other rod. If a creature “checks” the other rod mentally, he receives the telepathic message, which then disappears. At that point, he can send a message of 25 words or less that gets stored in the other rod. The messages remain until checked, and once either rod holds a message, no more messages can be sent either way. Neither rod can send more than one message a day, in any event.

Caster Level: 3rd; *Prerequisites:* Craft Rod, *whispering wind*; *Market Price:* 2,400 gp

Rod of Depth Measurement: Through mental communication, this rod instantly lets the wielder know the depth of a hole, pit, chasm, canyon, or body of water.

Caster Level: 3rd; *Prerequisites:* Craft Rod, *augury*; *Market Price:* 1,000 gp

WONDRIOUS ITEMS

Animated Instrument: This magical musical instrument plays itself upon command with a Perform skill bonus of +5. One cannot actually play this instrument—it makes music only under its own power. It can play any tune or song the user can name. However, its music cannot grant special abilities as bardic music can.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, *animate objects*; *Market Price:* 600 gp.

Belt of Feyform: The wearer can take the form of any sprite at will, as with the *polymorph self* spell.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *polymorph self*; *Market Price:* 18,000 gp

Clasp of Returning: Placed upon the limb of a small animal (like a familiar), this metal clasp allows the character who placed it to call the animal to himself upon command, transporting it instantly from any distance.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, *word of recall*; *Market Price:* 9,000 gp

Clasp of Shared Protection: Placed upon the limb of a small animal (like a familiar), this metal clasp gives the creature the same exact Armor Class as the character who placed it, if that character remains within 50 feet and the character's Armor Class exceeds the animal's. Any additional points of Armor Class the animal gains are considered a luck bonus.

Caster Level: 1st; *Prerequisites:* Craft Wondrous Item, *protect familiar*; *Market Price:* 4,000 gp

Devir's Bowl: This ceramic bowl fills with delicious soup or stew upon command, up to three times per day.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *create food and water*; *Market Price:* 3,000 gp

Devir's Cup: This cup fills with delicious mead upon command.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *create food and water*; *Market Price:* 2,000 gp

Devir's Plate: Food placed upon this colorful ceramic plate always tastes better than normal food to the creature eating it.

Caster Level: 1st; *Prerequisites:* Craft Wondrous Item, *enchanting flavor*; *Market Price:* 500 gp

Everwarm Blanket: This wool blanket keeps someone warm and comfortable at any temperature up to -40 degrees Fahrenheit. It offers 2 points of cold resistance to anyone under it or wrapped within it (although if wrapped around a character it counts as a cloak).

Caster Level: 1st; *Prerequisites:* Craft Wondrous Item, *endure elements*; *Market Price:* 1,200 gp; *Weight:* 1 lb.

Fancy Platter: This silver platter can produce, upon command, any sort of hors d'oeuvre, candy, candied meat, or other such delicious, light fare. However, the food has so little substance that it cannot sustain a person or grant any nutrition. A person could die of starvation eating from this platter all day long.

Caster Level: 1st; *Prerequisites:* Craft Wondrous Item, *enchanting flavor*; *Market Price:* 800 gp; *Weight:* 1 lb.

Flaming Cloak: This red cloak appears to be made half of flames, half of sparkling material. It gives off no heat, but it does give off light like a torch. It adds a +1 circumstance bonus to all the wearer's Intimidate checks.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *continual flame*; *Market Price:* 1,000 gp; *Weight:* 1 lb.

Glass of Clarity: A round, clear plate of glass 5 inches across and a quarter inch thick, this object has edges bound in silver. If laid upon text (such as in a book or an inscription on a wall) that looks at all blurry, distorted, or unclear, this

Malhavoc Speaks

A true mage does not squander all his magic upon attack and defense. Life is meant to be enjoyed. If you are casting disintegrate spells and wielding meteor-hurling staves, but sleeping on the cold stone floor eating the dry crusts of bread you've got squirreled away among your spell components, you're simply doing it wrong. We arcanists are far superior to other people, and therefore deserve the benefits that magic can reap for us.

item makes it easier to read. It also helps those with blurry vision. If used while transcribing spells from someone else's spellbook to the user's, it cuts the process' time in half since it overcomes the poor hand-writing and nonintuitive patterns frequently found within another mage's spellbook. It does not translate language nor does it solve riddles, puzzles, or codes.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *true seeing*; *Market Price:* 2,000 gp; *Weight:* —

Image Crystal: This small, clear crystal holds a single image, as decided by the creator (or, if the creator chooses to leave the crystal "blank," the first user can put an image into it). Any visual image can be placed within the crystal, as long as the creature placing the image has actually seen the person, object, or scene in question. Anyone looking at the image has "secondhand knowledge" and a "likeness" when scrying. If the crystal shows a place, a caster can teleport there as if "studied carefully." Once set, the image never changes. It is a still, unmoving image. Assassins and bounty hunters often carry the image of their quarry within these crystals.

Caster Level: 1st; *Prerequisites:* Craft Wondrous Item, *minor lasting image*; *Market Price:* 100 gp (if blank, 10 gp if not); *Weight:* —

Lenses of Seeing the Unseen: These magical lenses enable the wearer to enjoy the benefits of a continuously functioning *see invisibility* spell.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *see invisibility*; *Market Price:* 10,000 gp; *Weight:* —

Marstle's Mask: This feathered mask allows the wearer to look through *alter self*, *change self*, *polymorph other*, and *polymorph self* spells to see a creature's true form.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *true seeing*; *Market Price:* 17,000 gp; *Weight:* —

Mist of Divination Protection: This item comes in a small glass vial. When a character uncorks the vial, a thin veil of mist surrounds her. For the next hour, the character is protected as if by a *mind blank* spell.

Caster Level: 15th; *Prerequisites:* Craft Wondrous Item, *mind blank*; *Market Price:* 1,000 gp; *Weight:* —

Pillow of Blissful Rest: This pillow's magical enhancement makes it comfortable to whatever creature rests upon it.

Caster Level: 1st; *Prerequisites:* Craft Wondrous Item; *Market Price:* 100 gp; *Weight:* 1 lb.

Quill of Dictation: A brilliant white feather, this sharpened quill will transcribe what you say exactly as you say it in the same language. It does not speed up transcription time (such as copying spells from one spellbook to another), but it does make the job more pleasant.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *mage hand*; *Market Price:* 400 gp; *Weight:* —

Quill of Translation: A bright red feather, this sharpened quill will translate and transcribe what you say into any language you can name (including your own).

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *mage hand*, *tongues*; *Market Price:* 5,600 gp; *Weight:* —

Skid Boots: A magical coating on the bottoms of these leather boots (pictured below) makes them extremely slippery. If moving only in a straight line, the wearer can move an additional 10 feet farther than a normal move would allow by sliding part of the way. Unfortunately, the wearer suffers a -2 circumstance penalty to all balance checks while wearing the boots.

Caster Level: 1st; *Prerequisites:* Craft Wondrous Item, *grease*; *Market Price:* 800 gp; *Weight:* 1 lb.



Vabrin's Forge

Vabrin, a surprisingly intelligent ettin, discovered a new way to create intelligent magic items. These items gain levels—with their own skills, feats, and abilities—just as characters do.

Those wishing to learn the secrets of intelligent magic items, or to obtain one for themselves, can come to Vabrin's underground forge. But do not expect to simply buy one of his creations—he looks upon that as slavery.

BACKGROUND

Vabrin was always an outcast. Rejected by his own kind because of his intelligence and lack of interest in traditional ettinish things (hunting, killing, exploiting the weak), he wandered about the countryside alone. When he fell victim to a particularly virulent plague that inflicted death upon many in the wilderness where he lived, Vabrin managed to survive, but not without cost. His left head withered and “died.” Now Vabrin was more alone than ever—in a way that no ettin is ever meant to be alone.

Insane with grief and loss, Vabrin invaded a wizard's tower and killed her. He taught himself to read and eventually learned the fundamentals of magic from the dead mage's library. Much to his delight, while he did not understand everything he read, he found that he had a natural talent for spellcasting. He immediately turned to developing magic that would bring his left head back to life, not realizing that such effects normally fell under the purview of divine, rather than arcane, magic.

Vabrin failed. He failed so spectacularly that he severed his “dead” head and almost killed himself in the process. But in his research he discovered a means to give “life” to other intelligent objects. Although he could not accomplish what he had set out to do, he now possessed the ability to create intelligent companions that looked upon him with favor and gratitude (usually). He left the wizard's tower (which was too small for him anyway) and found some caves where he set up a forge and a number of workshops. Vabrin has even developed relationships with other nearby mages, to whom he teaches the secret of his discovery in exchange for materials to create more items. He is also willing to trade—but never sell—his creations for like amounts of nonintelligent magic items or other valuables for his work—but he will only send them to a “good home.”

Within the last year, a powerful cleric granted him a boon and regenerated his lost head. Much to the ettin's surprise and disappointment, however, the new head has the intelligence and predilections of a normal ettin. Thus, it only serves to help him fight (which he loathes to do anyway), and it eats a lot.

Recently, Vabrin has been having problems with a pack of destrachans that found their way to his caves (through underground tunnels they blasted out with their sonic powers) and are trying to destroy his creations.

USING THIS LOCATION IN YOUR CAMPAIGN

The clearest use of Vabrin's Forge is as a source of magical knowledge—specifically, the creation of intelligent items. Even if the PCs have no interest in gaining such knowledge, it's likely that other NPCs will and would reward those who figured out how to find Vabrin and his new lore.

In order to obtain an intelligent item, or to grant intelligence to an already existing item, characters must convince Vabrin that they will treat the

item well. They can accomplish this through a combination of deeds and words. A character needs to make a Diplomacy check (DC 20) to even begin the negotiation. Then, the character must show that he or she is an even-tempered, fairly level-headed person who treats inanimate objects with care and maintains personal possessions. Showing up with a tattered cloak or a rusty shield does not help one's case.

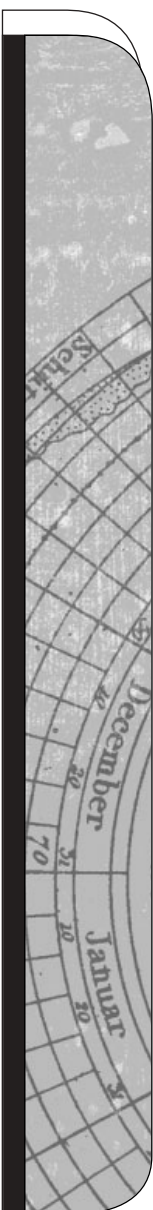
Vabrin won't accept money for an item or for knowledge. He is, in fact, insulted by the proposition. If a PC wants to learn the item creation feats that Vabrin has developed, the ettin asks for at least 10,000 gp worth of valuable materials or magic items per feat. Likewise, the value of an item must be traded for, not paid in gold. Of course, interested characters could also perform a service for him. Appropriate services might include destroying the destrachans that threaten the forge or obtaining some special material for an item he wants to create. Vabrin can become the source of many adventures. As an ettin and a powerful arcanist, Vabrin possesses strange contacts throughout many lands and could prove a useful source of information.

ALTERNATE USE

Alternatively, Vabrin could be a normally evil ettin, or one under the control of a more powerful evil figure (perhaps

Placing the Portal

Ideally, the portal from the Nexus allows visitors to emerge in the entrance chamber to Vabrin's Forge (see the map on page 44).



someone using a hostage to threaten him). In this case, he might make nothing but evil intelligent items. The PCs could decide to stop Vabrin and take his secrets of creating intelligent items away to others, who would use them for good. Once they encounter Vabrin, they might determine that they could put everything right by simply defeating the evil being controlling him (and maybe earn themselves an intelligent item as a reward).

VABRIN'S FORGE



LAYOUT

Most of the caves of Vabrin's Forge are natural but worked to give them relatively flat floors and uniform, 15-foot-high ceilings. The doors are fashioned from stone 5 inches thick (hardness 8, 75 hp, Break DC 28). *Everburning torches* light the caves.

The entrance into Vabrin's Forge is an innocuous natural cave in a cliffside. The entry passage is blocked with a special *wall of force* that allows Vabrin to pass through and alerts him when another intelligent creature touches it (similar to an *alarm* spell). The ettin can allow others through the wall if he is present and touching it; otherwise, characters can destroy the wall as they normally would a *wall of force*.

Off the entry cave, a large storage room holds various supplies—mostly materials for crafting items. Across the entry cave is a wood shop filled with various tools for woodworking.

Farther into the complex one can find a smithy for working all types of metals, mostly iron, although there are separate forges for gold- and silversmithing. Beyond the smithy, one comes into the general workshop, where items are completed. This shop features all manner of workbenches, tables covered with tools, scraps of materials, and half-finished projects. The room is a mess.

A secret door near the general workshop (Search check, DC 25 to find) hides a large cave where Vabrin stores finished items. The door is *arcane locked*, and trapped with a nonmagical trap that sprays alchemist's fire. Inside, Vabrin keeps the three sample items mentioned starting on page 55.

Alchemist's Fire Blast: CR 4; 10-foot fire burst (4d6); Reflex save (DC 15) halves damage; Search (DC 28); Disable Device (DC 28)

South of the workshop lies a cave that Vabrin uses as his personal quarters. The door is *arcane locked*. Inside is his huge bed, a table strewn with plates and cups, and another table covered with design plans for constructing all manner of things.

CHARACTERS

Vabrin always keeps extremely busy. He generally acts gruff with visitors, no matter who they are or why they have come—at least at first. The ettin resists the urges and instincts of his less sophisticated nature and attempts to use his intellect. He is, however, driven by his emotions and looks upon all of his creations as his children. He feels very protective of them and won't abide any mistreatment or abuse of intelligent items for even a moment.

Vabrin, ettin, Sor13: CR 18; Large giant; HD 10d8+20 + 13d6 + 26; hp 134; Init +3; Speed 40 feet; AC 15 (−1 size, −1 Dex, +7 natural); Attack 2 greatswords +19/+14/+9 melee (2d6+7);

Face/Reach: 5 feet by 5 feet/10 feet; SA Superior two-weapon fighting; AL CN; SV Fort +13, Ref +6, Will +11; Str 23, Dex 9, Con 15, Int 18, Wis 10, Cha 19

Skills and Feats: Alchemy +17, Concentration +15, Craft (metalworking) +17, Craft (stoneworking) +17, Craft (leatherworking) +17, Craft (glassblowing) +17, Knowledge (arcana) +21, Listen +8, Search +7, Spellcraft +17, Spot +8; Craft Magical Arms and Armor, Craft Wondrous Item, Forge Ring, Fuse With Item†, Implant Gambit†, Improved Initiative, Life to the Inanimate†

Spell-Like Abilities: Vabrin has fused with a brooch of shielding with 89 points left.

Possessions: +2 headband of intellect, +2 scarf of charisma (counts as cloak), two +1 greatswords, Leatherstrong

Spells Known (6/7/7/7/6/6/4): 0—dancing lights, detect magic, flare, ghost sound, mage hand, mending, ray of frost, read magic, resistance; 1st—grease, mage armor, magic missile, true strike, unseen servant; 2nd—bull's strength, cat's grace, detect thoughts, resist elements, shield; 3rd—dispel magic, invisibility, lightning bolt, nondetection, suggestion; 4th—charm monster, haste, fly, soul burst††; 5th—fabricate, passwall, wall of iron; 6th—disintegrate, globe of invulnerability

Note: Vabrin was built using the variant sorcerer class presented in the *Book of Eldritch Might II: Songs and Souls of Power*.

Leatherstrong, intelligent belt, 5th level: hp 19;

Communication: Speech; Perception: Sight and Hearing; AL N; SV Fort +0; Ref +0; Will +4; Str —, Dex —, Con —, Int 12, Wis 10, Cha 9

Skills and Feats: Diplomacy +5, Knowledge (history) +7, Listen +6, Spot +6; Extend Ability (endurance), Toughen

Spell-Like Abilities: 1/day—detect magic, mending, cure light wounds, mage armor, endurance

Market Price: 26,500 gp

FEATS

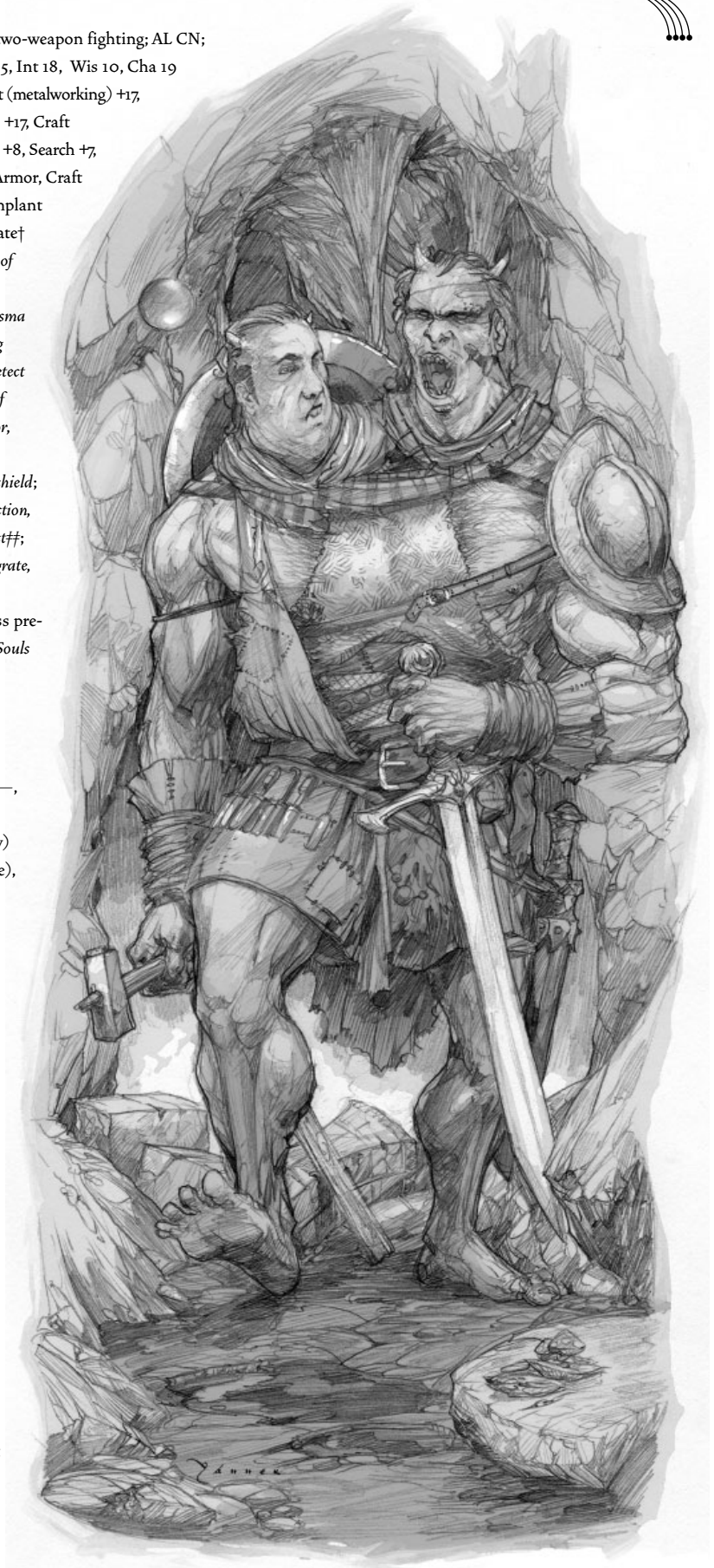
Vabrin's talent with items has allowed him to develop three interesting new feats.

FUSE WITH ITEM (ELDRITCH)

Using your skill with magic, you absorb a magic item into your body, taking on its essence and powers.

Prerequisite: Charisma 19+, caster level 10th+

Benefit: You can absorb a magic item and make its powers inherent within you. You cannot fuse with magic weapons or armor, nor can you fuse with potions or scrolls. You can fuse with any other item. Activating or using an item that's fused with you works the same as for a normal item. A fused *wand of wall of ice* allows you to cast



wall of ice as a spell-like ability (using the item's caster level) 50 times, or however many charges it had left at the time of the fusing. Bonus types do not change. A fused *amulet of health +4* grants you a permanent enhancement bonus (not an inherent bonus) of +4.

Fusing with an item first requires an XP cost equal to the item's gold-piece value. Then, you must make a Spellcraft check with a DC equal to 20 plus the item's caster level for each of the item's separate abilities. Failure means that you cannot use that power. You may try only once per ability. Even if you are unable to use any of the powers of a fused item, the item is consumed and the experience points lost.

Once consumed, a fused item cannot be taken away from you. It does not need to be drawn or wielded, and it is not visible in any way. It takes up no space on your body, so if you have fused with an amulet you can wear another amulet without problems. Like all spell-like abilities, using the fused item requires no components and draws no attack of opportunity.

Items that logically grant no benefit from being absorbed—mainly because their power comes from being independent of the user, such as a *figurine of wondrous power* or *dust of tracelessness*—cannot be fused.

Mord's disjunction removes the item from you, restoring it to its normal state.

Intelligent Items: Fusing with an intelligent item forces you to make a Will save at the beginning of each day (DC equal to 10 plus the item's level plus the item's Charisma bonus). If you succeed, you are in control for the day and can use the item's abilities, skills, and feats (if applicable). If you fail, the item remains in control of you for the day and can use your abilities, skills, and feats. Items fused with a character cannot gain levels as described on page 49.

IMPLANT GAMBIT (ITEM CREATION)

You put a secret “trick” into an item that you create.

Prerequisite: Caster level 12th+, any item creation feat

Benefit: You can add a “gambit” into the powers of a magic item that you create using another feat. The item must be one that you create, must have a market price of at least 1,000 gp, and you must put the gambit in place during the item's initial creation. Implanting a gambit requires the caster to spend more money and experience (see below) and adds a day to the creation time.

A “gambit” in this sense is one of the following:

- *Fail-Safe:* You put a special command into the item that allows you—and only you—to say a word (using a standard action) that permanently drains it of all power. This gambit adds 1,000 gp and 40 XP to the item's creation cost.
- *Back Door:* You put a special command into the item that allows you—and only you—to control it even when it falls into the hands of another. You must be

within 25 feet and have the item in line of sight.

Using this gambit requires a standard action and a successful Concentration check (DC 20). The item must be a command or spell-trigger item. This adds 5,000 gp and 200 XP to the item's creation cost.

- *Recall:* You put a special command into the item to return it to your hand when you desire it. The item must be on the same plane as you are, and if it is currently within someone's grasp (and not sitting unattended or stowed in a pack), the character holding the item gets a Will save to hold onto it (DC = 15 + your Charisma modifier). This adds 15,000 gp and 600 XP to the item's creation cost.
- *Conditional Fail-Safe:* You put a special function into the item that permanently drains it of all power if a specific condition arises. Conditions could include “if a character of evil alignment holds the item for more than 1 round,” or “if the item enters the land of Tared-Ul” or—in the case of an intelligent item—“if the item so wishes.” This gambit adds 10,000 gp and 400 XP to the item's creation cost.
- *Conditional Recall:* You put a special function into the item that returns it to your hand if a specific condition arises. Conditions could include “if a character of evil alignment holds the item for more than 1 round,” or “if the item enters the land of Tared-Ul” or—in the case of an intelligent item—“if the item so wishes.” This gambit adds 20,000 gp and 800 XP to the item's creation cost.

Special: You can put more than one gambit into an item, adding the costs of all gambits to the original price and a day per gambit to the creation time.

LIFE TO THE INANIMATE (ITEM CREATION)

You imbue an inanimate magical item with intelligence.

Prerequisite: Caster level 10th+

Benefit: You can add intelligence to the powers of a magical item, either one you are currently crafting (using other feats) or an existing item. The rules for creating an intelligent item begin on page 48.

SPELLS

All the spells provided here have a new type of descriptor: “intelligent item-affecting.” This descriptor indicates that the spell works only on magical items with their own distinct intelligence, as described in the DMG or in this book.

BESTOW MALADY

Transmutation [Intelligent Item-Affecting]

Level: Sor/Wiz 3

Components: V, S

Casting Time: One action

Range: Close (25 feet + 5 feet/two levels)

Target: One intelligent item

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You give an intelligent item one malady of your choosing, as described on page 55.

CHARM ITEM

Enchantment (Charm) [Intelligent Item-Affecting]

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: One action

Range: Close (25 feet + 5 feet/two levels)

Target: One intelligent item

Duration: One hour/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This charm makes an intelligent item regard you as its trusted friend and ally. If the item is currently under threat or attack by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the *charmed item*, but it perceives your words and actions in the most favorable way. You can try to give the item orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do (retries not allowed). A *charmed item* never obeys self-destructive or obviously harmful orders. Any act by you or your apparent allies that threatens the *charmed item* breaks the spell. Note also that you must speak the item's language to communicate your commands, or else be good at pantomiming.

DOMINATE ITEM

Enchantment (Charm) [Intelligent Item-Affecting]

Level: Brd 4, Sor/Wiz 5

Components: V, S

Casting Time: One action

Range: Medium (100 feet + 10 feet/level)

Target: One intelligent item

Duration: One day/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You can control the actions of any intelligent item. Through this spell you establish a telepathic link with the subject's intelligence. If you share a common language, you can generally force the item to perform as you desire, within the limits of its abilities. With no common language, you can communicate only basic commands, such as "come here," "go there," "fight," "stay still," etc. You know what the subject is experiencing but receive no direct sensory input from it.

Subjects resist this control, and those forced to take actions against their natures receive a new saving throw with a bonus of +1 to +4, depending on the type of action required. Subjects do not carry out obviously self-destructive orders. Once you establish control, there is no limit to the range at which you can exercise it, as long as you and the subject are on the same plane. You need not see the subject to control it.

Magic circle against evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject remains so warded, but it does not prevent the establishment of *dominate item* or dispel it.

Adventure Seed (Levels 6 to 10)

A pair of chaotic wizards have captured one of Vabrin's intelligent items, but they cannot convince it to work. Meanwhile, Vabrin asks the PCs to retrieve the item.

The wizards attempt to perform a magical ritual that will put the item under their power. When the player characters bust in on their plans, things go askew and each of them must make a Will save; the first to fail becomes inadvertently fused with the intelligent item as described in the Fuse With Item feat. The PC must learn to live with it or find a spellcaster powerful enough to cast Mord's disjunction to get rid of it.

GRANT MOBILITY

Transmutation [Intelligent Item-Affecting]

Level: Wiz/Sor 3

Components: V, S, M

Casting Time: One action

Range: Touch

Target: One intelligent item

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

An intelligent item that you designate can move as if it had the Float item feat (see page 53). It can also make attacks as if it had the Attack item feat (see page 51?).

Material Component: A feather

GRANT SENSES

Transmutation [Intelligent Item-Affecting]

Level: Wiz/Sor 2

Components: V, S

Casting Time: One action

Range: Touch

Target: One intelligent item

Duration: One minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

An intelligent item that you designate now can see and hear.

GRANT SPEECH

Transmutation [Intelligent Item-Affecting]

Level: Wiz/Sor 2

Components: V, S

Casting Time: One action

Range: Touch

Target: One intelligent item

Duration: One minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

An intelligent item that you designate now can speak, using any language that you know.

STUN ITEM

Enchantment (Compulsion) [Intelligent Item-Affecting]

Level: Clr 2, Wiz/Sor 2

Components: V, S

Casting Time: One action

Range: Touch

Target: One intelligent item

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You stun an intelligent item, preventing it from taking any actions or allowing another to use its powers. A magic sword is still a sword, however, and can be used as such.

INTELLIGENT ITEMS

Intelligent items are magic items of any kind (weapons, staves, rings, and so on) with their own sentience. These items think, feel, and possess all the traits you would expect to see in a person.

Intelligent items differ from constructs. In fact, they are the opposite of constructs. Constructs are inanimate objects given locomotion but not intelligence. Intelligent items are

inanimate objects given intelligence but not locomotion.

The intelligent items described here are meant to be used more like NPCs than simply as equipment. They have personalities, goals, objectives, wants, and

fears. DMs should play friendly items as they would any NPCs that accompany the party—or, in the case of unfriendly items, as any other foes.

For example, an intelligent bow interested in furthering the cause of law might fire willingly only upon chaotic opponents, although the archer might convince it to fire on neutral foes that threaten them. An ancient, intelligent ring with the ability to speak might have some interesting information to offer about the origins of the demon-dragon group of heroes must face, but only after they complete a quest the ring gives them.

The ultimate goal with this set of rules is to create magic items that grow with a character. A character can start at a

relatively low level with an intelligent item, and keep the item while advancing in level, valuing it as much as at 16th level as at 6th. The item remains balanced because the character must continue to devote experience points to it.

COMMUNICATION AND PERCEPTION

If an item is intelligent, it is first important to determine what it can perceive and understand. A typical inanimate object, presumably, perceives and understands nothing. Intelligent items have one or more of the following types of perception:

Perception	Additional Creation Cost
None	None
Intuition	100 gp + 4 XP
Hearing	200 gp + 8 XP
Sight	1,000 gp + 40 XP
Sight with darkvision	2,000 gp + 80 XP
Blindsight	5,000 gp + 200 XP

None: The item cannot sense what is going on around it on its own, but if it can communicate, it can still take actions based on others' descriptions of the events taking place.

Intuition: The item can perceive only very general sorts of input. It knows when someone picks it up or uses it, when it gets hurt, the temperature around it, whether or not it is moving, and so on.

Hearing: The item can hear like a human, with a Listen bonus equal to its Wisdom modifier, plus any skill ranks. Items with hearing become vulnerable to auditory effects like a harpy's song that normally affects only creatures.

Sight: The item can see like a human, with a Spot bonus equal to its Wisdom modifier, plus any skill ranks. Although it has no eyes, it must focus this sense in one direction or another, the same way a person "looks around." Items with sight become vulnerable to gaze attacks and other sight-based effects (like *color spray*) that normally affects only creatures.

Blindsight: The item has a special sense of everything around it, up to 60 feet. While not as detail-oriented as actual sight, it does allow the item to sense invisible objects. The item has a Spot bonus equal to its Wisdom modifier, plus any skill ranks.

The object also has one of the following types of communication:

Communication	Additional Creation Cost
None	None
Pulse	25 gp + 1 XP
Empathy	50 gp + 4 XP
Speech	200 gp + 16 XP
Telepathy	5,000 gp + 200 XP
Super-telepathy	10,000 gp + 400 XP

None: The item cannot communicate in any way and cannot understand communication from others, even if it can hear and someone speaks to it.

Pulse: The item can vibrate a little, just enough so that anyone holding it or touching it can tell. It understands no type of communication, regardless of what kind of perception it has.

Empathy: The item only understands one-word sorts of ideas or emotions, and can convey the same. It does so only mentally, however, to anyone holding it.

Speech: The item can speak audibly. It automatically knows one language (chosen by the creator). It can learn more languages by spending skill points.

Telepathy: The item can mentally communicate with anyone touching it. No shared language is necessary.

Super-Telepathy: The item can mentally communicate with anyone within 25 feet. No shared language is necessary.

ITEM ABILITY SCORES

Items have three ability scores: Intelligence, Wisdom and Charisma. When an item is created, roll 2d6 for each of these ability scores. Further, the creator can add bonuses to the rolled scores at this rate:

Add	Additional Creation Cost
+1	50 gp + 1 XP
+2	100 gp + 4 XP
+3	200 gp + 8 XP
+4	400 gp + 16 XP
+5	800 gp + 32 XP
+6	1,600 gp + 64 XP
+7	3,200 gp + 128 XP
+8	6,400 gp + 256 XP
+9	12,800 gp + 508 XP
+10	25,600 gp + 1,016 XP

The item's final ability scores cannot exceed the creator's.

Items that can animate themselves also have Strength and Dexterity scores. Determine and increase these scores in the same way as those above.

Like characters, for every four levels an item gains, it can add +1 to one ability score.

ITEM PERSONALITIES

So what does an object want out of "life?" What does it fear? Does it revere a deity? What is the item's alignment? These are questions to answer when the item is created. The creator has a great deal of influence over the item, but in the end, the item is free-willed. At the time of creation, the creator should make a caster level check, adding his Charisma bonus, and consult the following table:

Check Result	Effect
1–10	The DM determines all aspects of the item's personality.
11–14	The item has the same alignment as its creator. The DM chooses all other aspects of its personality.
15–19	The creator determines the item's alignment. The DM chooses all other aspects of its personality.
20–29	The creator dictates the item's alignment and general "purpose" (what it looks upon as its goal).
30+	The creator dictates the alignment, goals, and personality of the item.

When the DM is creating aspects of the item's personality, she can do so randomly, or as she sees fit. She can base the item on the creator if

she wishes. For example, if the creator were a wizard, the item might love wizards. Or it might hate them.

Incorporating These Rules

DMs may wish to substitute these rules for the rules regarding intelligent magic items found in Chapter Eight of the DMG. At the very least, you may wish to use some of the elements—feats, maladies, and so on—in conjunction with those rules.

ITEM LEVELS

Like creatures, intelligent items have levels, and can gain more. Unlike creatures, they do not gain levels based on experience or overcoming challenges. Instead, a living creature must infuse personal energy (experience points) into the item. The number of experience points required for an item to gain a level is equal to one-quarter the number of experience points needed for a character to gain a level. Anyone touching an intelligent item can infuse it with power, although a character cannot infuse an item that is higher level than he or she is; a 6th-level fighter cannot aid an 8th-level item. Also, a character cannot infuse an intelligent item with so many experience points that the character would lose a level.

Unlike a character, an item does not have to start at 1st level. The creator can infuse enough experience points into an item upon creation to raise its level immediately.

HIT POINTS

An item gains an additional hit point each level.

ITEM ATTACKS

Items able to animate or activate themselves have a base attack bonus. To this bonus they add a Strength or Dexterity modifier (depending on whether they make melee or ranged attacks), their own enhancement bonus (if any), and so on.

SAVING THROWS

All saving throws made by an intelligent item use the base saving throw bonus presented below. To this bonus they add the appropriate ability score modifier (if any), their own enhancement bonus (if any), and so on. For an item's every 10 points of hardness (depending on its material), it adds +1 to Fortitude saving throws. Like constructs, however, items only make Fortitude saving throws against an effect that also affects objects, such as *disintegrate*. Items in the possession of a character with better saving throw bonuses than theirs use the possessor's saving throw bonus instead.

SPELL-LIKE ABILITIES

Items gain new spell-like abilities as they gain levels, much in the same way that a spellcasting character gains new spells. Each new spell-like ability they gain (according to the table below) can be used once per day. The item chooses abilities from among the spells on any spell list. It may select an ability more than once, for multiple uses each day; a spell chosen three times can be used as a spell-like ability three times per day. Items receive bonus spell-like abilities based on their Wisdom scores, even if the spells in question are arcane spells.

The saving throw Difficulty Class for an item's spell-like ability is based upon the item's Charisma modifier: DC = 10 + the level of the spell the ability comes from + the item's Charisma modifier.

Since they are spell-like abilities, they require no verbal, somatic, or material components. Spells with an XP cost of up to 1,000 XP can be used as abilities only once per week as

opposed to once per day. Spells with an XP cost of more than 1,000 XP can be used as abilities only once per month.

Personal spells can be used as spell-like abilities on the item or on the item's user. All other spells are handled as described regarding targets, range, and so on. Do not underestimate the value of a spell like *bull's strength* on an animate item with a Strength score or *mage armor* on an item likely to be attacked.

Items cannot activate a spell-like ability or animate themselves the same round as they are used by a character. Thus, a PC cannot use a magical sword as a weapon the same round as the sword uses a spell-like ability or animates to make its attack.

ITEM TRAITS

Intelligent items are immune to poison, disease, and similar effects. They are not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Items cannot heal damage. Items can be repaired.

Items always fail Constitution checks. They can, however, make Concentration checks—items base Concentration on Charisma rather than Constitution. Nothing that requires a physiology or understandable anatomy works on items. They are immune to effects that require a Fortitude save (unless the effect also works on objects, such as *disintegrate*). In such cases, items apply their Charisma modifier to their Fortitude saving throw, as well as +1 for every 10 points of hardness.

An item with no Dexterity score can't move. If it can act (such as by casting spells), it applies its Intelligence modifier to initiative checks instead of a Dexterity modifier. The item fails all Reflex saves and Dexterity checks.

INTELLIGENT ITEMS

Level	Base Attack		All Special	—1/day Spell-Like Abilities—										
	Bonus	Saves		0	1	2	3	4	5	6	7	8	9	
1	0	+2	Feat	1	0	—	—	—	—	—	—	—	—	—
2	+1	+3	Feat	1	1	—	—	—	—	—	—	—	—	—
3	+2	+3	—	2	1	—	—	—	—	—	—	—	—	—
4	+3	+4	Feat	2	1	1	—	—	—	—	—	—	—	—
5	+3	+4	—	2	2	1	—	—	—	—	—	—	—	—
6	+4	+5	Feat	3	2	1	1	—	—	—	—	—	—	—
7	+5	+5	—	3	2	2	1	—	—	—	—	—	—	—
8	+6/+1	+6	Feat	3	3	2	1	1	—	—	—	—	—	—
9	+6/+1	+6	—	4	3	2	2	1	—	—	—	—	—	—
10	+7/+2	+7	Feat	4	3	3	2	1	1	—	—	—	—	—
11	+8/+3	+7	—	4	4	3	2	2	1	—	—	—	—	—
12	+9/+4	+8	Feat	5	4	3	3	2	1	1	—	—	—	—
13	+9/+4	+8	—	5	4	4	3	2	2	1	—	—	—	—
14	+10/+5	+9	Feat	5	5	4	3	3	2	1	1	—	—	—
15	+11/+6/+1	+9	—	5	5	4	4	3	2	2	1	—	—	—
16	+12/+7/+2	+10	Feat	5	5	5	4	3	3	2	1	1	—	—
17	+12/+7/+2	+10	—	5	5	5	4	4	3	2	2	1	—	—
18	+13/+8/+3	+11	Feat	5	5	5	5	4	3	3	2	1	1	—
19	+14/+9/+4	+11	—	5	5	5	5	4	4	3	2	2	1	—
20	+15/+10/+5	+12	Feat	5	5	5	5	5	4	3	3	2	1	—

An item with no Dexterity score takes only partial actions. Items with a Dexterity score can take actions normally. Items cannot be affected by *haste* or *slow*.

ITEM SKILLS

Intelligent items can have ranks in any skill with Intelligence, Wisdom, or Charisma as the key ability. (Items can also take Concentration, using Charisma as the key ability rather than Constitution.) Still, some skills, like Alchemy or Disable Device, require a mobility that the item does not have. All the item can do in such a case is aid another who can actually carry out the task. The DM can use common sense to determine which skills require abilities the item does not possess.

Items that can become animate can have Strength- and Dexterity-based skills, at the DM's discretion.

Items have skill points equal to $(2 + \text{Intelligence bonus}) \times 4$ at 1st level, and skill points equal to $2 + \text{Intelligence bonus}$ for each additional level.

ITEM FEATS

Items gain feats as creatures do. However, rather than gaining a new feat at every three levels, they follow the progression shown on the "Intelligent Items" table: Items get a feat at 1st level, and 2nd, then one for every other level afterward. The feats listed on the table on the previous page are all the feats that an item gets.

Items can have the following feats from the *Player's Handbook*: Alertness, Great Fortitude*, Iron Will*, Lightning Reflexes*, and Skill Focus. They also can choose them from among the new item feats described below.

*Applies to saves made by the item, or on the item's behalf by its possessor

ABILITY FOCUS (ITEM ONLY)

The item can cast a spell-like ability that is harder than normal to resist.

Prerequisite: Item level 4th+

Benefit: The Difficulty Class to resist a single chosen spell-like ability increases by +2. An item may not select spell-like abilities that do not allow saving throws for this feat. The chosen ability affected by this feat cannot be switched, although the item can take this feat again, choosing another ability.

ABILITY PENETRATION (ITEM ONLY)

The item's spell-like abilities overcome spell resistance more easily than normal.

Benefit: With all its spell-like abilities, the item adds a +2 bonus to caster level checks ($1d20 + \text{caster's level}$) to beat a creature's or another item's spell resistance.

ANIMATE SELF (ITEM ONLY)

The item is animate.

Prerequisites: Item level 5th+

Benefit: The item can move as though affected by the spell *animate objects*. It can, to a limited degree, bend and manipulate its own form. For example, an animate necklace could slither like a snake, and an animate candelabra could move its parts enough to "walk." An animate crystal ball could make itself roll along the ground, and an animate cart could make its own wheels turn. The item gains Dexterity and Strength scores; roll 2d6 for each.

An animate object can move and manipulate other objects in a crude way, but it cannot make attacks.

ATTACK (ITEM ONLY)

The item can attack on its own.

Prerequisites: Animate Self or Float



Benefit: The item can attack on its own using the base attack bonus listed on the “Intelligent Items” table, plus its Strength modifier. It inflicts damage appropriate to its size and form. Thus, an intelligent longsword inflicts 1d8 points of damage (modified by Strength), an intelligent oil lamp inflicts 1d4 points of damage (like a Small club), and an intelligent rope inflicts 1d2 points of damage (like a whip) but can also make grapple attacks.

BESTOW FEAT (ITEM ONLY)

The item can give an ability to its wielder.

Benefit: The item can give one of its feats to a character holding it. The item can bestow only the following feats: Darkvision, Deflect, Telepathy, Super-Telepathy, and Toughen. If the character holding the item has spell-like abilities (as opposed to spells), it can bestow the following feats: Ability Focus, Ability Penetration, Empower Ability, Enlarge Ability, Extend Ability, Maximize Ability, and Quicken Ability. Lastly, if the character holding the item lacks a sense (sight or hearing) that the item possesses, it can grant the character that sense.

BLINDSIGHT (ITEM ONLY)

The item can sense things through blindsight.

Benefit: The item gains blindsight up to 60 feet if it did not previously have the ability.

CONTROL USER (ITEM ONLY)

The item can control the person using it.

Prerequisites: Charisma 15+, Influence User†

Benefit: The item can attempt to control the actions of anyone attempting to use or carry it once per day. The target must make a Will saving throw with a Difficulty Class equal to 10 plus half the item’s level plus its Charisma modifier. If the user fails, the item completely controls the user’s actions for one hour per item level. If the item tries to make the user do something totally against his wishes—attack his friends, commit suicide, and so on—the wielder gets a new saving throw.

DARKVISION (ITEM ONLY)

The item can see in the dark.

Prerequisites: Sight

Benefit: The item has darkvision up to 60 feet.

DEFLECT (ITEM ONLY)

The item uses magic to protect itself.

Benefit: The item’s Armor Class (not the user’s) gains a +1 deflection bonus. An item can choose this feat more than once, with the bonus stacking each time.

DETECT CREATURE (ITEM ONLY)

The item has a supernatural affinity with one creature type.

Benefit: The item can sense the presence of a particular creature within 60 feet, similar to the first round of a *detect*

magic spell. An item is attuned to a particular type of creature (the item can choose, or roll randomly):

d%	Result	d%	Result
01–05	Aberrations	51–53	Oozes
06–08	Animals	54–58	Outsiders, chaotic
09–13	Beasts	59–65	Outsiders, evil
14–20	Constructs	66–70	Outsiders, good
21–25	Dragons	71–75	Outsiders, lawful
26–30	Elementals	76–77	Plants
31–35	Fey	78–85	Shapechangers
36–40	Giants	86–92	Undead
41–45	Magical beasts	93–94	Vermin
46–50	Monstrous humanoids	95–100	Humanoids (choose subtype)

DETECT SUBSTANCE (ITEM ONLY)

The item has a supernatural affinity with a certain substance.

Benefit: The item can sense the location of a particular nonliving substance within 60 feet, similar to the third round of a *detect magic* spell. An item can be keyed to include such substances as: adamantine, gems, gold, iron, mithral, silver, water, poison, and so on.

EGO BOOST (ITEM ONLY)

The item influences its user’s actions and thoughts more easily than normal.

Benefit: The item adds a +2 bonus to the saving throw Difficulty Class to control or influence its user.

EMIT IMAGE (ITEM ONLY)

The item can project a magical illusion of a very limited nature (as shown in the illustration on the next page).

Benefit: The item can project an image, like that of a face or even a person. This image can make gestures or facial expressions to show the item’s emotions or feelings. If the item can speak, the image can speak for it. The image is translucent and thus clearly not real. The image can be up to Medium size (about the size of a human).

EMPATHY (ITEM ONLY)

The item can communicate empathically.

Benefit: The item gains the ability to communicate emotions or one-word concepts mentally if it did not previously have the ability.

EMPOWER ABILITY (ITEM ONLY)

The item can use a spell-like ability to greater effect.

Prerequisite: Item level 5th+

Benefit: All variable, numeric effects of a single chosen spell-like ability increase by one-half. An empowered spell-like ability deals half again as much damage as it normally would, cures half again as many points of damage, affects

half again as many targets, etc., as appropriate. For example, an empowered *magic missile* deals one-and-one-half times normal damage (roll 1d4+1 and multiply the result by 1.5 for each missile). Saving throws and opposed rolls like the one you make when you cast *dispel magic* remain unaffected, as do spells without random variables. Once chosen, the ability this feat affects cannot be switched, although the item can take the feat again, choosing another ability.

ENLARGE ABILITY (ITEM ONLY)

The item can cast a spell-like ability farther than normal.

Benefit: Double the range of a single chosen spell-like ability. Spell-like abilities whose ranges are not defined by distance or whose areas of effect do not depend on the item's level cannot increase in range. Once chosen, the ability this feat affects cannot be switched, although an item can take the feat again, choosing another ability.

EXTEND ABILITY (ITEM ONLY)

The item can use a spell-like ability that lasts longer than normal.

Benefit: The effects of a single chosen spell-like ability last twice as long as normal. The item can also choose to extend Influence User or Control User. Abilities with a Concentration, instantaneous, or permanent duration cannot be extended. Once chosen, the ability this feat affects cannot change, though the item can take the feat again, choosing another ability.

FLOAT (ITEM ONLY)

The item can hover and move of its own power.

Prerequisites: Item level 5th+

Benefit: The item moves as though under the effect of a *fly* spell, except that it has a speed of only 10 feet. The item gains Dexterity and Strength scores; roll 2d6 for each.

HARDEN (ITEM ONLY)

The item makes itself harder through magic.

Benefit: The item's hardness increases by 1. It can choose this feat more than once.

HEARING (ITEM ONLY)

The item can hear.

Benefit: The item gains the ability to hear, if it did not previously have this ability.

INCREASE SPEED (ITEM ONLY)

An item that moves now can move faster.

Prerequisites: Animate Self† or Float†

Benefit: The item adds +10 feet to its speed.

INFLUENCE USER (ITEM ONLY)

The item can influence the actions of anyone touching it.

Prerequisites: Charisma 13+, Telepathy†

Benefit: The item can attempt to make anyone touching it do as it mentally commands. It can, once per day, use a *suggestion* upon the person.

The Will saving throw Difficulty Class equals 10 plus the item's level plus its Charisma modifier.

Special: An item can take this feat more than once, each time gaining another use per day.

INTUITION (ITEM ONLY)

The item can sense through intuition.

Benefit: The item gains the perceptive ability of intuition if it did not previously have this ability.

More Than Just Swords

Traditionally in fantasy roleplaying games, intelligent items meant swords, or rarely other weapons. Don't limit intelligent items in this way. Any type of magic item can become intelligent. Intelligent staves, wands, armor, brooches, headbands, boxes, books, and so on are all interesting and evocative ideas.



MAXIMIZE ABILITY (ITEM ONLY)

The item can use a spell-like ability to maximum effect.

Prerequisite: Item level 6th+

Benefit: All variable, numeric effects of a single chosen spell-like ability are maximized. A maximized spell-like ability deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, etc., as appropriate. For example, a maximized *fireball* deals 6 points of damage per caster level (up to 60 points of damage). Saving throws and opposed rolls like the one you make when you cast *dispel magic* go unaffected, as do spells without random variables. Once chosen, the ability this feat affects cannot be switched, although the item can take the feat again, choosing another ability.

An empowered, maximized spell-like ability gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

PULSE (ITEM ONLY)

The item can pulse.

Benefit: The item can vibrate and shake enough to alert anyone touching it, if it was not created with this ability. Because it is silent communication, this ability can prove useful even if the item can speak.

QUICKEN ABILITY (ITEM ONLY)

The item can use a spell-like ability with a moment's thought.

Prerequisite: Item level 10th+

Benefit: The item uses a single chosen spell-like ability as a free action. It can perform another action, even using another spell-like ability, during the round it uses a quickened ability. It may use only one quickened spell-like ability per round. A spell-like ability whose casting time is more than 1 full round cannot be quickened. Once chosen, the ability this feat affects cannot be switched, although the item can take the feat again, choosing another ability.

SIGHT (ITEM ONLY)

The item can see.

Benefit: The item gains the ability to see, if it did not previously have this ability.

SPEECH (ITEM ONLY)

The item can speak.

Benefit: The item gains the ability to speak, if it could not previously do so. It gains one language of its choosing to start with, and can learn new languages by spending skill points, as a character.

SUPER-TELEPATHY (ITEM ONLY)

The item can communicate mentally at a distance.

Prerequisites: Speech, Telepathy

Benefit: The item can communicate mentally with anyone within 25 feet, if it was not created with this ability.

TELEPATHY (ITEM ONLY)

The item can communicate mentally.

Prerequisites: Speech

Benefit: The item can communicate mentally with anyone touching it, if it was not created with this ability.

TELEKINETIC HANDS (ITEM ONLY)

The item can manipulate objects with its will.

Prerequisites: Item level 8th+

Benefit: The item can affect an object within 25 feet as if it had a Strength score equal to its level. Thus, a 12th-level item can pick up an object that weighs 130 lbs. and move it very slowly over a short distance. That same item could push an object that weighed 650 lbs. very slowly along the ground, or carry an object weighing 38 lbs. without any problem at all. A character carrying an encumbered intelligent item moves as though encumbered herself. A human with an intelligent staff carrying a Medium load moves at only 20 feet, for example. If both character and item are encumbered, they cannot move.

The item cannot affect more than one object at once, regardless of size or weight. It cannot wield weapons or throw objects with its telekinetic hands. It cannot use magic items (such as a wand, or gloves) with these hands.

TOUGHEN (ITEM ONLY)

The item magically enhances its own structure.

Benefit: The item gains 10 extra hit points. It can choose this feat more than once.

UNIQUE MAGICAL ABILITY (ITEM ONLY)

The item develops a new power.

Benefit: The item gains the ability of a magic item from the DMG, elsewhere, or a brand-new one of the DM's own design. The ability can cost up to 5,000 gp as detailed in Table 8-40: Calculating Magic Item Gold Piece Values in Chapter Eight of the DMG.

Special: An item can take this feat multiple times, each time doubling the amount it can "pay" for an ability. So, if taken twice, the item can take an ability valued at up to 10,000 gp. Three times, and the value limit becomes 20,000 gp. Four times, and it's 40,000 gp. The item must keep taking the feat until it gains enough gold-piece value to equal that of the spell. In essence, the item takes the feat(s) but receives no benefit from it until it gains the gold-piece value equal to that of the desired ability.

WEAPON OR ARMOR ABILITY (ITEM ONLY)

The item develops a new power.

Benefit: The item gains the ability of a weapon or armor, as described in the DMG or elsewhere. An item can gain a +1 ability using this feat.

Special: An item can take this feat multiple times, each time adding a new +1 to the total value of the ability. Thus, taken

twice, the item can develop a +2 equivalent ability. If used in this way, the item takes the feat(s) but gains no actual benefit from it until it has earned the value of the desired ability.

WEAPON OR ARMOR ENHANCEMENT BONUS (ITEM ONLY)

The item gains more enhancement.

Benefit: The item gains a +1 enhancement bonus if it is a weapon, a piece (or suit) of armor, or a shield.

Special: An item can take this feat multiple times, each time adding a new +1 enhancement bonus. The item's level must equal at least three times its enhancement bonus.

RUNNING ITEMS

If a PC in the campaign has an intelligent item, the DM and the player should determine who “runs” the item. Often it proves easiest for the player to do so, but the item may be at cross-purposes with the character. This circumstance can lead to difficult or inappropriate roleplaying situations. At that point, the DM can “take over” the item.

It may be appropriate for the DM to handle intelligent item advancement (choosing feats and spell-like abilities).

Items should be treated just as NPCs. Each has a distinct personality and can be influenced by Diplomacy, Bluff, and even Intimidate checks. Items treated well often respond well. Items treated poorly, either physically or psychologically—and often, only the item can judge whether it is well cared for—react poorly to their users and others.

Items act on their own. In combat, they use their wielder's initiative roll but take their own actions.

ITEM HEALING, MALADIES, AND DEATH

Items do not heal hit points as living creatures do. However, a *mending* spell often repairs damage an item suffers (usually 1d8 hp worth) and *make whole* restores all lost hit points. An item restores mental ability score damage through rest like a creature, or through spells like *lesser restoration*. Item physical ability scores damage must be repaired through spells like *restoration*.

As with creatures, items can gain disease-like afflictions. Called maladies, they are sometimes brought upon by magic (see *bestow malady*) and sometimes by other conditions, such as stress, neglect, or whatever else the DM deems appropriate. A few maladies are presented here, as a sampling:

Devil's Mind. The item begins acting erratically. It loses 1d3 points of Intelligence or Wisdom each day (50 percent chance of either on a given day). If the item can speak, its speech becomes slurred or jittery and quick. It appears obvious that something is wrong.

Normally, an item may make a Will save (DC 18) each day to resist the effects. Three successful saving throws in a row usually shakes off the malady altogether.

Dire Corrosion: The item suffers 1 point of damage per day and loses 1 point of hardness each week. When hardness reaches 0, the item loses 5 hp per day. Once out of hit points, the item crumbles to dust. It appears obvious that the item is decaying at a rate far faster than usual. Normally, an item may make a Will save (DC 16) each day to resist the effects. Two successful saving throws in a row usually shakes off the malady altogether.

Object Paralysis: This malady affects only animate items or those that can float. They lose the ability to move entirely. Normally, an item may make a Will save (DC 15) each day to resist the effects.

Three successful saving throws in a row usually shakes off the malady altogether.

Intelligent items can be destroyed, just like regular items. In such a case, the item “dies.” They cannot be raised or resurrected, although a *wish* or *miracle* can restore them.

Variant: Multiclassing Items

Using this variant rule, an item can multiclass, taking other character classes instead of using the item advancement rules. While some classes are appropriate only to animate or floating items (like rogue or fighter), spellcasting classes prove very valuable to an item.

Only items that can speak can cast spells with verbal components. Spells with somatic components require a full round to cast (or double the normal casting time if longer than an action). Items still need normal material components as well.

INTELLIGENT ITEM MARKET PRICE

To determine the market price of intelligent items (even though Vabrin won't sell them), use the following formula:

$$\text{Base price} + 1,000 + (\text{level}^2 \times 1,000) \text{ gp}$$

The base price refers to the initial creation cost spent on ability scores, communication modes, and perception. Intelligent magic weapons or armor must have at least a +1 enhancement bonus, so you must also figure in that cost.

Of course, someone with the proper feats can add abilities to an existing intelligent magic item.

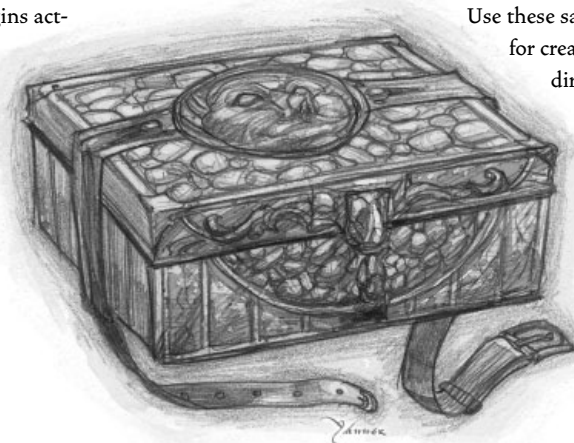
The XP cost for creating an intelligent magic item is 100 XP plus any experience points involved in granting it ability scores, communication modes, and perception, and any devoted to raising its level.

SAMPLE ITEMS

Use these sample intelligent items as models for creating your own, or plug them directly into your game.

GOLDENVERSE

Goldenverse is a golden music box that can play almost any tune it has previously heard. It sometimes attempts to communicate through the song it



plays, although the box lid must be opened and closed for a new song to start. Overall, *Goldenverse* has a sunny disposition and simply enjoys playing music. It uses its music, if possible, to charm and influence those around it to like it and generally be happy (thus it has ranks in both Diplomacy and Bluff). If it likes its current owner, it will use any spell-like ability asked of it. It resents being commanded.

Unless asked to do otherwise, it usually protects itself at night with an *alarm* and an *arcane lock*.

Goldenverse, intelligent music box, 7th level: hardness 5, hp 13; Communication: Empathy; Perception: Hearing; AL NG; SV Fort +0; Ref +0; Will +8; Str —, Dex —, Con —, Int 10, Wis 14, Cha 12

Skills and Feats: Bluff +6, Diplomacy +6, Listen +7, Perform +6; Detect Substance† (gold), Empathy†, Extend Ability† (*rope trick*), Iron Will

Spell-Like Abilities: 1/day—*alarm*, *arcane lock*, *bles*, *dancing lights*, *identify*, *knock*, *light*, *mage hand*, *rope trick*, *tongues*

Market Price: 50,550 gp

STARSIGHT

Starsight is a pair of brass-rimmed spectacles. It likes to think of itself as extremely intelligent and is somewhat arrogant.

It delights in magic and would love for someone to grant it more magical powers, either by donating experience so that it can increase in level or by using Craft Wondrous Item to give it additional abilities. The way to *Starsight*'s "heart" is through bribery: Give it what it wants, and it works with you with a fair degree of loyalty.

It isn't beyond attempting to *charm* its user, but it remains very aware of that ability's limited duration.

Starsight, intelligent pair of spectacles, 4th level: hp 6; Communication: Telepathy; Perception: Sight with darkvision; AL LN; SV Fort +0; Ref +0; Will +5; Str —, Dex —, Con —, Int 14, Wis 13, Cha 9

Skills and Feats: Appraise +7, Knowledge (arcana) +7, Spellcraft +7, Spot +6; Enlarge Ability† (*locate object*), Extend Ability† (*charm person*), Unique Magical Ability† (+10 to user's Search checks, and to Wilderness Lore checks when tracking)

Spell-Like Abilities: 1/day—*charm person*, *detect magic*, *locate object*, *read magic*, *silent image*

Market Price: 24,500 gp

GOBLINBANE

With a name like *Goblinbane*, it's not surprising that this handaxe hates goblins. Thanks to its feats, *Goblinbane* is a

+2 *keen goblinoid-bane handaxe*. It has a number of powers it uses on behalf of its wielder in combat. As long as a good-aligned character wields the axe, it is happy. If it is fighting goblinoids, it is even happier. Note that *Goblinbane* cannot hear, so verbal commands mean nothing to it.

Goblinbane, intelligent +2 handaxe, 8th level: hardness 5, hp 10; Attacks +6/+1 (1d6); Communication: Speech; Perception: Sight; AL NG; SV Fort +0; Ref +0; Will +6; Str 10, Dex 6, Con —, Int 8, Wis 12, Cha 13

Skills and Feats: Spot +12; Attack†, Float†, Weapon or Armor Ability† (*keen*), Weapon or Armor Ability† (*bane: goblinoids*), Weapon or Armor Enhancement† bonus

Spell-Like Abilities: 1/day—*bull's strength*, *cure light wounds*, *detect poison*, *divine favor*, *endurance*, *ghost sound*, *haste*, *improved invisibility*, *jump*, *light*, *shield of faith*

Market Price: 68,700 gp

VAERAM

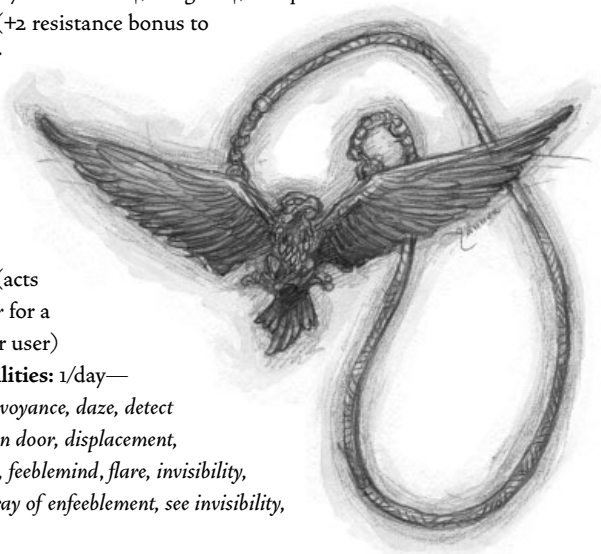
Vaeram, an amulet that looks like an eagle, is extremely arrogant. This brass item wields many powers, adding to the user's saves, Constitution, and spells in addition to having a large selection of spell-like abilities of its own. *Vaeram* resents its creator (Vabrin) and hates all giants because of it. It has dedicated itself to destroying giants, or at least helping to destroy them, whenever possible. It refuses to act on behalf of a giant.

Vaeram, intelligent amulet, 10th level: hardness 5, hp 23; Communication: Super-Telepathy; Perception: Sight and hearing; AL N; SV Fort +0; Ref +0; Will +7; Str —, Dex —, Con —, Int 9, Wis 11, Cha 16

Skills and Feats: Diplomacy +16; Ability Focus (*feeblemind*), Ability Penetration†, Toughen†, Unique Magical Ability† (+2 resistance bonus to saving throws for user), Unique Magical Ability† (+2 enhancement bonus to Constitution for user), Unique Magical Ability† (acts as a *pearl of power* for a 2nd-level spell for user)

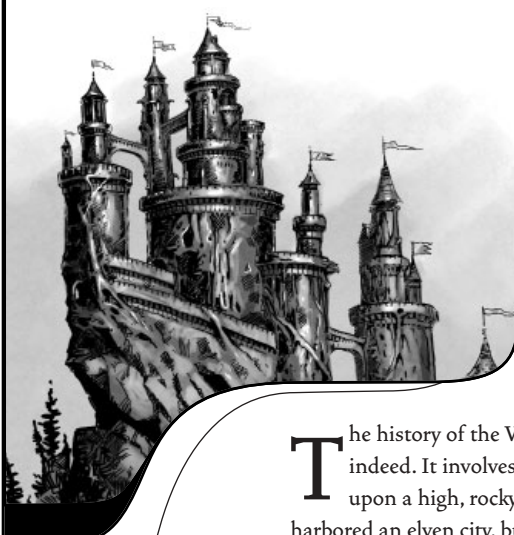
Spell-Like Abilities: 1/day—*clairaudience/clairvoyance*, *daze*, *detect thoughts*, *dimension door*, *displacement*, *expeditious retreat*, *feeblemind*, *flare*, *invisibility*, *light*, *mage hand*, *ray of enfeeblement*, *see invisibility*, *shield*

Market Price: 113,800 gp



The Vale of Stars

In a place awash with history, the people of the Vale of Stars find that they literally cannot help casting spells. Every word and gesture of their language calls up the ancient power of the place, where, in ancient times, dragons taught the secrets of spellcasting to men for the first time, and elves built cities of starlight.



The history of the Vale of Stars is long and complicated indeed. It involves an ancient castle called Arthanath upon a high, rocky hill. The surrounding valley once harbored an elven city, but now it holds only a small human community and a band of otherworldly slavers.

BACKGROUND

Before humans recorded their history in scrolls and books or even on stone slabs in temples dedicated to now-forgotten gods, the Wyrmis Conclave gathered in council....

CASTLE ARTHANATH

The powerful and benevolent metallic dragons of the council decided to help a few chosen humans by teaching them spellcraft and how to access arcane magic. Vestorimin the Sun-Savior built a huge castle of stone and mortar upon a tall hill and named it for the Draconic word for humans. The great golden dragon then brought three young humans to Castle Arthanath and began to reveal the secrets of the arcane to them. In time, he was joined by Reathuraxis, the Lord of Brass, and Semorath, the Lady of Silver, who brought even more skills and spells to bequeath to their newfound charges.

Eventually, the humans left Arthanath and took their knowledge with them to spread among their people. From time to time, other humans came to the castle. Some were welcomed, some were not. Some were never seen again. It seemed that, as the years passed, the dragons became capricious and unpredictable. Then, a thousand years ago, it became unclear whether any dragons remained within Arthanath at all. No one gained admittance, and no one heard or saw anything come from or go into the castle literally for years. Eventually, everyone assumed something terrible had befallen the dragons within. However, all efforts to get inside the castle failed—powerful wards of arcane magic rebuffed all attempts. Mankind eventually forgot about the castle and left it alone upon the hill.

THE STARLIGHT CITY OF KARGOTH

Later, but still long ago, an ancient race of wise and skillful elves built a fabulous city called Kargoth in the valley around Arthanath, although even in those timelost days the castle stood vacant and apparently unbreachable. The leaders of the Kargothi elves called themselves “starlight mages.” They created entire structures out of pure

starlight, sometimes commingling it with stone, metal, or other materials to create strange and baroque towers, bridges and domes that glistened with silver, sparkling iridescence. The starlight mages wielded great eldritch might and eventually decided to enter into the dragon castle of Arthanath.

At first, they seemed successful, breaching the castle’s outer walls. Galleries and porticoes, filled with wonders unseen for centuries, held treasures and secrets that the Kargothi arcanists eagerly gathered. They penetrated farther and farther into the castle, finding new wards and barriers of magic with every step. Each time they overcame the castle’s protections, until finally they entered the inner bailey of Castle Arthanath and looked upon the secret keep within.

And then they accidentally unleashed an abjuration greater than any they had previously found.

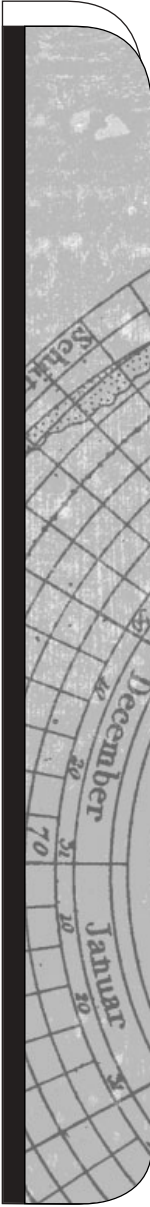
Perhaps greater than anyone had previously found.

The spell annihilated the starlight mages and cleansed the castle halls of them, their servants, and any trace of their infiltration. It spread down into the valley below and consumed the elven city, rendering the starlight structures into slag and debris, and finally into a liquid that seeped down into the earth.

The spell left little or no trace of Kargoth. It repaired the breaches in Castle Arthanath. Everything was as before.

THE STRANGE MAGIC OF THE PEOPLE OF THE VALE

Eventually, people returned to the valley still called the Vale of Stars, or sometimes even Kargoth. They dwelled in the region and built for themselves a village called Banaton at one end of the valley. Castle Arthanath looms above the village. With all this magical power around them, the residents—over many generations—have developed some strange and subtle powers. Their very words have become magical; they subliminally, inadvertently, cast spells through their normal daily activities and conversations. Not much is known about this strange power, and frankly most of the people of Banaton are unaware of it or don’t believe they have it. Creatures who live nearby believe it, to be sure, since a group of club-and-pitchfork-wielding villagers defeated derro slaver hordes not once, not twice, but three times. Now most people and creatures give the folk of Banaton a wide berth.





STARLIGHT WELLS OF THE DAO

About 50 years ago, genies from the Elemental Plane of Earth, called dao, arrived in the valley. They had learned something of the place's history, but ignored the castle atop the nearby hill. They focused their attention instead on the valley floor. Using slave labor from a nearby human village as well as local orc and hobgoblin tribes, the dao drill deep wells to get at the liquefied starlight.

The stalwart citizens of nearby Banaton defend themselves against these dao slavers as best they can. Fearing the inherent and subtle power of the people of Banaton, the dao prefer to gather their slaves from elsewhere in the region.

Placing the Portal

Try placing the portal from the Nexus halfway between the village of Banaton and Castle Arthanath (see map on page 61). This will allow the player characters to discover the villagers' inadvertent spellcasting powers gradually, as they draw closer to the settlement.

The dao use magical pumps, powered by the toil of their slaves, to bring up the liquid starlight from the deep wells. The liquid starlight proves so difficult to get hold of, however, that the dao must move

the wells often, creating even more work for the slaves. Their wells and storage facilities are all underground, where they can more easily construct portals to the Plane of Earth.

Of late, while mining out a cavern for a new well, the dao and their slaves have broken into a section of ancient catacombs, where they found people imbedded in coffinlike pods called *tem-*

poral wombs. These artifacts are the creation of the starlight mages, some of whom apparently saw their doom coming and sealed themselves within these containers of woven starlight. Within them, no time passed, and these awakened elves have become real problems for the dao, for the starlight mages are not happy when they emerge from the magical wombs.

One thing is for certain. Arthanath has withstood the ravages of time with greater fortitude than any human-built fortress ever would. Despite the years, today it appears to be in excellent condition—only slightly weathered and worn.

USING THIS LOCATION IN YOUR CAMPAIGN

You can place this remote location anywhere in a campaign world. Its secrets—the liquid starlight, the inadvertent spellcasting, and dragon magic—are perfect surprises to introduce into a game to spice things up. If Castle Arthanath's history does not fit into your world's history, you can change it, or make it a tale of just one way that humans learned magic.

The secrets of dragon magic can still be found in the area, and it may be just such secrets, or the rare mention of them in ancient texts, that bring the PCs here in the first place. The people of Banaton do not know the secret of dragon magic, but they do know of nearby ancient ruins where they might be found—places where those who learned from the dragons in Castle Arthanath set up their own residences in ancient

days. While Arthanath may prove unassailable (and the folk of Banaton will tell characters that it is), these other ruins are not, although like all ruins, they may hold dangers.

Of course, interacting with the people of Banaton can itself be an adventure. The DM should run the NPCs of Banaton very carefully, because everyone in the village is at least a 1st-level sorcerer with the Subliminal Spellcasting feat (see page 61). The locals may have cast all manner of spells around and at the PCs, but there are no visible effects or clues that spellcasting is going on. The player characters may find themselves inadvertently *charmed* into doing the villagers' bidding, whether they want to or not.

The evil dao can provide interesting antagonists for the PCs. The characters may not know what the dao are up to, exactly, but obviously slavery is a terrible thing. Worse, the dao may attempt to capture the PCs if they are in the area. The wells are all accessible through minelike catacombs under the surface. *Gates* to the Elemental Plane of Earth lie amid the wells, guarded by the dao's servitors, the derro. The liquid starlight is shipped back to the dao's home plane, where they use it to coat certain special metals and minerals to make them even stronger.

If attacking the starlight wells openly is too much for the player characters, they might be able to make some daring raids to free a few slaves, steal some liquid starlight, or both. The dao, of course, look unfavorably upon both such actions and hunt down the raiders as best they can.

On the other hand, PCs with a less heroic bent might simply do business with the dao, and buy liquid starlight from them. The dao don't know the secrets of Arthanath and dragon magic, and don't really care to learn.

ALTERNATE USE

The walls of Castle Arthanath have been breached once more, this time thanks to a natural disaster. The PCs can explore this amazing magical location and find its treasures and secrets while coping with its wards, traps, and guardians. However, they must also deal with the dao and the people of Banaton, one way or another.

CHARACTERS

The player characters may meet one of the mysterious starlight mages while exploring this locale.

ANATHE THE KARGOTHI

Anathe, one of the original elven starlight mages, very recently found herself freed from her *temporal womb* by the mining work of the dao and their slaves. After blasting a number of the earth genies (and their slaves) she flew off, although she remains in the area. Now she spies on the dao as well as on the people of Banaton, trying to learn how long she has been outside time's grasp. Left with no other recourse,

she may attempt to gain access to Castle Arthanath. If she could recruit powerful allies to do so, all the better.

Anathe, female elf Wiz8/Starlight Mage10: CR 18; Medium

humanoid; HD 8d4+16 + 10d4+20; hp 85; Init +2; Speed 30 feet; AC 16 (+2 Dex, +2 amulet, +2 ring); Attack +10/+5 melee or +11/+6 ranged; SV Fort +7, Ref +7, Will +17; AL CN; Str 12, Dex 14, Con 15, Int 21, Wis 18, Cha 16

Skills and Feats:

Concentration +22,
Diplomacy +10, Disguise +9,
Hide +3, Intimidate +8,
Intuit Direction +8,
Knowledge (arcana) +25,
Knowledge (astronomy) +25,
Knowledge (religion) +27,
Listen +6, Move Silently +3, Search +11,
Spot +6, Tumble +12; Brew
Potion, Craft Rod, Dragon
Magic†, Empower Spell,
Forge Ring, Quicken Spell,
Scribe Scroll, Spell Focus
(enchantment), Spell
Penetration

Contingency: If Anathe suffers more than 3 points of damage from a melee attack, *stoneskin* is immediately cast upon her.

Permanent: Anathe has a permanent *see invisibility* spell upon her.

Possessions: +2 ring of protection, +2 amulet of natural armor, wings of flying, rod of starlight beams†, robe of stars, potions of remove paralysis, cat's grace, protection from cold, and cure moderate wounds, scroll of summon monster VI and prismatic spray, scroll of wall of force and geas/quest, silver ring with star sapphire worth 3,000 gp, 130 pp

Wizard Spells Known (4/6/5/5/5/4/3/2): 0—*dancing lights, daze, detect magic, prestidigitation*; 1st—*animate rope, charm person, mage armor, ray of enfeeblement, shield, shocking grasp*; 2nd—*endurance, mirror image, summon monster II, summon swarm, web*; 3rd—*blink, hold person, protection from elements, slow, summon monster III*; 4th—*arcane eye, dimension door, fire shield, improved invisibility, minor globe of invulnerability*; 5th—*cloudkill, dominate person, harroc adulese (hunter serpent)†, wall of force*; 6th—*acid fog, quickened detoim nar (guided strike)†, flesh to stone*; 7th—*finger of death, limited wish*

DRAGON MAGIC

Dragons are far older than humans and discovered magic long before humanity was even born. Even though today humanity commands a vast array of spells, the dragons have kept a few secrets of magic mostly to themselves. This magic, known simply as dragon magic, proves difficult but not impossible for nondragons to use. It draws upon the most

The Dao

Treat dao as neutral evil genies, with the Hit Dice, special qualities, etc., described in the MM. Only their special attacks change. Replace their spell-like abilities, air mastery, and whirlwind powers with the following:

Spell-Like Abilities: 1/round—detect magic, magic stone, passwall, wall of stone; 1/day—move earth, transmute rock to mud, major creation, earthquake

Earth Mastery (Ex): Creatures touching the earth suffer a -1 circumstance penalty to attack and damage rolls against a dao.

primal essences of magic, so dragon magic spells sometimes seem slightly more powerful than normal spells. Their verbal components usually consist of mighty roars, and their somatic components are sweeping and grand.

Today, one can only find the secret of dragon magic in an ancient book or scroll penned by one of the original humans who learned the lore from the dragons themselves. Very rarely, a benevolent dragon will teach a nondragon how to use dragon spells out of the kindness of his heart, or an evil dragon will teach a spellcasting lackey so that he can better serve her.

You must have the following feat to access these secrets. The Dragon Magic feat is also a component of many of the spells starting on page 64.

DRAGON MAGIC (GENERAL)

You learn to master powerful magic that normally only dragons use.

Prerequisites: Caster level 3rd+, Intelligence 13+, Charisma 15+, speak Draconic

Benefit: You can learn spells with the Dragon Magic component, normally unavailable to nondragons. Nondragons with this feat are often called dragon mages.

Special: Dragons gain this feat for free.

LIQUID STARLIGHT

Elves of old could summon starlight down from the heavens to use for various purposes on earth. One of those purposes involved weaving it into the composition of other materials. When the ward from Castle Arthanath blasted the city of Kargoth, the starlight woven into the buildings was not destroyed, but liquefied. Now, dao drill down into the earth where Kargoth once stood, using huge, slave-powered pumps to bring up the liquid starlight from their wells. Usually, a well produces about 100 to 500 gallons of the material before the dao must drill a new one. This slow process takes a matter of weeks, but a gallon of liquid starlight is worth about 1,000 gp.

The liquid has the appearance of oily water reflecting the night sky, even during the day. Its consistency is that of slippery, greasy water. It is always cold, although it has a feel to it that resembles an electric charge—liquid starlight often makes one's skin tingle and hair stand on end. Prolonged exposure burns flesh. It has no smell.

Liquid starlight, drawn up from the mines of the dao, has two uses: coating it onto a nonliving material, or submerging a creature in a starlight bath. Liquid starlight has no other uses, except by starlight mages (see page 62). It must be stored in a vat lined with silver (usually priced at about 10 gp per gallon) or in a crystal container (holds one gallon, costs 200 gp).

STARLIGHT MATERIAL COATING

You can coat liquid starlight onto another nonliving material, improving its hardness, its overall quality, and its resistance to wear. The material gains a +2 bonus to its hardness. If coated onto an already fabricated item where quality makes a difference, the object becomes a masterwork object. The material also becomes immune to the natural effects of time and normal wear. Even a substance like wood or paper becomes virtually timeless if coated with starlight and left alone. Material coated with starlight becomes darker in color, with a faint, twinkling glow. You need a gallon of liquid starlight to coat 10 square feet of a material.

To safely and successfully coat material with liquid starlight, first make an appropriate Craft check (DC 20). So to coat metal, you must make a Craft (metalworking) check, and to coat wood, make a Craft (carpentry) check. A failed check results in wasted liquid starlight, and you suffer 1d6 points of damage from improper exposure. The material is not affected by the failure, however.

STARLIGHT BATHS

You can submerge yourself or another creature in liquid starlight. The liquid starlight burns the bather at first, like a mild corrosive (inflicting 1d6 points of damage the first round and 2d6 points of damage the second round). Once a bather has weathered this initial exposure, however, a skin-like coating of the liquid starlight melds with the creature's own flesh. The bather takes on a shadowy appearance, with twinkling stars swirling throughout the creature's skin. This skin grants the bather DR 15/+1 and adds a +2 enhancement bonus to Strength and Dexterity. The skin treatment lasts until the creature suffers 10 points of damage for every gallon used in the bath.

Two gallons are needed to bathe a Small or Medium creature. One will do for a smaller creature. Four gallons coats a Large creature, 16 for a Huge creature, 64 for a Gargantuan creature, and 256 gallons for a Colossal creature.

SUBLIMINAL SPELLCASTING

Over the generations, the people who live in the Vale of Stars have unintentionally become infected with eldritch power. Prolonged exposure to magic does many strange things to people. Sometimes the change is physical, creating magical mutations—this has led, in the past, to whole new species of creature. Sometimes the change is mental, driving creatures insane. Sometimes the change is metaphysical. One such metaphysical alteration is something called subliminal and inadvertent spellcasting.

Subliminal spellcasting occurs when the very language people use, as well as the gestures and movements they make, come together to cast spells. Subliminal spellcasting is almost always inadvertent—the “casters” do not even know

that they are doing it. And because it is subliminal, no one else usually realizes the fact either.

For example, a carpenter with unknown inherent magical talent and the ability of inadvertent subliminal spellcasting might, through the language of the slow chant he makes to himself while he works, and in his movements as he runs his hands over the wood and manipulates his tools, cast a subliminal spell that improves the quality of his work. Or a thief with this ability, caught red-handed, might speak and gesture wildly trying to convince the authorities to let her go—and, thus weaving a *charm* spell over them, she succeeds. She thinks she's just good at "fast talking her way out of things," but she's actually casting spells.

Subliminal spellcasting is always subtle and slow, the main reason why those around the caster do not notice it. These inadvertent casters have no named spells or books or anything of the sort. They may not even know the first thing about the theories and practices of magic—in fact, they probably don't, since they've never observed any of the tell-tale signs someone trained in the art of Spellcraft might notice. Their spells are usually very minor cantrip-level effects or, at most, the equivalent of a 1st-level spell. Basically, these people are mainly commoners or experts, with at least one unknown level of sorcerer.

A few spellcasters who have learned that subliminal spellcasting exists have researched the phenomenon and have learned to accomplish it themselves, intentionally. Only those interested in casting spells without others knowing it, slowly and subtly, gain any benefit. It is not a useful talent to have in a fight or while exploring a dungeon.

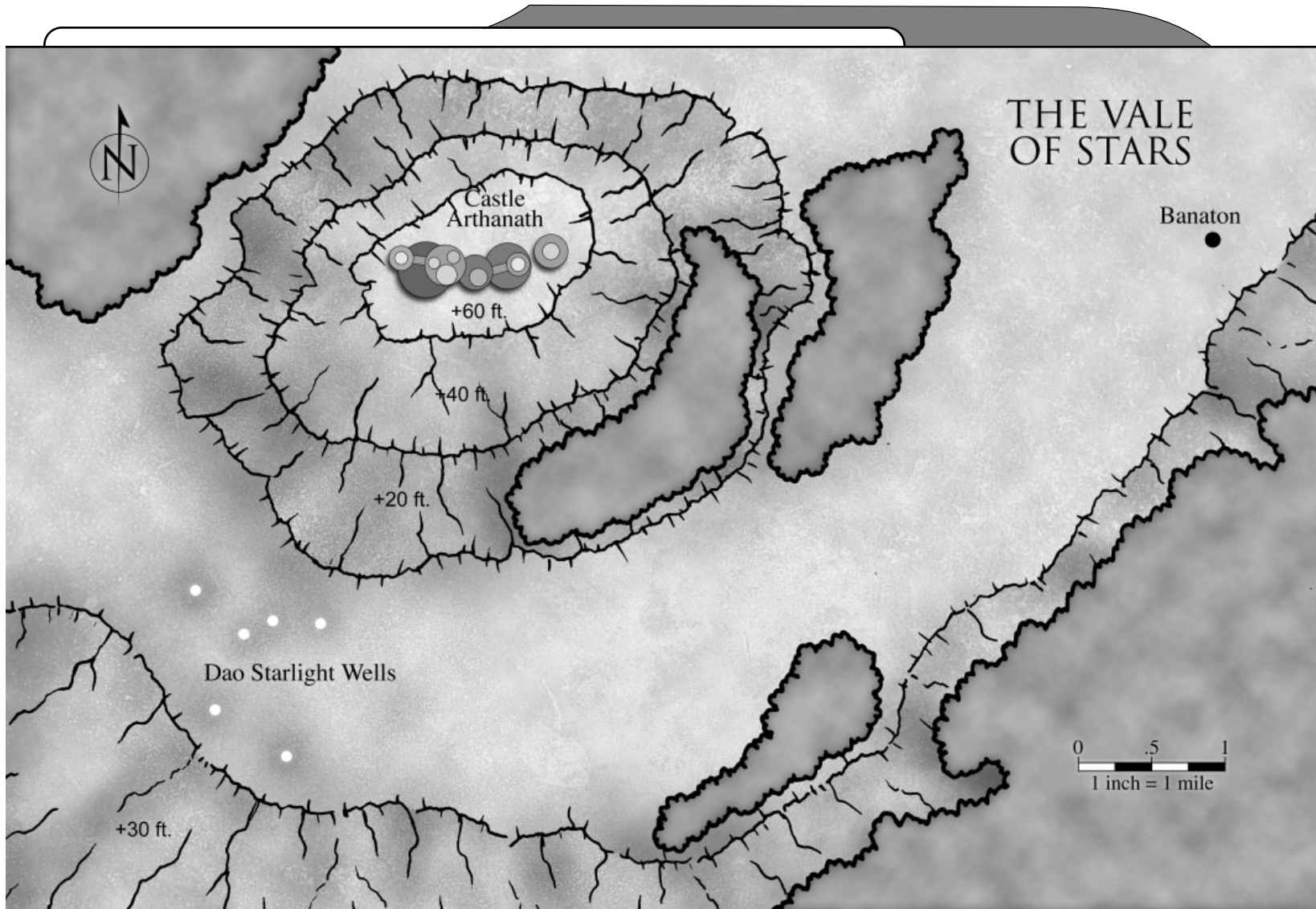
The feat below allows the practice of subliminal spellcasting.

SUBLIMINAL SPELLCASTING (ELDRITCH)

You cast a spell so subtly as to make it extremely difficult to detect that it even happened.

Prerequisites: Bluff skill, Charisma 11+, Caster level 3rd+

Benefit: You can cast any spell so that the casting has no visible effects. Further, the somatic and verbal components (if any) remain so subtle that unless someone makes a Spellcraft check (DC 10 + your Bluff skill check), they cannot tell you are casting a spell and not simply moving and talking normally. The casting time for the spell is 10 times the normal casting time. Unlike with a normal spell, even if a character must make a saving throw to resist the spell's effects, he is not aware that he is making the save. Succeed or fail, a target does not know a spell has been cast upon him. Likewise, you do not know whether a spell succeeds or fails.



PRESTIGE CLASS: STARLIGHT MAGE

The fact that elves are fascinated by starlight has long been established. Their affinity with starlight and moonlight is the stuff of legends. It should come as no surprise, then, that long ago the elven race developed the tradition of starlight magic. Starlight magic, as wielded by a starlight mage, gives one the power to summon forth starlight and weave it into other materials, or create objects. Such mages can even call upon the ageless quality of the stars to manipulate time, or at least resist its passage.

Arcane spellcasters become starlight mages, but only rarely. The art is all but lost today, its secrets found only in ancient elven scrolls and in those individuals recently emerged from the starlight wells. Starlight mages are so rare, in fact, that no organized group of them exists any longer. One encounters them almost exclusively alone.

REQUIREMENTS

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

Race: Elf
Knowledge (arcana): 8 ranks
Knowledge (astronomy): 8 ranks
Feats: Alertness, Spell Focus (any)
Special: Must be able to cast <i>dancing lights</i> , <i>glitterdust</i> , and <i>temporal venom</i>
Special: Must have had access to liquid or solid starlight in the past

Hit Die: d4

CLASS SKILLS

The starlight mage class skills (and the key ability for each skill) are: Bluff (Charisma), Concentration (Constitution), Decipher Script (Intelligence), Diplomacy (Charisma), Gather Information (Charisma), Innuendo (Wisdom), Knowledge (any) (Intelligence), Scry (Intelligence), Search (Intelligence), Spellcraft (Intelligence), and Spot (Wisdom). See the *Player's Handbook*, Chapter Four, for skill descriptions.

Skill Points at Each Level: 2 + Intelligence modifier

CLASS FEATURES

Weapon and Armor Proficiency: Starlight mages gain no proficiency in any weapon, armor, or shield.

Spells. When a starlight mage gains her first level, and at alternating levels after that (plus 10th level), the character gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, and so on). This essentially means that she adds the new level of starlight mage to the level of her other spellcasting class, then determines spells per day, spells known, and caster level accordingly. For example, if Phaeran, an 8th-level wizard, gains a level in starlight mage, she gains new spells as if she had risen to 9th level in wizard, but uses the other starlight mage aspects of level progression such as base attack bonus and save bonuses. If she next gains a level of wizard, making her a 9th-level wizard/1st-level starlight mage, she gains spells as if she had risen to 10th-level wizard.



If a character had more than one spellcasting class before she became a starlight mage, she must decide to which class she adds the level of starlight mage.

Spell Appearance Change. From 1st level on, the appearance of all of the starlight mage's spells changes somewhat. Magical energy wielded takes on a soft, white glow. Area effects become dark, star-filled fields. Or, for example, *magic missiles* become sparkling, twinkling, white bursts of light. A *fireball* looks like a seething black orb filled with stars. A *minor globe of invulnerability* shimmers with sparkling, star-like motes forming the actual globe. This in no way affects any of the mechanics involved, and spells without visible effects remain unchanged.

Handle Starlight. A starlight mage can handle starlight, whether liquid or solid, safely and efficiently. No checks need be made to properly apply it, and the mage never suffers any damage from it, no matter how long the exposure. This is an extraordinary ability.

Radiance. Starlight mages radiate soft, sparkling light at all times, unless they use a standard action to douse the light (it remains doused for only an hour, or until the mage goes unconscious, at which time it begins again). The radius of the light measures 10 feet. This is a supernatural ability.

Summon Starlight. The 2nd-level and higher starlight mage can summon a handful of starlight once per day per starlight mage level. This is a standard action. The mage can use the starlight to do anything that liquid starlight can do (see page 60), with a handful of summoned starlight equal to a gallon of liquid starlight. Likewise, a starlight mage can take a gallon of liquid starlight and use it as he would a handful of summoned starlight. Summoned starlight, once summoned, lasts for 1d4+4 rounds, or until used. This is a spell-like ability.

Nightscreying. Beginning at 3rd level, a starlight mage does not need to use a focus when casting *screying*. Instead, she can just look up into the clear night sky and

see whatever images the spell produces among the stars. Daytime or cloudy night conditions make this ability impossible and normal *screying* rules apply. This is a supernatural ability.

Starlight Shield. At 3rd level and beyond, a starlight mage can use summoned starlight to create a shield around herself or another creature that she touches. This shield, the size of a normal large shield, seems made of the dark night sky, filled with stars. It floats of its own accord and provides a +4 armor bonus to Armor Class as if it was a normal shield. It lasts for 10 minutes per starlight mage level plus any other arcanist levels. This is a spell-like ability.

Starlight Weapon. Starting at 4th level, a starlight mage can use summoned starlight to create a melee weapon of any type she is proficient with. This is a standard action. This weapon, no matter the size or type, inflicts 2d6 points of force damage and enjoys a critical hit range of 19–20/x2. Further, its enhancement bonus equals the starlight mage's level divided by 2. It seems made of the dark night sky, filled with stars. Anyone can wield it as a normal weapon. It lasts for 10 minutes per starlight mage level plus any other arcanist levels. This is a spell-like ability.

Starlight Weaving. The 5th-level and higher starlight mage can weave summoned starlight into another nonliving material, improving its hardness, its overall quality, and its resistance to wear. The material gains a +4 bonus to its hardness and it becomes lighter, weighing only half as much as normal. If woven into an already fabricated item where quality makes a difference, the object becomes a masterwork object. The material also becomes immune to the natural effects of time and normal wear. Even a substance like wood or paper becomes virtually timeless if woven with starlight and left alone. Material woven with starlight becomes darker in color, with a faint, twinkling glow. Starlight weaving is similar but superior to coating an object with liquid starlight, which anyone can do. This is a spell-like ability.

STARLIGHT MAGE

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Bonus
1	+0	+0	+0	+2	Spell appearance change, handle starlight, radiance	+1 spellcasting level
2	+1	+0	+0	+3	Summon starlight	—
3	+1	+1	+1	+3	Nightscreying, starlight shield	+1 spellcasting level
4	+2	+1	+1	+4	Starlight weapon	—
5	+2	+1	+1	+4	Starlight weaving	+1 spellcasting level
6	+3	+2	+2	+5	Starlight beam	—
7	+3	+2	+2	+5	Age of the stars	+1 spellcasting level
8	+4	+2	+2	+6	Stardust, starskin	—
9	+4	+3	+3	+6	Starlight elixir	+1 spellcasting level
10	+5	+3	+3	+7	Temporal womb	+1 spellcasting level

Starlight Beam. Beginning at 6th level, a starlight mage can use summoned starlight to launch a beam of energy from her palm that seems made of the dark night sky, filled with stars. It extends for 100 feet, plus 10 feet per starlight mage level, and measures 5 feet wide. It inflicts 1d6 points of force damage per starlight mage level plus any other arcanist levels (maximum 20d6) to anyone in the path (Reflex save for half

Adventure Seed (Levels 10 to 13)

A few elven starlight mages come to the area around the Vale of Stars and decide to rid it of the dao completely. They enlist the help of the player characters. The dao not only defend themselves quite well, but they bring in earth elementals, derro, and xorn to help, and make their slaves fight for them as well.

After a wearying campaign against the dao—assuming the PCs and their starlight mage allies win—the elves decide to keep the starlight wells open and functioning. They even, in fact, keep the remaining slaves working on the wells. The mages prove to be no better than the dao: They just wanted the liquid starlight for themselves, since they can use it more efficiently than anyone else. Now the characters must decide whether to live with the situation or turn around and oppose those they just aided.

immune to all time-related magical effects, including those that age, rot, wither, corrode, rust, or bestow temporal stasis. She becomes immune to disease. No one can cast the spell *timestop* successfully within 100 feet of her. This is a supernatural ability.

Stardust. Starting at 8th level, a starlight mage can, once per day, create sparkling dust meant to be sprinkled upon a creature (if the creature is unwilling, the mage must make a ranged touch attack). Because of the timeless quality of the stars, stardust allows time to briefly speed up or slow down for the creature, as the starlight mage desires. A creature with stardust upon it is either *hasted* for 1 round per starlight mage level or *slowed* for the same amount of time, as the mage decides. This spell-like ability requires a standard action.

Starskin. The 8th-level and higher starlight mage can use summoned starlight to give herself a skinlike coating of liquid starlight, which melds with her. She takes on a shadowy appearance, with twinkling stars swirling throughout her skin. This skin grants the mage DR 20/+2 and adds a +4 enhancement bonus to Strength and Dexterity. The skin lasts until the mage suffers 30 points of damage. Gaining starskin is similar but superior to bathing in liquid starlight, which anyone can do. This spell-like ability requires a standard action.

Starlight Elixir. Beginning at 9th level, a starlight mage can use two handfuls of summoned starlight to create a black, frothy drink that makes the drinker ethereal for one minute or removes the drinker's need for air, food, or water for one week (imbiber's choice). If kept in a crystal flask worth at least 100 gp, a draught of the starlight elixir lasts for one month before dissipating. This spell-like ability requires a standard action.

damage, DC = 10 + the starlight mage's level + the starlight mage's Charisma bonus). Those who fail their saving throws are also dazzled (–1 to all attack rolls) for 1 round per starlight mage level. This spell-like ability requires a standard action.

Age of the Stars. The stars are timeless, and so is the 7th-level and higher starlight mage—to an extent. The mage and her equipment remain

Temporal Womb. Utilizing the near timeless qualities of the stars themselves, a 10th-level and higher starlight mage can use summoned starlight to weave a special cocoonlike structure around herself. Within this *temporal womb*, time does not pass. The starlight mage and her equipment do not age and they cannot be harmed. When creating a *temporal womb*, the starlight mage determines the condition that ends it—it could be a specific time (as measured by its passage outside of the womb), the presence of a selected type of creature, an atmospheric condition, etc. Until the condition is met, the mage remains within the temporal womb and cannot be disturbed. The womb cannot be dispelled, suppressed, or negated. Using this spell-like ability requires one minute.

SPELLS

All the spells here but one are dragon magic spells, accessible only to dragons or to those with the Dragon Magic feat (see page 60). Presumably, far more dragon magic spells exist. These are only a sampling.

ABUASHNE (SHARE ARMOR)

Abjuration

Level: Wiz/Sor 3

Components: V, S, Dragon Magic

Casting Time: One action

Range: Touch

Target: One creature

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

The caster transfers some of his or her natural armor bonus (up to half the caster's total bonus) to the chosen target, who gains the benefit of it. This natural armor bonus stacks with existing natural armor bonuses that the target may have, but it does not stack with multiple castings of this spell (whether from the same caster or others).

CUIGNA ARTHANATH (CONSUME MAN)

Necromancy [Death]

Level: Wiz/Sor 9

Components: V, S, Dragon Magic

Casting Time: One action

Range: Close (25 feet + 5 feet/two levels)

Target: One humanoid

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Calling upon ancient pacts and forgotten powers, the dragon (or dragon mage) annihilates a humanoid target, causing the target to cease to exist. Only a *wish* or *miracle* spell, followed by a *true resurrection*, can restore the target to life again.

Targets who make their saving throws suffer 10d6 points of damage.

**DETOIM NAR (GUIDED STRIKE)**

Divination

Level: Wiz/Sor 2**Components:** V, Dragon Magic**Casting Time:** One action**Range:** Personal**Target:** Caster**Duration:** 1 round/level or until used**Saving Throw:** No**Spell Resistance:** No

This spell guides the caster's claw (or other weapon) with supernatural knowledge. The next attack the caster makes during the duration that would miss its target gains a +20 bonus. The spell affects only one attack, and then ends.

DIABOLICH PORTAM (DEVIL'S GATE)

Conjuration (Summoning) [Evil]

Level: Wiz/Sor 7**Components:** V, S, Dragon Magic**Casting Time:** One action**Range:** Close (25 feet + 5 feet/two levels)**Effect:** A magical door leading to Hell**Duration:** 1 round/level (D)**Saving Throw:** No**Spell Resistance:** No

The caster creates a doorway of balefire and brimstone. Once per round, a barbazu, kyton, or erinyes (equal chance of each) passes through the gate and arrives in the presence of the caster. If the caster speaks an Infernal word of greeting (a free action), there is a 50 percent chance the devil will

remain and obey the caster's commands for the duration of the spell as if summoned by a *summon monster* spell. If it chooses not to stay, there is a 5 percent chance that it attacks the caster for the duration of the spell. Otherwise, it leaves. If the caster does not speak the word of welcome, the devil always chooses not to stay.

If the caster moves out of range of the gate, it ceases to exist and the spell ends. Any summoned creatures disappear.

**FERROD ADUL VESTORIMIN
(VESTORIMIN'S GOLDEN AURA)**

Abjuration [Good]

Level: Wiz/Sor 6**Components:** V, Dragon Magic**Casting Time:** One action**Range:** Personal**Area:** 20-foot radius, centered on caster**Duration:** One minute/level**Saving Throw:** None**Spell Resistance:** No

Filling the area around the caster with golden light, this spell acts like an *antimagic field*, but it suppresses only magic with the evil descriptor. All such spells and effects cease to function while in the spell's area. Evil spells and magic effects cannot enter the area, and evil spells cast within the area are nullified and lost. Continuous evil magical effects brought into the area are suppressed (but not dispelled). Corporeal undead and evil outsiders can enter the area, but evil creatures summoned or conjured cannot,

nor can incorporeal undead. Spells and effects unaffected by *antimagic field*, including artifacts, remain unaffected by this spell as well.

GARRIS ADON (SEEMING OF FORM)

Illusion (Glamer)

Level: Wiz/Sor 2

Components: V, S, Dragon Magic

Casting Time: One minute

Range: Touch

Target: One nonliving object no larger than the caster

Duration: One hour/level (D)

Saving Throw: Will negates (object) and Will disbelief (if interacted with)

Spell Resistance: Yes (object) and No

This illusion makes an object seem to all senses to be something else. The caster can change the shape, texture, color, and smell as desired, and can even change the size by one category. The spell also grants an object the inherent qualities of another object—a chair can be wielded as a battleaxe, or a table can serve as a hinged door.

However, the object retains its original hardness and hit points. Objects not actually weapons used as such suffer a –1 attack and damage penalty. This spell cannot bestow magical abilities, nor grant masterwork quality. Magical qualities in an item remain inaccessible while the character attempting to use the item believes in the illusion.

Unattended magical items, and those in the possession of another, get a saving throw to resist the effects of this spell.

HARROC ADULESE (HUNTER SERPENT)

Evocation

Level: Wiz/Sor 5

Components: V, S, M, Dragon Magic

Casting Time: Full round

Range: Personal

Effect: One magical serpent

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

The caster creates a serpent made of red energy that appears in his talon (or hand). The caster then whispers a type of creature (humanoid, fey, magical beast, etc.) to the hunter serpent (as a free action). The serpent immediately flies through the air at a speed of 90 feet toward the nearest creature of that type. It travels until it reaches an appropriate target, no matter how far it must travel, at which point it makes a touch attack with a +10 bonus. If successful, it inflicts 1d6 points of damage per caster level (maximum 15d6) and 1d3 points of Strength damage as well. After the attack, it disappears.

The *hunter serpent* always goes for the closest appropriate target, even if, as it travels toward one, the situation changes.

In such a case, it immediately switches targets. The *hunter serpent* cannot travel through matter. If the nearest target of the named type remains within a closed area (such as in a castle with all windows and doors shut), it waits for one hour outside the area. If still unable to find an appropriate target, it disappears. If, however, a closer appropriate and available target appears during that waiting period, it leaves to pursue that target.

There is a drawback to using the spell. As the *hunter serpent* strikes, it speaks. It names and describes the caster and gives his or her general current location—even if that location changed since the spell's casting. It speaks in whatever language is appropriate to the target, or Common if the target has no language. For example, the *hunter serpent* says, "I am sent by Talgorim, the Black Dragon, who waits six miles to the south in his lair."

Material Component: A snake fang

ILROSOS TOBOR (ROSES OF LIFE)

Conjuration (Healing)

Level: Wiz/Sor 4

Components: V, S, M, Dragon Magic

Casting Time: 10 minutes

Range: Touch

Effect: One magical rose/level

Duration: One hour/level

Saving Throw: Will half (harmless)

Spell Resistance: Yes (harmless)

The caster creates roses made of glistening (positive) magical energy. Characters can use one of these roses at any time during the duration to heal themselves of 1d8 points of damage as a standard action. Thus, casters can keep the roses they create for later, they can use them immediately, or they can give them to allies. One also can use a single rose to make a touch attack against an undead creature that inflicts 1d8 points of damage as a standard action.

Material Component: Crumbled rose petals and powdered ruby worth at least 300 gp

JISGUS SEPA (DISGUISE SOUL)

Necromancy

Level: Wiz/Sor 8

Components: V, S, Dragon Magic

Casting Time: One action

Range: Touch

Target: The caster and one creature

Duration: One year/level (D)

Saving Throw: No

Spell Resistance: Yes

This spell makes the caster's soul appear to be the soul of another creature and vice versa to all spells that target souls.

Spells that target souls include any spells that require a caster to know the name of the target or spells that require preparation ahead of time regarding a specific target (like *binding*), *scrying*, and similar divinations, and obviously soul-related spells like *soul bind*. Thus, someone attempting to cast *binding* on a target with this spell cast would bind the wrong target. (See Nan Dur in *Skreyn's Register: The Bonds of Magic—Cabal*.)

KEVESSA GUL (SPINES OF DEATH)

Conjuration (Creation)

Level: Wiz/Sor 5

Components: V, S, Dragon Magic

Casting Time: One action

Range: Personal

Target: Caster

Duration: 1 round/level

Saving Throw: No (see text)

Spell Resistance: No

This spell conjures eight spines to grow on the caster's body. The caster can hurl them like longswords (with no proficiency penalty), up to six at a time as a standard action, with each spine requiring its own attack roll. The spine bearer cannot target multiple foes in a single attack volley. Each spine deals 1d8 points of damage (plus the caster's Strength modifier) as well as poison, with venom that inflicts 1d4 Constitution/1d4 Constitution. Those hit by the spines must make a Fortitude save to avoid the effects of the poison.

In melee, the dragon (or dragon mage) can make attacks with the spines as nonreach weapons that he is proficient with. He deals 1d8 points of damage plus his Strength modifier no matter how many spines he currently has. Each successful strike with a spine in melee potentially injects poison as well.

After throwing a spine, the dragon (or dragon mage) grows a new poisoned spine each round of the spell's duration, or until he has eight again (he can never have more than eight spines at once). So if, on the first round, the caster hurls six, he has two left. But next round he grows another, so he has three. He can wait 3 rounds more—perhaps making melee attacks during that time—to get six, and then hurl them all at once, or hurl three now and one each round thereafter, and so on.

If the caster is grappled, the grappled automatically suffers spine damage and must make a save to resist the poison.

MARGUL (DREADED FREEZE)

Enchantment (Compulsion) [Mind-Affecting]

Level: Wiz/Sor 1

Components: V, Dragon Magic

Casting Time: One action

Range: Medium (100 feet + 10 feet/two levels)

Target: One creature/five levels

Duration: 1 round (D)

Saving Throw: Will partial

Spell Resistance: Yes

The target(s) of this spell freezes motionless, as described in *hold person*. Targets who succeed at a saving throw still suffer a -1 penalty to attacks, saves, and checks for the duration.

NONESS TOMA (SLIP BETWEEN SIGHT)

Illusion (Figment)

Level: Wiz/Sor 1

Components: V, Dragon Magic

Casting Time: One action

Range: Personal

Target: You

Duration: 1 round/level



Saving Throw: None

Spell Resistance: No

This illusion obscures accurate vision. The caster gains a +5 bonus to Hide checks and does not necessarily need something to hide behind (but he must remain unobserved while initially hiding). This spell negates any size penalties as they apply to Hide checks.

PRETUR AR NUADE (HOARD WARD)

Transmutation [Teleportation]

Level: Wiz/Sor 8

Components: V, S, M, Dragon Magic

Casting Time: 10 minutes

Range: Touch

Area: One 10-foot cube/level (S)

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

The caster creates a powerful protective ward throughout an area. If anyone enters the ward other than the caster or those named by the caster at the time of casting, this spell teleports the intruders to a specific location designated at the time of casting, with none of their equipment. The equipment remains in the ward, although intelligent magic items are immune and do travel with the wielder, if they so choose.

Material Component: Gold dust worth at least 1,000 gp

TEMPORAL VENOM

Conjuration (Creation)

Level: Wiz/Sor 3

Components: V, S, M

Casting Time: One minute

Range: Touch

Effect: One dose of venom/level

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You create a number of drops of a magical “poison” that you can deliver by a touch attack or put on a weapon for use against a struck foe. Rounds the venom spends on a weapon or your hand count against the total duration. Unlike true poisons, there is no secondary effect a minute later, but creatures immune or with

special resistances to poison gain no benefit against this spell.

Those afflicted with *temporal venom* find their ability to interface with time damaged. Their movements become erratic, and

Malhavoc Speaks

One of the oddest spells I know, temporal venom is far more interesting to cast than a mere slow spell on a victim. Overall, it may be no better than the more reliable slow, and it requires a successful attack to succeed—still, the spell remains fascinating in its effects.

It makes me eager to research a higher-level version of this type of power. What would happen if an arcanist could utterly destroy one's ability to interface with time? I predict it would result in an imprisonment-like spell, but even harder to undo.

they almost seem to flicker or stutter in and out of reality. At the beginning of each round, roll on the following table to determine the effects on the victim:

1d20	Effect
1–4	Victim “flickers” in time and gets no action this round. Victim is unaware of time passing.
5–8	Victim “blinks” to a random spot within a single move for that character (a spot she could physically reach), although she retains no memory of moving there (nor does anyone else).
9–10	Victim moves slowly, getting only a partial action this round.
11–12	Victim can act normally but cannot sense anything around her this round. She becomes effectively blind and deaf, with no sense of smell or touch.
13–14	Victim appears disoriented as she stutters and strobos through reality for a round. She suffers a –4 circumstance penalty to attack rolls, saving throws, and checks.
15–18	No effect. Victim can act normally for 1 round.
19–20	Victim speeds up in time, getting an extra partial action this round.

The elven starlight mages created this spell centuries ago. It is said to tie into the time-related (or time-resistant) properties of the stars themselves.

Material Components: A mirror created under the stars at night, and a drop from a basin of water with 1 gp worth of powered silver in it

VESSA KORNARI (STEAL HEART)

Necromancy

Level: Wiz/Sor 7

Components: V, S, Dragon Magic

Casting Time: Full round

Range: Touch

Target: One corpse

Duration: Instantaneous

Saving Throw: No

Spell Resistance: No

The heart of a dead creature (or portion of the creature's body with similar symbolic importance) is torn from the corpse and placed in the caster's talon (or hand), whereupon the caster must eat it. Thereafter, the dead creature cannot be brought back to life until the dragon (or dragon mage) dies.

MAGIC ITEMS

Many magic items associated with the Vale of Stars pertain to either starlight magic or dragon magic. Here are just a few of them.

ARMOR AND WEAPONS

Dragonfist: This +5 *spell-storing mace* takes the shape of a clenched claw covered in green scales. Once per week, the wielder can conjure (call) a young green dragon to do his bidding for 10 rounds. The dragon is called, so it is physically present, but at the end of the 10 rounds it returns from whence it came. If it dies, it also returns to its original home, but that power of the mace will never work again. The mace's creation is tied to an ancient pact, so the dragon may not hold a grudge regarding the summoning—even if mistreated—should the wielder ever meet the dragon again. The mace wielder must speak Draconic in order to conjure the dragon at all.

Caster Level: 13th; *Prerequisites:* Craft Magic Arms and Armor, *summon monster VII*; *Market Price:* 90,512 gp

Shield of Stars: This +1 *large steel shield* is black with a starfield glowing across its surface. When a user activates its powers, the stars swirl and spin as if caught in a vortex. The shield allows the wielder to cast *darkness* three times per day and *dancing lights* at will. She also can see in darkness up to 30 feet, even magical darkness.

Caster Level: 3rd; *Prerequisites:* Craft Magic Arms and Armor, *dancing lights*, *darkness*, *darkvision*; *Market Price:* 20,170 gp

Starsword: This +3 *longsword* appears to be made of black steel. Within the blade, one can see twinkling stars. Upon command, the sword launches shurikenlike projectiles made of light that each inflict 1d6 points of damage. Each round, the sword can fire three star projectiles from its blade as a standard action, each requiring its own ranged attack roll. The stars are magical force, not weapons, so they ignore DR and incorporeality.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *magic missile*; *Market Price:* 28,315 gp

RODS AND STAVES

Death From the Skies: This rod is rare in that it can be used only once. When activated by a command word, it creates a Colossal dragon head and neck made of pure magical force, appearing at least 50 feet above the ground. The head comes down to make a single +45 bite attack that automatically makes a snatch (grapple) attempt if it succeeds in the bite and if the target is size Large or smaller. The bite/snatch inflicts 4d8+15 points of damage. The dragon's head will move up 50 feet and attempt to hold the victim for up to 4 rounds (each round inflicting 4d8+15 points of damage). If the snatched victim gets free or when the 4 rounds end, the dragon head disappears; victims fall unless they can fly. If the initial bite misses, the dragon's head disappears.

To use the rod, the wielder must stand upon the same surface as the target with a clearance of at least 60 feet above them.

Remember that if the target has spell resistance, the wielder must succeed at an SR check, or the head disappears.

Caster Level: 17th; *Prerequisites:* Craft Rod, *summon monster IX*; *Market Price:* 10,000 gp

Dragonstaff: This heavy bronze staff topped with a dragon's head seethes with dragon magic. It allows use of the following spells without the Dragon Magic feat:

- *Margul (dreaded freeze)* (1 charge, DC 11)
- *Noness toma (slip between sight)* (1 charge)
- *Garris adon (seeming of form)* (1 charge)
- *Harroc adulese (hunter serpent)* (2 charges, 10d6 points of damage)
- *Ke vessa gul (spines of death)* (2 charges, DC 17 for poison)

Caster Level: 10th; *Prerequisites:* Craft Staff, creator must be a dragon, *margul (dreaded freeze)*, *noness toma (slip between sight)*, *garris adon (seeming of form)*, *harroc adulese (hunter serpent)*, *ke vessa gul (spines of death)*; *Market Price:* 51,500 gp

Rod of Starlight Beams: This rod allows the wielder to summon starlight and use it to fire starlight beams as if she were a starlight mage. The whole process requires two standard actions: one to summon the starlight and one to focus it into a beam. The summoned starlight cannot be used for anything other than a beam, and if the user does not convert it into a beam the round after it is summoned, it dissipates. The rod can be used three times per day, and the beam inflicts 10d6 points of damage, with a Reflex saving throw (DC 16) for half damage; those who fail their saves are also dazzled.

Caster Level: 10th; *Prerequisites:* Craft Rod, creator must be at least a 6th-level starlight mage; *Market Price:* 48,000 gp

WONDEROUS ITEMS

Armband of the Delicate Touch: Made for a dragon or other large creature with claws rather than hands, this armband allows the wearer the use of two continuous *mage hand*-like hands of magical force to manipulate objects and perform delicate maneuvers, such as writing, craftwork, or similar activities. As with *mage hand*, they can only manipulate objects of 5 lbs. or less. They cannot be used for spellcasting or wielding weapons of any kind. They must remain within 25 feet of the armband.

Caster Level: 1st; *Prerequisites:* Craft Wondrous Item, *mage hand*; *Market Price:* 5,000 gp; *Weight:* —

Gauntlet of Arthanath: This dragon-made gauntlet, intended to be worn by humanoids, is constructed of plates of copper, bronze, brass, silver and gold. It gives the wearer the ability to use dragon magic and to speak Draconic.

Caster Level: 1st; *Prerequisites:* Craft Wondrous Item, creator must be a dragon, *comprehend languages*; *Market Price:* 5,500 gp; *Weight:* —

Heart Thief: This looks like a short wooden staff or a rod with a large carved wooden dragon's claw on one end. It can be used once to cast *vessa kornari (steal heart)*. When activated, the heart appears in the wooden dragon's claw and is destroyed. Now the victim cannot be restored to life until the

item is destroyed. Most users proceed to lock a used *heart thief* away in a well guarded vault, drop it, weighted down, into the deepest part of the ocean, or cast it off into the Astral Plane. It can only be used once.

Caster Level: 13th; *Prerequisites:* Craft Wondrous Item, *vessa kornari* (steal heart); *Market Price:* 4,500 gp; *Weight:* 5 lbs.

Lair Guardian: Another item developed by dragons, the *lair guardian* looks like a foot-wide black iron pyramid with gold inlay in a baroque design. The first thing a user should do is key the guardian to all acceptable allies by touching it to them. Upon command, it floats around a given perimeter no larger than a 500-foot radius from the point of activation. If a creature that is not an acceptable ally comes within 50 feet of the guardian, it goes into attack mode. It has an initiative modifier of +6, and, on its turn, uses one of the following attacks:

- *Hold Monster:* Used only if there is one intruder; Will save (DC 17); followed up by a *cone of cold* the next round if successful
- *Cone of Cold:* Used if there are at least four intruders who could be targeted; inflicts 10d6 points of damage, Reflex save (DC 17) for half
- *Slow:* In all other situations, it uses this attack. If all intruders within range are *slowed* but the other conditions do not apply, it uses its *cone of cold* against as many targets as possible; Will save (DC 14)

The *lair guardian* has AC 22 (+2 size, +10 natural), hardness 10, and 50 hp. It can take no actions other than those described above. Once it begins to attack, the pyramid does not move. It attacks for up to 4 rounds, or until it is destroyed, and then loses all power; it cannot be used again. It otherwise patrols until used.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, creator must be a dragon, *alarm*, *cone of cold*, *fly*, *hold monster*, *slow*; *Market Price:* 18,000 gp; *Weight:* 30 lbs.

Lenses of Dragonsight: These highly coveted items give the wearer the visual senses of a dragon. The wearer sees four times as well a human in low-light conditions and twice as well in normal light. The wearer also gains darkvision with a range of 500 feet.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *darkvision*, *true seeing*; *Market Price:* 30,000 gp; *Weight:* —

Necklace of Stars: This platinum necklace looks like it might be a *necklace of fireballs*. However, each of the detachable spheres is actually a star-shaped device that the wearer (and only the wearer) can pull off and easily hurl up to 70 feet. At the end of its trajectory, the star bursts into a white, *fireball*-like explosion that inflicts 5d6 points of fire damage (Reflex save [DC 16] for half damage). Those failing their saving throws also become dazzled for 1d10 rounds (-1 to all attack rolls) due to the sparkling lights within the explosion. The necklace has 1d6+5 detachable stars.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *fireball*, *glitterdust*; *Market Price:* 1,400 gp per star; *Weight:* —

MAJOR ARTIFACT

Medusa Crown: An ancient relic long thought safely stored within Castle Arthanath, the *Medusa Crown* has resurfaced to plague the world once again. Originally made by an evil dragon from the head of medusa queen Tuevari, this crown now looks like a small helm with the vague impression of writhing serpents. It is unnerving to look at, and those around the wearer suffer a -1 morale penalty to attack rolls, saves, and checks. Likewise, however, the wearer suffers a -4 penalty to Bluff, Diplomacy, and Gather Information checks.

The wearer gains immunity to poison and possesses a *petrifying gaze* (just like a medusa's) when desired (Fortitude save [DC 25] to resist). This thoroughly evil crown requires the wearer to make a Will save (DC 25) upon donning it; on a failure, the crown compels the wearer to refuse to take it off. These effects have a caster level of 20.



Tomb of Frozen Dreams

Deep within frozen glaciers lies a series of ice caves long inhabited by a reclusive sect of arcanists. These sorcerers and wizards have sequestered themselves in order to study magic more fully and expand the range of their capabilities for wielding its power. They have also tapped into the natural essence of ice and found a way to freeze dreams within its chilled soul.

Far to the south, in the uncharted wastes beyond Talesh-Mhor, lies a series of caves within the never-melting ice of eternal glaciers. Visitors describe the caves as mazelike. Most of them are filled with frigid seawater, so one must navigate by boat.

BACKGROUND

The vast, cathedral-like caverns feature majestic pillars of ice rising up to the 100-foot domed roof, while narrow passages with tight, nearly impassable turns and deceptive drop-offs send water cascading down into deep, dark chasms. Rumor has it that some of these chasms contain magical portals that lead to other realms or planes, since the water pours down into them, but they never fill up—and those who explore them are almost never seen again.

At the center of the ice caves lies a cavern of immense size and particular grandeur. The ice here glistens like crystal, with scintillating colors playing about the walls, cast from the light of a column of energy that falls from the apex of the roof down into the cold, clear water. The energy, it is said, flows from the subconscious minds of all the intelligent beings in the world. These thoughts, dreams, images, and memories fill the cavern and freeze, trapped here forever. This is the Tomb of Frozen Dreams.

The tomb is the creation of the Hedrudal, a small group of arcanists who live within the ice caves, sequestered by their own volition to spend all their time studying the intricacies of the arcane. As a grand experiment, the Hedrudal long ago used natural magic bound within the caves themselves to create a place where they could store dreams, thoughts, and emotions—frozen within the ice. So many centuries have gone by that the Tomb of Frozen Dreams has become filled with these stored visions and thoughts.

USING THIS LOCATION IN YOUR CAMPAIGN

Player characters may attempt to find the Tomb of Frozen Dreams to uncover some secret lost to all living beings but left frozen within the ice. They may wish to tap into the powers locked within some of the frozen dreams. Or they may need to contact the Hedrudal to learn arcane secrets from them.

Of course, getting to the place might prove difficult (except through the Nexus, perhaps) since it lies within the ice caves of a distant, frozen land. Characters can reach the caves only by crossing a frigid and sometimes frozen sea,

making it extremely difficult for a conventional ship to undertake the journey. The arcanists who live here prefer to transport themselves and their supplies magically. They do not even own a ship capable of making the journey away from their frozen home.

FROZEN DREAMS

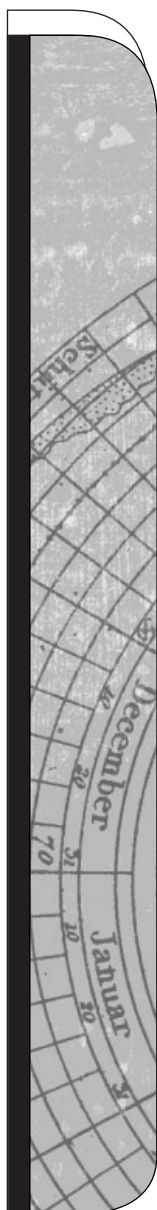
Also known as “dead dreams,” frozen dreams are thoughts and emotions stored within the ice of the Tomb of Frozen Dreams. Frozen dreams are difficult to distinguish from normal ice. A searcher must look carefully for the tell-tale sign: tiny, almost imperceptible images within the facets of the crystalline ice itself. If you melt a frozen dream using your own breath, you unleash the dream and it flows into you. Most of the time, you then experience the dream, memory, or thought as if it were

your own. These frozen dreams can contain important lore, knowledge lost to all but the one who can loose it from the tomb. Sometimes, however, special frozen dreams grant powerful abilities to those who thaw them:

- **Frozen Dream of Combat:** You gain a +2 competence bonus to attack rolls for 1d4 days.
- **Frozen Dream of Knowledge:** You gain a +10 competence bonus to a random Knowledge skill for one day.
- **Frozen Dream of Life:** You can create any creature that you have ever seen that has up to your Hit Dice. The creature is not a specific individual—it is a brand-new, average specimen of its species not under your control.
- **Frozen Dream of Love:** You feel rejuvenated and filled with warmth. The dream heals you of any damage you have sustained to your mental ability scores and restores your lost levels or negative levels as a *greater restoration* spell.
- **Frozen Dream of Power:** You gain the ability to cast a random spell 1d4 times, as if you were a sorcerer of the minimum level needed to cast the spell.
- **Frozen Dream of Rest:** You feel rejuvenated and refreshed. The dream heals you of any damage you have sustained to your physical ability scores and restores your lost levels or negative levels as a *greater restoration* spell.

Placing the Portal

You can place the portal from the Nexus in any of the caves in this cavern maze (see map, page 72). Keep it away from the central tomb proper, however, allowing the player characters to discover this vast chamber on their own.



- **Frozen Dream of Skill:** You gain a +5 competence bonus to a random non-Knowledge skill for one day.
- **Frozen Dream of Vigor:** You gain a +2 enhancement bonus to Strength and Dexterity for 1d4 days.
- **Frozen Dream of Youth:** You gain a +2 enhancement bonus to Constitution and Dexterity for 1d4 days.

There is a danger in thawing frozen dreams, however. Each time a character melts a dream, he or she must make a Will saving throw (DC 20) or become lost in a reverie of the dream for an hour, at which point the character may attempt another save. Each subsequent saving throw's Difficulty Class increases by 1. The character remains lost in the trance until he or she makes a successful save.

THE HEDRUDAL

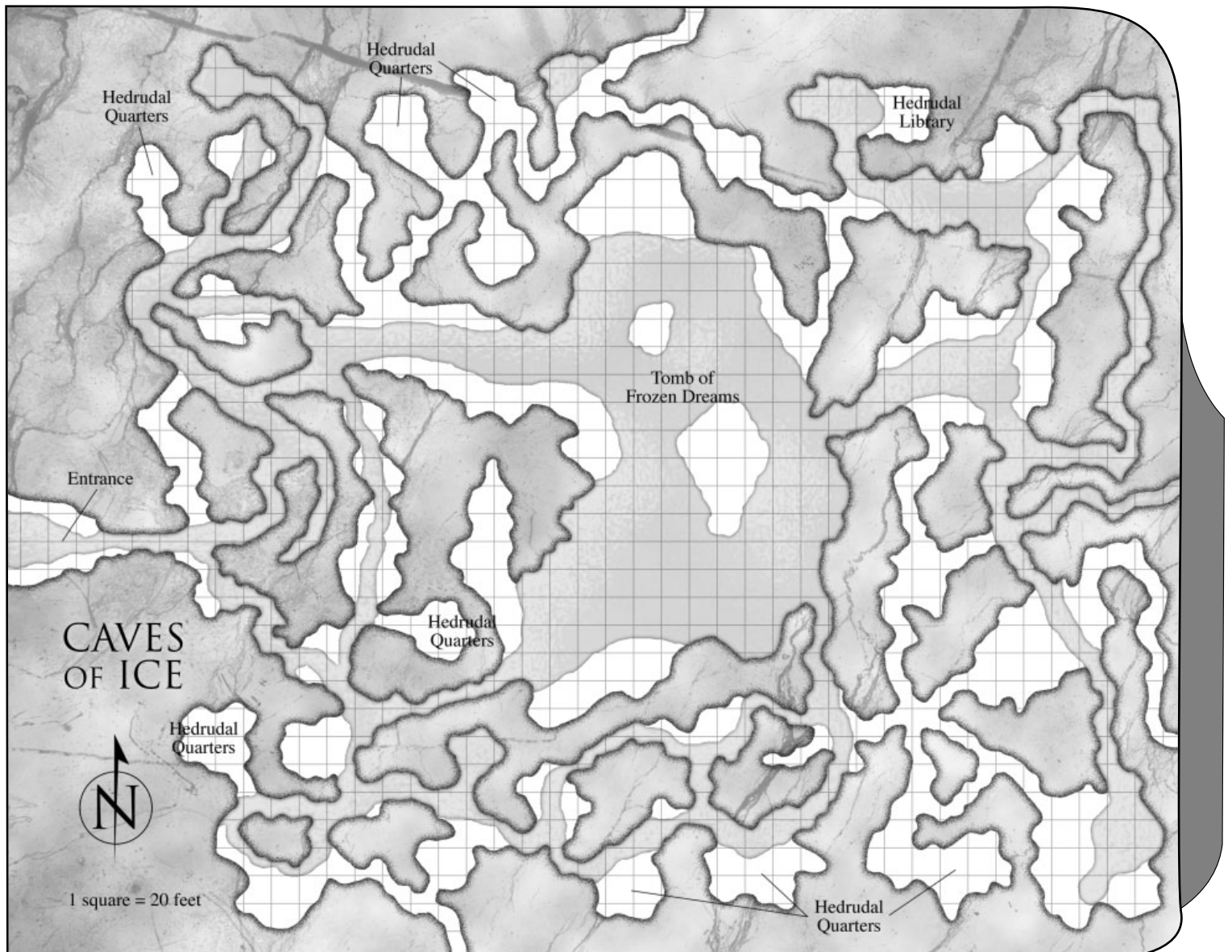
The Hedrudal are secluded wizards who focus heavily on arcanum, living within the caves surrounding the Tomb of Frozen Dreams. Their actual living spaces are difficult to find and trapped with magical wards and pitfalls. They often patrol

the caves invisibly using *fly* spells. Sometimes, they use bargelike boats powered by magic to move about the caverns of ice.

The Hedrudal hate visitors (those who come openly and with friendship) and react with hostility to intruders (those who do not), using their spells to attack and defeat them as quickly as possible. They do not even really fraternize with each other, although they do sometimes share information and discoveries. All members of the Hedrudal respect the privacy and devotion of the others. Those who do not are dismissed (which almost never happens).

The group contains approximately 30 members, ranging in level from 5th to 20th, although not all of them are available at any given time. Some get so caught up in their study that no one can reach them, even the other members. The more powerful members have secluded chambers unknown to the others.

Anyone seeking admittance to the Tomb of Frozen Dreams or wishing to speak with the Hedrudal had better come prepared to trade in powerful secrets or magical treasure—only those commodities interest the Hedrudal, and even they may not be enough to avoid their ire and magical wrath.



ALTERNATE USE

The frozen dreams are not a part of nature at all, but rather they are captive ideas rendered inaccessible to the world at large forevermore. The Hedrudal are evil arcanists, intentionally stealing the dreams and ideas of people in the world and storing them in the tomb. Creativity begins to wane and a dark age threatens to consume the land. The PCs must make an epic journey to reach the caves of ice and defeat the Hedrudal, rescuing the frozen dreams and releasing back into the universe where they belong.

CHARACTER

Piotraon Yammalkin is a typical member of the Hedrudal.

PIOTRAON OF THE HEDRUDAL

Like almost all of the others of his arcane group, Piotraon employs magic to protect himself from long-term exposure to cold. Although he focuses on his studies, he enjoys a wider interest in anything that can store spells. "Storage" items or spells could serve as payment for his instruction in spells he knows, or for his guidance as an escort into the Tomb of Frozen Dreams.

Piotraon Yammalkin, male human Wizard: CR 10; Medium humanoid; HD 10d4+10; hp 37; Init +1; Speed 30 feet; AC 11 (+1 Dex); Attack +6 melee (1d6, quarterstaff), or +6 ranged; AL N; SV Fort +4, Ref +4, Will +8; Str 10, Dex 13, Con 13, Int 18, Wis 13, Cha 9

Skills and Feats: Craft (ice sculpture) +17, Knowledge (arcana) +17, Knowledge (nature) +9, Knowledge (religion) +16, Listen +2, Scry +17, Spellcraft +17, Spot +3, Wilderness Lore +4; Craft Wand, Consume Spell†, Empower Spell, Heighten Spell, Quicken Spell, Scribe Scroll, Spell Penetration

Contingency: If Piotraon becomes submerged underwater, a *water breathing* spell is cast upon him immediately.

Permanent: Unlike many other members of the Hedrudal, Piotraon does not have a permanent *endure elements (cold)* spell cast upon him (his magic ring takes care of that for him). Instead, he has a permanent *comprehend languages* spell.

Possessions: *Ring of minor cold resistance*, *glass of frozen dreams†*, *wand of magic missiles* (1st level, 12 charges), scroll of *gaze of destruction* and *slay illusion*, *potion of cure moderate wounds*, masterwork/masterwork quarterstaff

Spells (4/5/5/4/4/2): 0—*detect magic* (2), *mage hand*, *read magic*; 1st—*blast of cold†*, *mage armor*, *magic missile*, *obscuring mist*, *shield*; 2nd—*endurance*, *piercef*, *play the fool†*, *see invisibility*, *whispering wind*; 3rd—*dispel magic*, *fly*, *induce vulnerability†*, *lightning bolt*; 4th—*circle of binding*, *dimension door*, *stoneskin*, *wall of ice*; 5th—*prying eyes*, *heightened suppress lessert*

FEATS

The feats unique to this setting deal with magic and intellect.

CONSUME SPELL (GENERAL)

You counter a spell and absorb the energy unleashed to power another spell.

Prerequisites: Caster level 3rd+

Benefit: Whenever you use the counterspell action and successfully counter a spell, you absorb the energy of your opponent's magic and can use part of it to power a spell at least one level lower than it. The powered spell does not disappear when you cast it, or (if you cast spells like a sorcerer) you do not use the spell slot. You must use the power you have absorbed on the next spell you cast or lose it. For example, if you counter and consume a 4th-level *ice storm*, you can then cast a 1st-, 2nd-, or 3rd-level spell that you have prepared (or, if you do not prepare spells, one that you know) without losing the spell or slot. If the next spell you cast is 4th level or higher, you lose the consumed energy. Consuming a 1st-level spell allows you to cast a 0-level spell. Consuming a 0-level spell does not result in enough energy to use (but the counterspell action works normally).

Memory Checks

Whenever a character might remember something that happened to her either in actual play, from her own (pregame) past, or something that happened "off stage," she should make a check. In the latter case, it may be to remember someone the PCs saw while eating dinner the previous night, but the DM did not want to point it out at the time, because doing so would arouse suspicions unnaturally.

A memory check is a simple Intelligence check. Do not allow retries or taking 20. Use the following table as a guideline for the Difficulty Class:

DC	Condition to Recall
5	Something just about anyone would have noticed and remembered; the general appearance of the man who killed your father, assuming you got a good look at him
10	Something many people would remember, such as the location of the tavern across town where they ate the day before
15	Something only those with really good memories might recall, like the kind of earrings a woman was wearing when you spoke to her three days ago
20	Something only someone with a phenomenal memory might remember, such as the name of a man you met once when you were only six years old.
25	Something no normal person could remember, such as the nineteenth six-digit combination code on a list of 80 possible combination codes for a lock, when you only saw the list for a moment or two.

GOOD MEMORY (GENERAL)

Your memory is excellent.

Benefit: Whenever you must make an Intelligence check to remember something not covered by a Knowledge skill check, you gain a +5 competence bonus to the check.

SPELLS

The spells of the Tomb of Frozen Dreams are quite varied. They were all developed by the Hedrudal, however, and thus they show a real mastery of arcane magic.

BLAST OF COLD

Evocation [Cold]

Level: Wiz/Sor 1**Components:** V, S**Casting Time:** One action**Range:** Close (25 feet + 5 feet/two levels)**Target:** One creature or object**Duration:** Instantaneous**Saving Throw:** Reflex half**Spell Resistance:** Yes

A blue-white bolt of screaming cold energy emanates from your fingertip and strikes a single target, inflicting 1d6 points of damage per two caster levels (maximum 5d6).

CHAINS OF ANTIMAGIC

Evocation

Level: Wiz/Sor 8**Components:** V, S, M**Casting Time:** One action**Range:** Close (25 feet + 5 feet/two levels)**Target:** One creature or object**Duration:** 10 minutes/level (D)**Saving Throw:** Reflex negates**Spell Resistance:** Yes

You wrap the target in magical chains that not only bind with the strength of real chains (rendering the victim immobile and helpless) but suppress any active spells, spell-like abilities, or supernatural abilities, including magic items. Further, this spell keeps the target from activating any new spells, spell-like abilities, or supernatural abilities, or being affected by those that others cast. It is as if the victim were in his own personal *antimagic field*.

Material Component: A link of an iron chain

CIRCLE OF BINDING

Enchantment (Compulsion) [Mind-Affecting]

Level: Wiz/Sor 4**Components:** V, S**Casting Time:** One action**Range:** Medium (100 feet + 10 feet/level)**Area:** Circle with a radius of up to 5 feet/level**Duration:** One minute/level (D)**Saving Throw:** Will negates**Spell Resistance:** Yes

When you cast this spell, energy lances from your hands and traces a circle on the ground. Anyone touching the ground within the circle at the time of casting is trapped within it. They can take any sort of normal action, but they cannot leave the circle (even spells such as *teleport* fail).

Those not touching the ground, those making their saving throw, or those entering the circle later, go unaffected. If the caster enters the circle, the spell ends.

COMPELLING QUESTION

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Wiz/Sor 1**Components:** V, S**Casting Time:** One action**Range:** Close (25 feet + 5 feet/two levels)**Target:** One creature**Duration:** Instantaneous**Saving Throw:** Will negates**Spell Resistance:** Yes

You ask another creature a single, simple question that can be answered with a single word. On the creature's next turn, as a free action, it answers you as truthfully as possible.



The DM is free to assign modifiers to the saving throw based on how important the target considers the answer. Asking someone whether she is the king's murderer, for example, involves a closely guarded secret and may earn a trained assassin a +4 competence bonus to the save.

COMRADE'S IMMUNITY

Transmutation

Level: Wiz/Sor 3

Components: V, S, M

Casting Time: One action

Range: Close (25 feet + 5 feet/two levels)

Target: One willing creature

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You render a creature immune to the effects of your spells, so that each time you cast a spell at the target or while she remains in the area of effect, it is as if you failed an SR check to affect her. Thus, spells that do not allow SR can still affect her. The target must be willing and you must state her name as part of the spell.

Wizards frequently use this spell on their fighter allies, allowing them to hurl *fireballs* and similar spells with impunity, knowing that they will not harm their friends. Since you know your spell cannot harm your friend, you may make a ranged attack with a spell at a foe engaged in melee with your comrade without suffering the normal -4 penalty for firing into melee.

Material Component: A scrap of parchment with your comrade's name on it

GAZE OF DESTRUCTION

Transmutation

Level: Wiz/Sor 4

Components: V, S

Casting Time: One action

Range: Personal

Target: You

Duration: One minute/level or until discharged (D)

Saving Throw: None

Spell Resistance: No

You treat the next offensive, single-target spell of 3rd level or lower that you cast as a gaze attack with a range of 50 feet. You possess the gaze attack for a full round. Use all the normal rules for gaze attacks; foes can avert their eyes or take whatever actions they would normally take when dealing with a creature with a gaze attack.

Victims make saving throws normally allowed with the spell, using the spell's level (not the level of *gaze of destruction*). A *charm person* gaze thus allows a Will saving throw, as does a *hold person* gaze. A *blast of cold* gaze allows a Reflex save, and an *acid curse* allows a Fortitude save. Spells that require attack rolls or do not allow saving throws cannot be turned into gaze attacks. Thus, *Mel's acid arrow* cannot become a gaze attack.

Spells beneficial to the target, such as *bull's strength* or *spider climb*, also cannot be made into gaze attacks.

GREATER COMPELLING QUESTION

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Wiz/Sor 3

Components: V, S

Casting Time: One action

Range: Close (25 feet + 5 feet/two levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

As *compelling question*, except that the answer may require up to 25 words. Answering the question remains a free action, and the details of the answer still modify the saving throw.

INDUCE VULNERABILITY

Transmutation

Level: Wiz/Sor 3

Components: V, S, M

Casting Time: One action

Range: Close (25 feet + 5 feet/two levels)

Target: One creature/5 levels

Duration: One minute/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You make the affected targets particularly vulnerable to an energy type of your choosing (acid, cold, fire, lightning, or sonic). The targets suffer double damage from attacks using that energy type. If a creature has any sort of resistance to that energy type, this spell nullifies the resistance for the duration (but the creature suffers normal damage during that time, not double). Creatures completely immune to an energy type (inherently, not from a spell) cannot be made vulnerable to it.

Material Component: A small piece of leather that has been exposed to the energy type in question

ONE STEP BEYOND

Abjuration

Level: Clr 9, Wiz/Sor 9

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: One creature per level

Duration: One day/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The targets protected by this abjuration remain utterly and completely immune to divination spells of any level, including

Malhavoc Speaks

Annoying clerics—and, I suppose, some mages—have a spell called discern location that has proven the bane of many a rogue or arcanist. The spell one step beyond, however, is proof against any kind of location attempt. Even a god would have a difficult time finding someone protected by this spell. I try not to go anywhere without it.

discern location and even a *wish* or *miracle* spell used as a divination. Similar to *mind blank*, this spell provides foolproof protection against scrying and mind-reading attempts of any kind, and the subjects cannot be seen with a spell like *arcane eye*.

Material Component: A gem of any kind, worth at least 1,000 gp, for each target

OVERCOME FORCE

Abjuration

Level: Wiz/Sor 5

Components: V, S

Casting Time: One action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level or until discharged

Saving Throw: None

Spell Resistance: Yes

This spell protects a creature from damage by force effects, such as *magic missile*, in a manner similar to *protection from elements*. When the spell absorbs 12 points per caster level of force damage, *overcome force* ends. The spell also provides the creature touched with a special ability. The creature can move through a *wall of force* once, ignoring it as if it were not there. If the creature uses this ability, the spell ends immediately afterward. *Overcome force* does not grant the creature the ability to make attacks through a *wall of force*, only to move through it.

PIERCE

Evocation [Force]

Level: Wiz/Sor 2

Components: V, S

Casting Time: One action

Range: Medium (100 feet + 10 feet/level)

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

The *pierce* spell allows you to hurl a bolt of force energy that has two effects. You make a single attack roll when casting *pierce*, and if you succeed at a ranged touch attack, you automatically destroy (dispel) any defensive spell of 2nd level or below with the force descriptor (such as *mage armor* or *shield*). It even suppresses *bracers of armor* for 1d4 rounds. If your attack roll also succeeds in hitting the target with a normal ranged attack (discounting any Armor Class bonus from a force effect or *bracers of armor*) you inflict 1d8 points of damage per two caster levels (maximum 5d8).

PLAY THE FOOL

Abjuration

Level: Wiz/Sor 2

Components: V, S, M

Casting Time: One action

Range: Touch

Target: One creature/level

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

The target fools someone who cast a spell upon her—if she makes her saving throw, the caster instead believes she failed it. Thus, she could convince an opposing spellcaster attempting to *charm* her that the spell succeeded, or that an answer she gives to a *compelling question* is the truth when it is a lie.

Material Component: A short stick with a bell on the end

SLAY ILLUSION

Illusion

Level: Wiz/Sor 4

Components: V, S

Casting Time: One action

Range: Medium (100 feet + 10 feet/level)

Effect: One illusory creature

Duration: 1 round/level (D)

Saving Throw: Will negates (if interacted with)

Spell Resistance: None

You create an illusion of a horrible creature of Large size that you choose (or design). The illusion has both visual and audible components. This illusion moves at a speed of 40 to the nearest illusion within range, detecting it without possibility of error. Your illusion can charge and double move, but not run, and its movement requires no action on your part.

As soon as it reaches the other illusion, it destroys it in a visual display of illusory obliteration. The remnants of the destroyed illusion fade. The next round, your illusion moves again to the nearest illusion within range and does the same thing, continuing the attacks until the spell ends. If there are no illusions within range, the illusory creature disappears in a blast of illusory fire.

For example, say you cast this spell near an illusion of a dragon. You make your illusory creature a troll. The “troll” moves to the illusion of the dragon and tears it apart, the bloody dragon bits fading after a moment. The next round, the “troll” moves across the room to an *illusory wall* (which you did not even know was an illusion) and destroys it, ripping the rocks and mortar apart. The rocks and mortar fade, and, with no other illusions within range, the “troll” disappears.

Like all illusions, interaction with the illusory creature allows other characters a saving throw, although their belief or disbelief in the illusion has no effect on its ability to seek out and destroy other illusions.

SPHERE OF DETERIORATION

Transmutation

Level: Wiz/Sor 9

Components: V, S, M

Casting Time: One action



Range: Close (25 feet + 5 feet/two levels)

Targets: All living creatures within range

Duration: 1 round/level (D)

Saving Throw: Fortitude negates (each round)

Spell Resistance: Yes (each round)

This potent spell affects only living creatures, causing them to wither and crumble, eventually reducing them to dust. On the first round of the duration, all within the area (except you) suffer 1d6 points of damage. The next round, they suffer 2d6 points of damage. The next round deals 3d6, and so on, to a maximum of 10d6 points of damage each round. Characters are allowed a Fortitude save to resist the damage, but they must attempt a new saving throw each round. A saving throw is required of anyone who spends any amount of time in the range of the spell, so that even a character who entered the area and backed out again on the same action would still need to make a save.

The damage progression always starts at 1d6 points of damage. So even if the spell has been going for 5 rounds, a new target entering into range suffers 1d6 points of damage on his first round, 2d6 the next round, and so on. Exiting and reentering the spell's range, however, restarts the damage the victim was suffering as if he had not left—it does not start over. So, say a character stays in range for 4 rounds, then leaves for 2 rounds. On his first round back in range, he suffers 5d6 points of damage.

The spell's effect moves as you do, since it affects everyone in range of you.

Material Components: A brass statuette of a living creature, worth 100 gp, and a handful of brass dust, worth 50 gp

SUPPRESS LESSER

Enchantment (Compulsion) [Mind-Affecting]

Level: Wiz/Sor 4

Components: V, S

Casting Time: One action

Range: Medium (100 feet + 10 feet/level)

Target: One arcane spellcaster of a level lower than you

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You cast this spell on another, lesser, arcane spellcaster (not just a creature with spell-like abilities) to keep her from casting spells. The affected target cannot cast spells or use spell completion or spell-trigger magic items. She can use other magic items or spell-like abilities.

MAGIC ITEMS

The Hedrudal are actually more interested in spells than crafting magic items, but they have developed a few unique potions, rods, and other objects.

POTIONS

Knowledge Potion: This potion holds a bit of skill knowledge transferred from the creator. A typical potion grants a +10 competence bonus to a single skill for one hour. The potion's caster level must be at least half the bonus granted by the potion, with a minimum bonus of +2 and a maximum bonus of +40.

Caster Level: 5th; *Prerequisites:* Brew Potion, creator must be 5th level; *Market Price:* 500 gp

Memory Potion: This potion stores one memory of the creator, or one that the creator wishes to store for another. The memory can be as complex as an actual scene from the past that the creator experienced (no more than an hour) or as simple as a password. A skill, spell, or any type of complex knowledge cannot be gained by drinking this potion. It is, however,

Adventure Seed (Levels 5 to 8)

The player characters need a particular bit of knowledge: a command word for an item, a password to enter an ancient vault, the location of a key, map, or some other bit of treasure, the name of the assassin of an emperor three generations ago, and so on. They learn that the only remaining source of that information lies in the Tomb of Frozen Dreams. They must find their way to the caves of ice, deal with the Hedrudal one way or another, and find the proper frozen dream.

Worse, some foe or rival is after the same secret. The PCs not only have to succeed, but they have to beat their foe to the goal.

possible to intentionally transmit messages with such a potion. The memory remains with the imbiber permanently.

Caster Level: 3rd; *Prerequisites:* Brew Potion, creator must be 7th level or higher; *Market Price:* 150 gp

Potion of Penetration: This concoction adds a +2 competence bonus to a caster's level check to overcome any target's spell resistance for an hour. The user may have multiple targets.

Caster Level: 3rd;

Prerequisites: Brew Potion, creator must be 7th level or higher; *Market Price:* 300 gp

Adventure Seed (Levels 17 to 20)

The player characters learn, perhaps in an ancient book or from talking to a wizened sage, that the caves of ice and the Tomb of Frozen Dreams were originally the creation of a powerful gelugon devil, Sarkur, a high-ranking wizard in his own right. Although Sarkur is long dead, his actions in that place, which served as his lair, created the frozen dreams and the rumored portals to other places and planes found in the deepest reaches of the winding icy catacombs.

What even the Hedrudal do not realize, however, is that there is a deeper tomb—the Tomb of Dark Dreams. This place plays host to exclusively evil thoughts, desires, secrets, and worse. Finding and braving this dire chamber becomes necessary when the PCs realize that, according to their information source, Sarkur left a contingency that is about to come due. This legacy shall unleash the dark dreams upon the world by melting them all at once, threatening the purity—and, in fact, the sanity—of every living being. The characters must overcome the guardians the devil left behind and stop the dark dreams from melting.

Strength check of 30. If the force pushes the victim up against a wall or similarly large surface or heavy object, it holds him there as though grappled for 1d6 rounds or until he breaks free of the grapple or uses Escape Artist (again, with DC 30).

RODS

Forcehammer: This plain-looking rod can project a blast of force energy three times per day. The blast inflicts 3d6 points of damage, though a successful Reflex save (DC 15) allows the target to avoid the blast completely. A victim struck also must make a Strength check as though he was opposing a bull rush by a Large opponent with a

Caster Level: 6th; *Prerequisites:* Craft Rod, *forceblast*†; *Market Price:* 21,600 gp

Illusionslayer: Lead completely coats this plain wooden rod. If touched to an illusion, it immediately dispels the illusion.

Caster Level: 7th; *Prerequisites:* Craft Rod, *slay illusion*†; *Market Price:* 85,000 gp

Spell Lord: This iron rod is pointed at one end. If a spellcaster grasps it and casts a spell into the rod, the wielder gains SR 30 against spells of lower level than the one just cast for the next 10 minutes. For example, if an 8th-level cleric casts *inflict critical wounds* into the rod, she has SR 30 against spells of 3rd level or lower for 10 minutes. The *inflict critical wounds* spell is lost and has no effect. Only the spell's actual caster gains the immunity—she cannot cast a spell to activate the rod, then give it to someone else. Also, the rod must remain in hand to function.

Caster Level: 9th; *Prerequisites:* Craft Rod, *spell resistance*; *Market Price:* 41,000 gp

WONDROUS ITEMS

Glass of Frozen Dreams: This plate of glass is bound in etched, bluish silver. When held up in front of a frozen dream, it not only identifies it as such (distinguishing it from normal ice) but it also identifies the type of frozen dream, from one that stores standard memories, thoughts, or emotions for one to experience to one that bequeaths special powers like those described on page 71.

Caster Level: 1st; *Prerequisites:* Craft Wondrous Item, *identify*; *Market Price:* 1,500 gp; *Weight:* —

Robe of Force Resistance: This long blue robe is decorated with clear, hardened resin studs, protecting the wearer against 20 points of force damage per round. It also allows the wearer to move freely through a *wall of force* as if it were not there.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *overcome force*†; *Market*

Price: 100,000 gp;

Weight: 1 lb.



City in the Storm

Deep in the heart of a neverending storm called the Reavewind lies Sanneth, the City in the Storm. Nestled within the eye of the storm, the magical flying city floats safely amid the destruction all around it. The entire city, made mostly of glass towers and crystal domes, rises up from a bronze disk base almost half a mile across.

When the sorcerer Gar Sanneth needed a sanctuary from the marauding ogre army of Chureck-Fon, she created an entire city using multiple *wishes* that left her drained and vulnerable. The city lay at the heart of the Reavewind, an eternal storm that continually washed over a small but shunned sea far to the west. She dwelled within the city for quite some time, fortifying it, and making pacts with elemental lords called the Scions of Storm and Earth to ensure the well-being of her creation. She even worked with the archdruid Ravvan to create the creatures known today as the *sohr*. Though they look like creatures of the sea, these beasts remain very much at home on the wind.

Eventually, however, Chureck-Fon's mind flayer assassins caught up to Gar Sanneth, and she was slain.

BACKGROUND

Years passed, until finally Ravvan calmed the storm for a day and revealed the floating abandoned city again. At the time, he sought a place to store an artifact called the *mana vessel* for safe-keeping. This huge crystalline artifact, shut with a mithral seal, held vast reserves of arcane energy and—rumor had it—magical beings of energy as well. Ravvan, fearing the *mana vessel's* power, stored it within the city, which he named Sanneth after his friend, its creator. Then he assigned awakened animal guardians to watch over it. When the storm returned, he was already gone from the city, which hid, undisturbed, for many more years.

Later Ravvan returned to the Reavewind and once again calmed it with his power. This time, however, the ghost of Gar Sanneth herself possessed the archdruid as soon as the storm had died, and forced him to return to her city. Seeking to destroy it in a scheme of spite from beyond the grave, she bade Ravvan break the seal on the *mana vessel*, loosing its contents in a conflagration of dissolution. The possessed Ravvan killed his own awakened servants and prepared to do just that.

Guided by divination, the clerics of nearby lands foresaw these events and looked for those who could stop them. Seven individuals rose to oppose Ravvan. On winged steeds they flew to Sanneth while the Reavewind remained calm. They joined Ravvan in fierce battle.

During the struggle, however, the vessel cracked. The T'kraam, known in ancient legends as "the thunderkin," escaped. The partially open *mana vessel* bathed the seven heroes with strange otherworldly energies, but they repaired the crack before the artifact could loose far worse destruction. The heroes defeated Ravvan, then called upon the Scions of Storm and Earth to seal the broken vessel.

With the battle over, the heroes decided to settle in Sanneth and make it their home. They used the *sohr* to travel through the storm safely and bring more people and supplies; they have continued to rely on the creatures ever since. Of course, the ever-present danger of the thunderkin forced the inhabitants of Sanneth to remain always vigilant.

Seven noble families developed over time, each descended from one of the seven great heroes of Sanneth. In each of these bloodlines flowed sorcerous power and talent, giving the descendants special abilities activated only through certain spells.

SANNETH TODAY

Though Sanneth is a place of legend to some, most people do not even know it exists. The Reavewind that surrounds it rages in an isolated area of the world above a sea rendered almost unnavigable by the eternal storm. Despite this, Sanneth supports a population of about 4,000 residents. More than a traditional town of that size, Sanneth teems with people of great power and skill. It has more than its share of mid- to high-level fighters, wizards, clerics, rogues, and so on.

Those few who do know of Sanneth consider it a source of great craftsmanship, particularly known for its magic items.

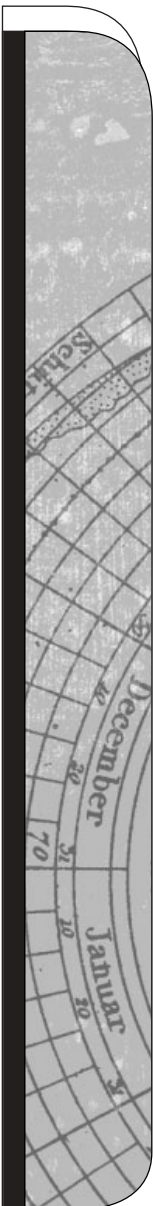
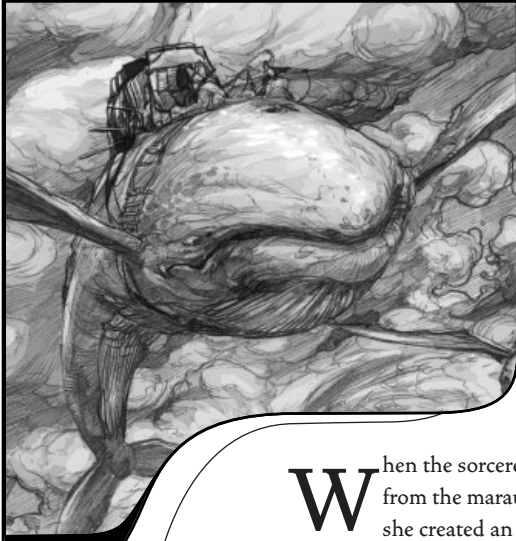
The people of Sanneth have only recently learned that the T'kraam have somehow created a number of tiny floating fortresses of their own within the giant storm of the Reavewind. From

there, they launch attacks against Sanneth. The Palat family urges calm prudence, but the Ethrochals, the Aovaunts, and the Tephaoons prepare to mount an airborne force of battle *sohr* and *air barges* to brave the winds, root out the monsters in their lairs, and destroy them once and for all. No one knows how the evil creatures could have obtained such fortresses—without hands or the ability to cast spells, they could not have built them themselves, presumably. What no one has yet learned is that the T'kraam have begun taking slaves to build structures for them.

Why a City in the Storm?

The whole point of the City in the Storm is to provide a way to have classic, epic adventures in the clouds. Characters mounted upon flying whales sailing into a stormcloud to do battle against creatures of thunder and lightning—these are things that every player will remember fondly.

Floating cities in the clouds are a staple of fantasy for a reason. Almost everyone dreams of flying. Living in the clouds is a fanciful daydream for landbound creatures like us. We even refer to daydreamers as people "with their heads in the clouds."



THE FAMILIES OF SANNETH

Family ties and bloodlines are extremely important in Sanneth. The seven major families of import all claim as ancestors one of the seven heroes that overcame Ravvan. Each of these families has potent powers resulting from their heritage, brought to the fore by an *activate bloodline power* spell (see page 86). Characters enjoy either the minor or major bloodline ability described for their family below, depending on their level, as detailed in the spell. The powers remain active only while the duration of the spell lasts.

AOVAUNT

Markul Aovaunt was an elf paladin. His family, all elves (and the occasional half-elf), lives in Sanneth today, having taken up all sorts of occupations. A number of the Aovaunt family members today study wizardry. Each usually possesses at least a modicum of their ancestor's nobility, however, as well as his attachment to order and goodness.

Minor Bloodline Ability: Foes within 25 feet who are not of your alignment make attack rolls, saving throws, and checks at a -2 circumstance penalty.

Major Bloodline Ability (*fire of the Aovaunt*): Foes within 25 feet who are not of your alignment suffer 1d6 points of fire damage per round.

DRELLOS

The Drellos family is a dwarven clan that traces its bloodline to Urnor Drellos, a dwarven fighter of great skill and repute. He was also a cleric of Erred, a god of valor and trust. These dwarves still serve Erred and fund the temple of Erred in Sanneth. Most, however, have taken up the martial path, and the Drellos family is known today for its skill at arms. Kalla Drellos, who passed on recently due to age, was one of the greatest weaponsmiths of all time, and her handiwork remains in the family armory. They also keep a small portion available for sale. Kalla, a cleric as well as a smith, sometimes worked with an arcanist to create weapons of great might. She also loved to work with adamantite. Drellos weapons enjoy quite a reputation throughout Sanneth and elsewhere.

Minor Bloodline Ability: You gain one extra attack per round at the half your highest attack bonus.

Major Bloodline Ability: You gain one extra attack per round at the highest attack bonus.

ETHROCHAL

Today, the family of Ethrochal maintains the pods of domesticated sohr kept by Gar Sanneth. Their family seems to possess a strange dichotomy, for the males often have a predilection toward martial arts and monkish training (some are fighters with Improved Unarmed Attack) while the females often have great skill with animal handling and become druids or rangers. Their heroic ancestor, Villania Ethrochal, was a female monk.

Minor Bloodline Ability: You gain Evasion. If you already have Evasion, you gain a +6 luck bonus to Reflex saving throws.

Major Bloodline Ability: You gain Improved Evasion. If you already have Improved Evasion, you gain a +10 luck bonus to Reflex saving throws.

PALAT

The Palat family has ruled Sanneth for over three generations. Although their ancestor Millis Palat was a rogue, her family has become known more for its diplomatic and administrative abilities than anything else. The family is known for being wealthy, stylish (trend-setting, even), and charismatic. The beautiful and intelligent Vaisson Palat currently leads the family and the city. She is also a 5th-level rogue/4th-level aristocrat.

Minor Bloodline Ability: You gain +1d6 sneak attack. This either grants you the ability to make sneak attacks or stacks with your normal ability.

Major Bloodline Ability: You gain +2d6 sneak attack. This either grants you the ability to make sneak attacks or stacks with your normal ability.

SCARTH

The Scarths revere the Lady of the Clouds, Monettica. Even today, they are the driving force behind her temple in Sanneth. A member of the family has always maintained the position of high priest there, including their heroic ancestor: the first High Priest of Monettica in Sanneth, Jeret Scarth.

This family, made up mostly of clerics and sorcerers, became proficient in creating creatures of the mist (see page 84). These creatures, sacred to their goddess, guard the family manor and perform various tasks for them. Occasionally, the family uses its creations in a mission for the good of the city.

Minor Bloodline Ability: Physical and magical attacks pass through you as if you were partially mist and had DR 20/+1 and SR 15.

Major Bloodline Ability: Physical and magical attacks pass through you as if you were partially mist and had DR 20/+2 and SR 20.

TEPHAON

This family possesses a strong proclivity to sorcery, perhaps traced back to interactions with semidivine elemental beings called the Scions of Storm and Earth in ages past. The Tephaoon family claims that Gar Sanneth herself had their blood in her veins, and records showing that she interacted with the Scions of Storm and Earth suggest it is at least a possibility.

Locals usually characterize this family as arrogant and haughty, yet protective and generous at the same time. The Tephaoons themselves admit to looking upon the people of Sanneth as lessers who need to be watched over and cared for. Their ancestor, known only as Tephaoon, was a sorcerer with a *staff of power*. Long since exhausted in its power supply, the staff now hangs above the mantel in the family's manor house.



The family is well known for its magical craftsmanship. Although they normally leave weaponsmithing to the dwarves of the Drellos clan, they are responsible for the creation of the renowned elemental blades (see page 89).

Minor Bloodline Ability: The spells you cast with this ability active are treated as being cast by someone of +5 levels when determining how hard they are to dispel. This is true of the caster level of magic items you create as well, but for purposes of dispelling only.

Major Bloodline Ability: You may speak aloud the name of a single creature you know and inflict upon that creature a –5 luck penalty for saving throws against spells you cast with this ability active. You may target only one named creature per use of this ability.

URSAD

Ursad was a barbarian from the far south. While his descendants have taken to living in a highly magical and sophisticated city, they retain a few of their barbaric ways—particularly when it comes to fighting. The family holds a reputation of being stalwart and trustworthy, but often a bit too quick to anger. And they hold a grudge better than anyone else could imagine.

The Ursad family is strongly allied with Ethrochals and shares their affection for the sohr.

Minor Bloodline Ability: You gain the ability to rage like a barbarian. If you already possess this ability, you gain an additional +2 bonus to your Strength score when you rage (with this ability active).

Major Bloodline Ability: You gain a +8 enhancement bonus to your Strength score.

USING THIS LOCATION IN YOUR CAMPAIGN

Sanneth is a place full of potential adventure. The various important families vie (usually nonviolently) for influence, yet work together against the threat of the thunderkin.

The characters might need to find Sanneth as a part of their quest. Perhaps they heard a legend that the object most important to them (perhaps one of the swords of the Scions of Storm and Earth) lies within a city at the heart of a storm. Eventually, they discover Sanneth and how to get there, but must help fight the thunderkin to complete their quest. Alternatively, the PCs could come to the city to learn the secret of creating creatures of the mist (see page 84).

Or, they might somehow end up in Sanneth by accident, perhaps coming through the Nexus inadvertently. They must befriend someone there with the knowledge of how to escape back through the storm, either magically or by riding a sohr. While there, they find themselves embroiled in the politics of the city.

Another way to integrate this setting into your campaign is to have one or more PCs descend from one of the named families (or a unique family that you create). The player characters must find Sanneth to learn how to activate their bloodline abilities.

ALTERNATE USE

The city of Sanneth has already been conquered by the T'kraam and their evil cloud giant allies. A number of refugees, flying on sohr, escaped down to the ground near where the PCs live. They attempt to find adventurers brave enough and capable enough to help free their floating city from the clutches of evil.

Placing the Portal

The portal from the Nexus should be placed in the middle of the city of Sanneth, allowing characters to encounter residents from several different families almost immediately upon their arrival.

CREATURES

The City in the Storm boasts three new creatures: the sohr, thunderkin, and creatures of the mist.

SOHR

	Sohr	Sohr, Battle
	Gargantuan Magical Beast	Huge Magical Beast
Hit Dice:	16d10+96 (184 hp)	9d10+45 (94 hp)
Initiative:	+1 (Dexterity)	+2 (Dexterity)
Speed:	Fly 40 feet (average)	Fly 50 feet (average)
AC:	16 (-4 size, +1 Dexterity, +9 natural)	17 (-2 size, +2 Dexterity, +7 natural)
Attacks:	Tail slap +26 melee	Bite +15 melee
Damage:	Tail slap 1d8+18	Bite 2d6+12
Face/Reach:	20 feet by 40 feet/10 feet	10 feet by 20 feet/10 feet
Special Qualities:	Blindsight, control weather, <i>fly</i>	Blindsight, control weather, <i>fly</i>
Saves:	Fort +16, Ref +11, Will +6	Fort +11, Ref +8, Will +4
Abilities:	Str 35, Dex 13, Con 22, Int 3, Wis 12, Cha 6	Str 27, Dex 15, Con 21, Int 3, Wis 12, Cha 6
Skills:	Spot +8*, Listen +9*	Spot +12*, Listen +12*
Feats:	Flyby Attack	Flyby Attack
Climate/Terrain:	Any land	Any land
Organization:	Solitary	Solitary or pod (6–11)
Challenge Rating:	8	7
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	17–18 HD (Gargantuan); 19–36 HD (Colossal)	10–13 HD (Huge); 14–27 HD (Gargantuan)



Magical creations of the archdruid Ravvan and the sorcerer Gar Sanneth, sohr grow to between 40 and 60 feet long and look like humpback whales with broad, flat, winglike fins. Despite their appearance, they do not swim in the sea but instead fly through the air. Their ability to float and propel themselves through the air is inherent within them and natural, but each one also possesses the supernatural ability to control storms in a limited area.

These massive creatures are surprisingly gentle. If harassed or provoked, they are as likely to flee as they are to retaliate.

Domesticated sohr often support gondolalike undercarriages or even large, fortified howdahs on their backs to carry passengers. These wooden structures carry up to 10 Medium occupants and have 250 hit points of their own. Characters riding within them gain half cover. A knowledgeable driver in the structure can guide the sohr with ease.

BATTLE SOHR

These ferocious creatures are about 30 feet long. Black and white in color, they retain the appearance of the creatures they were based upon: orcas. Their pectoral fins, however, are long, flat, and broad, like massive wings. Like normal sohr, they were created through magic. Domesticated battle sohr are ridden like warhorses, except that their great size allows room for two to ride together. While the initial rider controls the beast and often bears a lance, the second is usually an archer or crossbow wielder. Each sits within a massive leather saddle designed for two.

COMBAT

Normal sohr usually attempt to flee combat, using a mighty slap of their tail to defend themselves. Battle sohr, however, are trained for combat and fly fearlessly into the fray, attacking with a fierce bite.

Blindsight (Ex): Sohr can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A *silence* spell negates this ability and forces a sohr to rely on its vision, which is approximately as good as a human’s.

Control Weather (Su): Sohr can control weather to a limited degree, causing storms to part just enough to allow them to pass unaffected by the harsh winds, lightning, or other dangers.

Flight (Ex): A sohr’s body is naturally buoyant. This buoyancy allows it to *fly* as the spell, as a free action, at a speed of 40 feet (battle sohr move at 50 feet). This buoyancy also grants it a permanent *feather fall* effect with personal range.

Skills: * Sohr gain a +4 racial bonus to Spot and Listen checks. These bonuses go away if blindsight is negated.

T’KRAAM, THE THUNDERKIN

Medium Magical Beast

Hit Dice: 6d10+12 (45 hp)

Initiative: +4 (Dexterity)

Speed: 10 feet, fly 60 feet (good)

AC: 21 (+4 Dexterity, +7 natural)

Attacks: Tail smash +8 melee, bite +6 melee

Damage: Tail smash 1d8+2 +2d6 electricity, bite 1d8+1

Face/Reach: 5 feet by 5 feet/5 feet

Special Attacks: Thunderous roar

Special Qualities: Energy form, immune to electricity, *fly*

Saves: Fort +9, Ref +9, Will +2

Abilities: Str 15, Dex 18, Con 15, Int 12, Wis 11, Cha 15

Skills: Hide +7, Listen +9, Spot +9, Tumble +7

Feats: Great Fortitude, Multiattack

Climate/Terrain: Any land

Organization: Solitary or band (3–6)

Challenge Rating: 7

Treasure: None

Alignment: Usually neutral evil

Advancement: 7–8 HD (Medium); 9–18 HD (Large)

Adventure Seed (Levels 6 to 8)

The PCs encounter a wounded sohr on the ground. It was harmed by an attack of the T’kraam. If they give it aid, the thunderkin attack again while they do so. Should they prove successful in defeating them, the sohr attempts to take them with it back to Sanneth. There, they are greeted warmly by members of the Ethrochal family and are introduced to the City in the Storm.

The thunderkin thrive in storms and come to the ground only to hunt. They appear to be long, flat serpents with huge heads and sail-like fins. They range in color from blue to red (and sometimes violet). Called T’kraam in their own strange language, these creatures inhabit storms, dancing amid the lightning. As such, they can appear anywhere, coming out of the storm-darkened sky to prey upon whatever they can find before returning to the sky.

T’kraam breed quickly and in large numbers. Though highly intelligent, they do not possess the ability to build structures or lairs. Nevertheless, they sometimes inhabit abandoned cloud giant flying fortresses or other magical aerial structures.

COMBAT

Thunderkin like to fly up to a foe quickly (using a flying tumble maneuver if necessary) and lash with their tails, charged with electricity. Then, they take on their energy form (see below) and dart away. T’kraam only use their thunderous roar ability once they are angry—usually if fighting on the defensive.

Thunderous Roar (Sp): The T’kraam can loose a roar that stuns all within 60 feet for 1 round (Fortitude saving throw [DC 15] to resist). The creature can use this ability only once every 1d4 rounds. Thunderkin themselves remain immune to the effects of the thunderous roar.



Energy Form (Su): Thunderkin can, up to three times per day, take on the form of living lightning for 10 rounds. In this form, T'kraam become incorporeal but lose their Strength bonus (–2 to listed attack and damage modifiers for tail smash, –2 to attack and –1 to damage for bite). Anyone touching them directly or hitting them with a weapon suffers 2d6 points of electricity damage. They can use *dimension door* as 10th-level sorcerers in living lightning form.

Flight (Ex): A thunderkin's body is naturally buoyant. This buoyancy allows it to *fly* as the spell, as a free action, at a speed of 60 feet. This buoyancy also grants it a permanent *feather fall* effect with personal range.

CREATURE OF THE MIST TEMPLATE

Creatures of the mist are artificial creations given life by magic. They are not constructs or automatons, but actual living creatures. Tales tell of creatures of the mist that occur in nature without having been crafted by some mage. If this is true, these creatures are rare and well hidden.

Creatures of the mist resemble other, more normal creatures, from humans to horses to dragons. They are given life, in fact, when a mage takes the exhaled breath of a creature and gives it a life of its own. Since the air is filled with the breath of all sorts of beings, it is simple for a mage to pluck a tiny mote of breath of any creature that lives in the world. A spellcaster cannot create a creature of the mist from a creature that does not breathe or that has not long lived upon the world.

As insubstantial as smoke and vaporous as the breath that gives them life, creatures of the mist float about feeding on the breath of other creatures. In all other ways, a creature of the mist is “born” with the instincts, intelligence, and personality of the creature it mimics. They look like misty or smoky versions of another creature—a griffon made of vapor, a cloud shaped like an ogre, and so on.

CREATING A CREATURE OF THE MIST

“Creature of the mist” is a template you can add to any creature (referred to hereafter as the “base creature”) that breathes—undead and constructs are not allowed, therefore, but plants are. The creature uses all the base creature's statistics and special abilities except as noted here.

Speed: Creatures of the mist have a fly speed of 30 feet, unless the base creature has a higher fly speed, with perfect maneuverability.

Armor Class: The creature loses all natural armor bonuses but gains a deflection bonus equal to half its Hit Dice.

Attacks: Creatures of the mist can, momentarily, make small parts of themselves substantial enough to make attacks. Thus, a creature with claw and bite attacks can briefly make its claws and teeth solid enough to inflict normal damage.

Special Attacks: The creature of the mist retains all the special attacks of the base creature. Saves have a DC of 10 plus half the creature of the mist's Hit Dice plus the creature of the mist's Constitution modifier unless noted otherwise.

Choke (Ex): A creature of the mist can engulf opponents by moving on top of them. It fills the air around one creature of its size or smaller without provoking an attack of opportunity. The target must succeed at a Fortitude save or the creature of the mist steals its breath. The affected creature becomes incapacitated for 1 round while it chokes and gasps for breath. This

is a standard action for the creature of the mist. Creatures that do not breathe are immune to this attack.

Blind (Ex): A creature of the mist can engulf and blind opponents by moving on top of them. It fills the air around one creature of its size or smaller without provoking an attack of opportunity. The target must oppose the creature of the mist's attack roll with an attack roll of its own. If the creature of the mist wins, the affected creature becomes blinded for 1 round. This is a free action for the creature of the mist, but it can attempt it only once per round.

Special Qualities: A creature of the mist has all the special qualities of the base creature plus those listed below, and gains the air subtype.

Mist Form (Su): The creature of the mist is permanently in a *gaseous form*, similar to the spell of the same name, as cast by a 7th-level sorcerer. Thus, it is insubstantial, misty, and translucent. It has damage reduction +1/20 and immunity to poison and critical hits. It cannot be grappled. It can pass through small holes or narrow openings, even mere cracks. This effect cannot be dispelled.

Abilities: Change from the base creature's as follows: Str -4, Dex +8, Con -2, Int +0, Wis +0, Cha +0

Skills: Creatures of the mist receive a +10 racial bonus to Hide and Move Silently checks. Otherwise skills are the same as the base creature's.

Climate/Terrain: Any land and underground

Organization: Solitary, gang (2-4), or mob (7-12)

Challenge Rating: Same as the base creature's +1

Treasure: None

Alignment: Any

Advancement: Same as the base creature's

MIST ATTACKS

The creature of the mist can selectively make portions of its mist form solid enough to make attacks—normally, this means the claws, teeth, and so on. Thus, creatures of the mist have Strength scores and can even grapple and hold creatures (they cannot, however, be grappled themselves).

Creatures of the mist cannot use weapons or manipulate objects other than pushing or pulling on them with crude means. They can open a door, for example, but they could not use a key to open a locked door. They cannot use or wear gear of any kind. They can cast spells.

SAMPLE CREATURE OF THE MIST:

MIST WYVERN

Huge Dragon (Air)

Hit Dice: 7d12+7 (52 hp)

Initiative: +5 (Dexterity)

Speed: fly 60 feet (perfect)

AC: 16 (-2 size, +5 Dexterity, +3 deflection)

Attacks: Sting +7 melee, bite +2 melee, 2 wings +2 melee; or 2 claws +7 melee

Damage: Sting 1d6+2 and poison, bite 2d8+1, wing 1d8+1, or claw 1d6+3

Face/Reach: 10 feet by 20 feet/10 feet

Special Attacks: Poison, improved grab, snatch, choke, blind

Special Qualities: Scent, mist form

Saves: Fort +6, Ref +10, Will +6

Abilities: Str 15, Dex 20, Con 13, Int 6, Wis 12, Cha 9

Skills: Hide +7*, Listen +13, Move Silently +19*, Spot +13*

Feats: Alertness, Flyby Attack

Climate/Terrain: Temperate and warm forest, hill, and mountains

Organization: Solitary, pair, or flight (3-6)

Challenge Rating: 6

Treasure: Standard

Alignment: Usually neutral

Advancement: 8-10 HD (Huge); 11-21 HD (Gargantuan)

The mist wyvern is a huge flying lizard made of vapor with a poisonous stinger in its tail.

The 30-foot-long, misty body of the wyvern is half wispy tail, tipped with a stinger like that of a scorpion. Its wingspan measures over 50 feet. Unlike a dragon, it has only two legs.

Some mist wyverns speak Draconic, but most are too dense to understand any language.

COMBAT

Mist wyverns are stupid but aggressive. They attack nearly anything. A mist wyvern swoops from the air, snatching the opponent with its misty claws and stinging it to death.

Because a mist wyvern can hover, it can use all of its attacks at once.

Poison (Ex): Sting, Fortitude save (DC 16); initial and secondary damage 2d6 temporary Constitution.

Improved Grab (Ex): To use this ability, the mist wyvern must hit with both claw attacks. If it gets a hold, it hangs on and stings.

Snatch (Ex): If a mist wyvern gets a hold on a creature four or more sizes smaller, it automatically deals damage with both claws and its sting attacks each round it maintains the hold.

The mist wyvern can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 30 feet and takes 3d6 points of damage. If the mist wyvern flings it while flying, the creature suffers this amount or falling damage, whichever is greater.

Choke (Ex): A mist wyvern can engulf opponents by moving on top of them. It fills the air around one creature of Huge size or smaller without provoking an attack of opportunity. The target must succeed at a Fortitude save (DC 14) or the mist wyvern steals its breath. The affected creature becomes incapacitated for 1 round while it chokes and gasps for breath. This is a standard action for the mist wyvern. Creatures that do not breathe are immune to this attack.



Blind (Ex): A mist wyvern can engulf and blind opponents by moving on top of them. It fills the air around one Huge or smaller creature without provoking an attack of opportunity. The target must oppose the mist wyvern's attack roll with an attack roll of its own. If the mist wyvern wins, the affected creature becomes blinded for 1 round. This is a free action for the mist wyvern, but it can take it only once per round.

Mist Form (Su): The mist wyvern is permanently in a *gaseous form*, similar to the spell of the same name, as cast by a 7th-level sorcerer. Thus, it is insubstantial, misty, and translucent. It has damage reduction +1/20 and immunity to poison and critical hits. It cannot be grappled. It can pass through small holes or narrow openings, even mere cracks. This effect cannot be dispelled.

Skills: * Mist wyverns receive a +3 racial bonus to Spot checks when flying during daylight hours, and a +10 racial bonus to Hide and Move Silently checks.

SPELLS

The spells of Sanneth deal with family ties and bloodlines, as well as creatures of the mist.

ACTIVATE BLOODLINE POWER

Transmutation

Level: Clr 3, Drd 3, Wiz/Sor 3

Components: V

Casting Time: 1 action

Range: Close (25 feet + 5 feet/two levels)

Target: One creature with a bloodline power

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a word of power, you activate the abilities locked within the heritage of certain subjects. If the target is 10th level or below, you activate the minor bloodline power that he has inherited from his family (if any). If the target is 11th level or above, you activate the major bloodline power (if any). For details on these abilities, see the bloodline abilities for each family, starting on page 80.

Although the power gained depends upon the subject, all other aspects of the spell, such as range and duration, depend upon you (as normal).

BROTHER'S REVENGE

Transmutation

Level: Wiz/Sor 4**Components:** V, S**Casting Time:** One action**Range:** Medium (100 feet + 10 feet/level)**Target:** One creature (see text)**Duration:** One day/level (D)**Saving Throw:** Fortitude partial**Spell Resistance:** Yes

If the target inflicted damage or other harm upon a family member of yours (and you are aware of this fact), you can cast this spell to cause the target's body to rot and wither slowly. Each day, the target suffers 1d4+1 points of Constitution damage and a cumulative –1 penalty to attack rolls, saving throws, and checks. The ability score damage heals normally, but the penalty does not end until the duration of the spell elapses (at which point it ends completely) or until the spell's effects are removed magically. The spell's duration can be brought to an end with a *remove curse* spell cast by a cleric with a higher caster level than yours, or by a *heal*, *restoration*, *regeneration*, *miracle*, *limited wish*, or *wish* spell.

Targets who make a successful Fortitude saving throw still suffer 2 points of temporary Constitution damage.

CONTROL CREATURE OF THE MIST

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 4, Drd 4, Wiz/Sor 4**Components:** V, S, M**Casting Time:** One action**Range:** Touch**Target:** One creature of the mist**Duration:** One hour/level**Saving Throw:** Will negates**Spell Resistance:** Yes

This spell enables you to command a creature of the mist. You command the creature by voice. There is no telepathic communication, but the creature understands you, whatever language you speak. Even if communication proves impossible, the controlled creature of the mist does not attack you. At the end of the spell, the controlled creature reverts to its normal behavior. A creature with an Intelligence of at least 2 remembers that you controlled it.

If you attempt to control a creature of the mist that you did not create, the creature gains a +4 bonus to its saving throw.

Material Component: Powdered gold worth at least 200 gp

CREATE CREATURE OF THE MIST

Conjuration (Creation)

Level: Clr 7, Drd 7, Wiz/Sor 7**Components:** V, S, F, M**Effect:** One creature of the mist up to CR 9

As create lesser creature of the mist, except you create a creature of the mist from a base creature up to CR 8 (making the resultant creature CR 9 or less).

CREATE GREATER CREATURE OF THE MIST

Conjuration (Creation)

Level: Clr 9, Drd 9, Wiz/Sor 9**Components:** V, S, F, M**Effect:** One creature of the mist up to CR 12

As create lesser creature of the mist, except you create a creature of the mist from a base creature up to CR 11 (making the resultant creature CR 12 or less).

CREATE LESSER CREATURE OF THE MIST

Conjuration (Creation)

Level: Clr 4, Drd 4, Wiz/Sor 4**Components:** V, S, F, M**Casting Time:** One hour**Range:** Touch**Effect:** One creature of the mist up to CR 5**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

You create a creature out of mist. The creature can be any type of being you have encountered or studied (given the limits of the template, see page 84). It has CR 4 or less and carries the creature of mist template, making the resultant creature CR 5 or less. The creature appears floating immediately above you out of a brazier in which you burn special herbs and alchemical mixtures. This spell does not give you any special control or even rapport with the creature, who immediately begins to act as befits its alignment and intelligence. Although the creature is newly created, the magic of this spell grants it its full intellect—thus, it is not foolish or naïve just because it is new.

Focus: A brazier made of brass worth at least 100 gp

Material Components: 500 gp worth of herbs and chemicals per CR of the base creature

FAMILY CURSE

Transmutation

Level: Clr 3, Wiz/Sor 3**Components:** V, S, M**Casting Time:** 1 action**Range:** Medium (100 feet + 10 feet/level)**Targets:** See text**Duration:** See text**Saving Throw:** Will negates**Spell Resistance:** Yes

You cast a spell that affects not only the target, but 1d6 random members of the target's family (if applicable). Each subject suffers a –1 luck penalty to attack rolls, saving throws, and checks. If a target remains within 50 feet of

another family member (cursed or not), the penalty worsens by 1 for each family member. Thus, a cursed subject who stands within 50 feet of four family members suffers a -4 penalty. If one of the other family members is similarly cursed, that person also suffers a -4 penalty (assuming that all four other family members stand within 50 feet of her).

The curse does not end for any one individual until all cursed subjects have a *remove curse* spell cast upon them.

Material Component: A drop of the family's blood used to write the family name on a small piece of parchment

FORGE INHERITED BOND

Evocation

Level: Wiz/Sor 2

Components: V, S, M

Casting Time: 1 action

Range: 20 feet

Targets: One relative

Duration: One minute/level (D)

Saving Throw: None

Spell Resistance: No

You create an energy link between you and a relative. As long as you and the relative stay within range of each other, you both gain a +1 luck bonus to attack rolls, saving throws, and checks. Cast multiple times with other relatives, this spell stacks with itself. For example, if you are within range of three relatives and you cast this spell three times (one time on each), you gain a +3 luck bonus, while they each gain a +1 luck bonus.

Material Component: A drop of your blood

FUSE LINE

Transmutation

Level: Clr 7, Drd 8, Wiz/Sor 8

Components: V, S

Casting Time: One day

Range: Touch

Targets: Two creatures

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You ensorcel two creatures so that if either or both of them reproduces, their offspring will have some trait of the other creature. A "trait" in this sense is a bloodline power, an extraordinarily ability, a mode of movement (such as wings or fins), an innate ability (such as the ability to breathe water), or a supernatural or spell-like ability, if such ability does not replicate a spell of above 6th level or accomplish something that a 7th-level spell or higher might do. Supernatural or spell-like abilities are always usable once per day by the offspring.

For example, if the spell were cast upon an ancient blue dragon and a human, the human's future offspring could be given wings, an immunity to electricity, or damage reduction 15/+2, but not the dragon's ability to use the *veil* spell or its breath weapon (20d8 points of damage in a cone being out of the scope of a 6th-level spell).

KIN CURSE

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 5, Wiz/Sor 5

Components: V, S

Casting Time: One action

Range: Close (25 feet+5 feet/two levels)

Targets: One creature

Duration: Permanent (D)

Saving Throw: Will negates

Spell Resistance: Yes

The target is compelled to travel to the location of his nearest blood relative and kill her. This spell cannot be dispelled, but a *remove curse* cast by a spellcaster of a higher level than you rids the target of the compulsion. Once the target "chooses" a relative, the target continues to track and attack that relative until successful or until someone removes the curse.

KIN LINK

Divination

Level: Clr 3, Wiz/Sor 3

Components: V, S

Casting Time: One action

Range: Close (25 feet+5 feet/two levels)

Targets: One relative/two levels, no two of whom can be more than 30 feet apart

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You forge a mental connection among characters related to you by blood. Each relative included in the link is linked to all the others. The link can be established only among willing subjects, who therefore receive no saving throw or spell resistance. The creatures can communicate mentally, sharing words, thoughts, concepts, and even pictures. No special influence occurs as a result of the bond. Once the link is formed, it works over any distance (although not from one plane to another).

Sometimes, very rarely, extremely close relatives (such as twins) are born with this link inherently active and permanent.

LEARN HERITAGE

Divination

Level: Brd 0, Clr 0, Drd 0, Wiz/Sor 0**Components:** V, S**Casting Time:** One action**Range:** Close (25 feet + 5 feet/two levels)**Targets:** One creature**Duration:** Instantaneous**Saving Throw:** Will negates**Spell Resistance:** Yes

You learn details of the family and ancestry of a chosen target. You learn the race of the target as well as detecting the presence of any other unusual elements (dragon blood, for example). You also can mentally check for one specific bloodline (blood of the Aovaut family, for example) and get a yes/no indication. To check for more than one bloodline, you must cast the spell multiple times.

LEGACY OF ELDRITCH MIGHT

Transmutation

Level: Wiz/Sor 9 (sorcerer only)**Components:** V, S, M**Casting Time:** One minute**Range:** Touch**Targets:** One relative**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

This strange spell is one virtually never prepared. Instead, it is almost exclusively transcribed onto scrolls. With the power of this spell, you transfer a portion of your personal arcane power and knowledge to a relative. The relative must be younger than you. When the spell is finished, you die—and cannot be raised or returned from the dead by any means. Your body fades away forever.

The recipient of the spell's energies instantly gains a level of sorcerer. This level gain is permanent, as if the character earned the level through gaining experience. The character's new experience point total is 1 point above what normally would be needed to reach the new level.

You must cast this spell of your own free will. If you cast it as a result of someone's charm or compulsion effect upon you, the spell fails, the charm or compulsion effect ends, and the charming or controlling character

gets feedback worth 1d6 points of damage per spell level of the charm or compulsion used upon you (no save).

The subject, however, need not be willing or even aware of your actions.

Material Component: You

MASTER CREATURE OF THE MIST

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 7, Drd 7, Wiz/Sor 7**Components:** V, S, M**Duration:** Permanent

As control creature of the mist except as noted above.

Material Component:

Powdered gold worth at least 1,000 gp

MAGIC ITEMS

The inhabitants of Sanneth possess the following new magic items, as well as the secrets of their creation.

MAGIC WEAPONS

Flameblade: Concentrated fire congealed into the form of a blade, this *+1 bastard sword* does not burn the wielder. The sword has all the properties of a *flaming burst sword*, plus the wielder can command

the flames once per day (as a free action that one can take out of turn) to consume one incoming spell targeted at the wielder. Area of effect spells cannot be consumed. The spell must be 6th level or lower, but the wielder has no idea what level the incoming spell is, unless he uses a readied action to identify it with a Spellcraft check. The sword automatically consumes spells of the appropriate level. Spells of higher level are resolved normally, and the attempt to consume them counts as a day's use of the power.

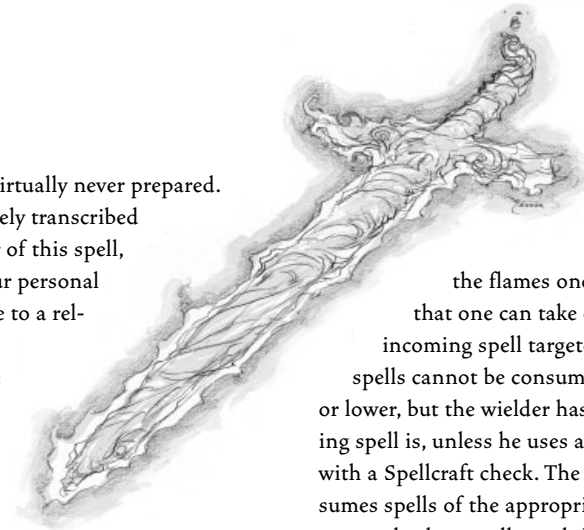
Caster Level: 13th;

Prerequisites: Craft Magical Arms and Armor, *flame blade*, *spell turning*; *Market Price:* 33,335 gp

Stoneblade: Composed of a super-hard, dull gray stone, this

Malhavoc Speaks

I once discovered legacy of eldritch might on a scroll. I thought about my father, a minor death god. I thought about my half-brother, an assassin with his priorities all askew. I sold the scroll.

**Origin of the Elemental Blades**

The four elemental blades—flameblade, stoneblade, waveblade, and windblade—were all crafted by the Tephaon family of Sanneth. The original secrets of the blades come from notes found in ancient Sanneth once belonging to Gar Sanneth herself. Those notes claimed that the original elemental blades were owned by powerful elementals called the Scions of Storm and Earth.

+2 *bastard sword* has a hardness of 30 and maintains an extremely sharp edge. The sword is *keen* and once per day allows the wielder to cause a *wall of stone* to rise up from the ground or from a natural or worked stone or earth floor. This is a standard action.

Caster Level: 10th; *Prerequisites:* Craft Magical Arms and Armor, *keen edge, stone shape, wall of stone*; *Market*

Price: 33,335 gp

Waveblade: The essence of the sea, in the form of churning waves, provides this +1 *bastard sword* with its power.

Made of "solid"

water, it is a *bane* weapon

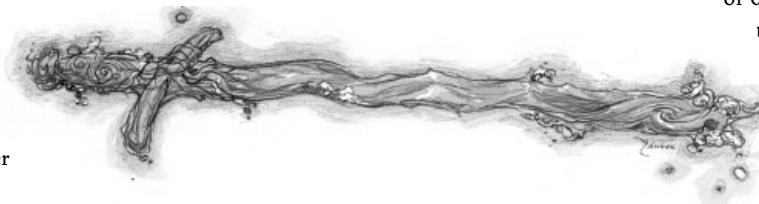
against any creature with the fire subtype. Once per day, the wielder can command the

blade, as a standard action, to blast a jet of water 5 feet wide and 60 feet long that inflicts 8d6 points of impact damage to any creature (16d6 points to a fire elemental) in the area. A successful Reflex saving throw (DC 17) allows half damage.

Caster Level: 9th; *Prerequisites:* Craft Magical Arms and Armor, *control water, summon monster I*;

Market Price:

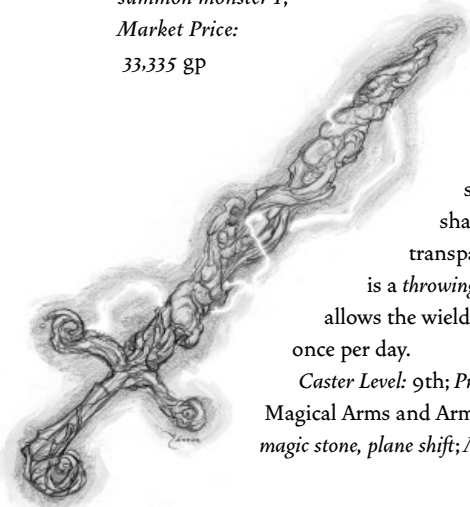
33,335 gp



Windblade:

The winds of a storm have been solidified into the shape of a sword. This transparent +2 *bastard sword* is a *throwing* weapon. It also allows the wielder to use *control winds* once per day.

Caster Level: 9th; *Prerequisites:* Craft Magical Arms and Armor, *control winds, magic stone, plane shift*; *Market Price:* 33,335 gp



WONDROUS ITEM (MAGICAL VEHICLE)

Air Barge: This 30-foot-long, 12-foot-wide wooden ship appears mostly flat, with a bulwark around the edge and a

small fortified conning tower toward the stern. Within this structure, a single character must continually man the ship's wheel, steering it and keeping it aloft.

The ship has perfect flying maneuverability and can travel at a speed of 60 feet. If making

tricky maneuvers or flying during combat, the helmsman must make Concentration checks with

Difficulty Classes

as determined by the DM. Controlling the craft is considered a full-round action.

If the craft sustains damage, the helmsman must make a Concentration check (DC 10 + damage inflicted) or lose control of the barge. Lost control means that all on board must make Reflex saving throws (DC 15) to avoid falling off. Each round out of control, the barge falls 100 feet. If it strikes the ground, the barge and all on board take appropriate falling damage. Each round it remains out of control, a helmsman can make a Concentration check (DC 20) to regain control. It cannot be operated for more than five hours in a given day.

The barge has 1,000 hit points, a hardness of 10, and an Armor Class of 18 (-3 size, +11 natural).

Caster Level: 15th; *Prerequisites:* Craft Wondrous Item, *mass fly*, *limited wish*; *Market Price:* 250,000 gp; *Weight:* 6 tons

Supplemental Material

The following information deals with the use of this book with *The Book of Eldritch Might* or the *Book of Eldritch Might II: Songs and Souls of Power*.

PERMANENCY AND ELDRITCH MIGHT

As astute readers of the *Player's Handbook* have noticed, there's a formula for determining the minimum level and experience points for spells that can be made permanent. Basically, you add 8 to the level of the spell (with a minimum result of 9th level) and multiply the level by 500 XP (minimum 500). However, the following lists do not follow that formula strictly. If you wish, use the formula for the spells below rather than the listed costs to make the effects permanent. When creating the lists below, the minimum level and XP cost have been adjusted to what seemed appropriate—while sticking to the formula's general parameters—allowing a more generous list of spells available for *permanency*.

Spells you can make permanent on yourself:

Spell	Min. Level	XP Cost	Eldritch Might Source
<i>Acuminate</i>	10th	1,000 XP	BOEM II
<i>Bone tattoo</i>	13th	2,500 XP	BOEM
<i>Detect disease</i>	9th	250 XP	BOEM III
<i>Dragonskin</i>	12th	2,000 XP	BOEM
<i>Foil tracer</i>	11th	1,500 XP	BOEM
<i>Glamour</i>	9th	900 XP	BOEM III
<i>Identify scribe</i>	9th	700 XP	BOEM III
<i>Precise vision</i>	10th	1,000 XP	BOEM
<i>Resist scrying</i>	9th	900 XP	BOEM III
<i>Scry reverse</i>	17th	4,500 XP	BOEM III
<i>Tongue of angels</i>	9th	500 XP	BOEM
<i>Tongue of fiends</i>	9th	500 XP	BOEM
<i>X-ray vision</i>	17th	4,500 XP	BOEM

Spells you can make permanent on yourself, another creature, or an object:

Spell	Min. Level	XP Cost	Eldritch Might Source
<i>Chains of antimagic</i>	16th	4,400 XP	BOEM III
<i>Coma</i>	15th	3,500 XP	BOEM
<i>Comrade's immunity</i>	11th	1,800 XP	BOEM III
<i>Keep dry</i>	9th	250 XP	BOEM III
<i>Keep fresh</i>	9th	250 XP	BOEM III
<i>Mirror portal</i>	15th	3,500 XP	BOEM
<i>Yoke</i>	10th	1,000 XP	BOEM II

Spells you can make permanent on an area:

Spell	Min. Level	XP Cost	Eldritch Might Source
<i>Disintegration field</i>	15th	3,500 XP	BOEM II
<i>Legacy</i>	9th	500 XP	BOEM II
<i>Minor ward</i>	9th	500 XP	BOEM
<i>Static veil</i>	14th	3,000 XP	BOEM
<i>Teleport block</i>	14th	3,000 XP	BOEM
<i>Teleport redirect</i>	15th	3,500 XP	BOEM

SPELLSONGS

Some of the spells in this book can be converted to spellsongs, the spell-like abilities possessed by the variant bard class in the *Book of Eldritch Might II: Songs and Souls of Power*. A few things about spellsongs differ from spells, but for the most part you can ignore their level, components, and casting time. All spellsongs are sonic. Use the following list of new spellsongs and the spells that they are based upon with the variant bard.

SPELLNOTES

<i>Glorious Song (magical performance)</i>	Page 36
<i>Note of Beauty (glamour)</i>	Page 34
<i>Resist Age (betray the years)</i>	Page 32
<i>Song of Masking (resist scrying)</i>	Page 10

SPELLCHORDS

<i>Befriend Item (charm item)</i>	Page 47
<i>Daze Item (stun item)</i>	Page 48
<i>Sing the Wind (guide craft)</i>	Page 34
<i>Song of Deflection (arrow deflection)</i>	Page 22
<i>Stabbing Chord (rogue's stab)</i>	Page 37

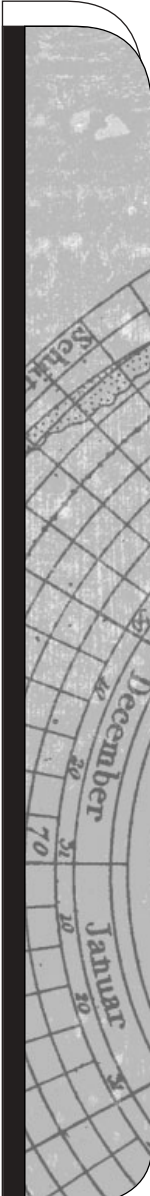
SPELLMELODIES

<i>Control Item (dominate item)</i>	Page 47
<i>Familyslayer (kin curse)</i>	Page 88

ELDRITCH MIGHT VARIANT SORCERERS

The variant sorcerer class as presented in the *Book of Eldritch Might II: Songs and Souls of Power* possesses more skill points, more hit points, and a larger number of class skills, as well as more known spells than the standard d20 sorcerer. In exchange, the class loses some of the more wizardly flavored spells (specifically, those spells which create permanent things or deal with scholarly pursuits or investigations). Some spells are also adjusted in level to better balance the fact that the sorcerer can cast them so many times in a given day. The following list includes changes to make to the spells in this book if you are using the variant sorcerer rather than the standard sorcerer.

Level	Adjustment	Page
1st	Remove <i>betray the years</i>	32
2nd	Move <i>rogue's stab</i> to 3rd level	37
4th	Move <i>girl the warrior</i> to 5th level	23
5th	Move <i>harroc adulese (hunter serpent)</i> to 6th level	66
6th	Move <i>ferrod adul Vestorimin (Vestorimin's golden aura)</i> and <i>scry blast</i> to 7th level	65
7th	Remove <i>window to elsewhere</i>	11
8th	Remove <i>fuse line</i>	88
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INDEX AND SPELL LISTS

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SPELLS

O-LEVEL ADEPT SPELLS

DETECT DISEASE	33
Detects the presence and type of disease	
HYGIENE	34
Cleans creature of dirt and odors	
KEEP DRY	35
One object resists water	
KEEP FRESH	35
1 lb. of food does not spoil	
LONG FLAME	35
Candle, torch, or lantern burns longer than normal	

1ST-LEVEL ADEPT SPELLS

BETRAY THE YEARS	32
Object becomes immune to aging	
BLISSFUL SLEEP	32
Target can sleep even in uncomfortable conditions	
COMRADES' TRAIL	33
You create a magical trail only your friends can see	

1ST-LEVEL ASSASSIN SPELLS

ICED FIRE	34
Ice bursts into flame after preset duration	
PRIVATE CONVERSATION	36
Allows subjects to speak without being overheard	
RECENT OCCUPANT	37
Learn name and race of last creature in area	
ROGUE'S STAB	37
Target gains +1d6 sneak attack damage	

O-LEVEL BARD SPELLS

ANIMATED TATTOO	32
Creates a moving image on a subject's body	
HYGIENE	34
Cleans creature of dirt and odors	
KEEP DRY	35
One object resists water	
KEEP FRESH	35
1 lb. of food does not spoil	
LEARN HERITAGE	89
Conveys details about subject's family and ancestry	
MAGICAL PERFORMANCE	36
Bestows +5 circumstance bonus to Perform checks	
RECENT OCCUPANT	37
Learn name and race of last creature in area	
TRANSCRIBE	38
Creates a page of text instantly	

1ST-LEVEL BARD SPELLS

BETRAY THE YEARS	32
Object becomes immune to aging	
BLISSFUL SLEEP	32
Target can sleep even in uncomfortable conditions	
CHARM ITEM	47
Charms an intelligent item	
GLAMOUR	34
Caster becomes physically attractive	
GUIDE CRAFT	34
A ship, cart, or wagon moves as you command	
MINOR LASTING IMAGE	36
Creates permanent, tiny, immobile image	
PRIVATE CONVERSATION	36
Allows subjects to speak without being overheard	
SAFE SEARCH	37
Caster can search an area without risk	

2ND-LEVEL BARD SPELLS

ROGUE'S STAB	37
Target gains +1d6 sneak attack damage	

4TH-LEVEL BARD SPELLS

DOMINATE ITEM	47
Controls all the actions of an intelligent item	

1ST-LEVEL BLACKGUARD SPELLS

ENERGY LASH	23
Creates a whip made of energy that inflicts 1d6+1 points/two levels	
ROGUE'S STAB	37
Target gains +1d6 sneak attack damage	

O-LEVEL CLERIC SPELLS

DETECT DISEASE	33
Detects the presence and type of disease	
HYGIENE	34
Cleans creature of dirt and odors	
KEEP DRY	35
One object resists water	
KEEP FRESH	35
1 lb. of food does not spoil	
LEARN HERITAGE	89
Conveys details about subject's family and ancestry	
TRANSCRIBE	38
Creates a page of text instantly	

1ST-LEVEL CLERIC SPELLS

BETRAY THE YEARS	32
Object becomes immune to aging	
BLISSFUL SLEEP	32
Target can sleep even in uncomfortable conditions	
RESIST SCRYING	10
Adds +10 to opponent's Scry check DC	
MAGICAL PERFORMANCE	36
Bestows +5 circumstance bonus to Perform checks	

2ND-LEVEL CLERIC SPELLS

STUN ITEM	48
Intelligent item is stunned for 1 round/level	

3RD-LEVEL CLERIC SPELLS

ACTIVATE BLOODLINE POWER	86
Certain subjects gain ability based on heritage	
FAMILY CURSE	87
Curse affects 1d6 members of target's family	
KIN LINK	88
Creates mental connection between relatives	

LETHALITY DENIED	35
Subdual damage rather than normal on killing blow	

4TH-LEVEL CLERIC SPELLS

CONTROL CREATURE OF THE MIST	87
Creature of the mist obeys caster's commands	
CREATE LESSER CREATURE OF THE MIST	87
Creates creature of the mist up to CR 5	

5TH-LEVEL CLERIC SPELLS

APOLIOTH'S CONDEMNATION	32
Burst inflicts 10d6 damage and entangles foes	
KIN CURSE	88
Target is compelled to kill nearest relative	

7TH-LEVEL CLERIC SPELLS

CREATE CREATURE OF THE MIST	87
Creates creature of the mist up to CR 9	
FUSE LINE	88
Two subjects share traits with future offspring	
MASTER CREATURE OF THE MIST	89
Controls creature of the mist permanently	

9TH-LEVEL CLERIC SPELLS

CREATE GREATER CREATURE OF THE MIST	87
Creates creature of the mist up to CR 12	
ONE STEP BEYOND	75
Targets immune to divination	

O-LEVEL DRUID SPELLS

DETECT DISEASE	33
Detects the presence and type of disease	
HYGIENE	34
Cleans creature of dirt and odors	
KEEP DRY	35
One object resists water	
KEEP FRESH	35
1 lb. of food does not spoil	
LEARN HERITAGE	89
Conveys details about subject's family and ancestry	

1ST-LEVEL DRUID SPELLS

BETRAY THE YEARS	32
Object becomes immune to aging	
BLISSFUL SLEEP	32
Target can sleep even in uncomfortable conditions	
RECENT OCCUPANT	37
Learn name and race of last creature in area	

3RD-LEVEL DRUID SPELLS

ACTIVATE BLOODLINE POWER	86
Certain subjects gain ability based on heritage	
FEY WARD	33
Barrier keeps out fey creatures	

4TH-LEVEL DRUID SPELLS

CONTROL CREATURE OF THE MIST	87
Creature of the mist obeys caster's commands	
CREATE LESSER CREATURE OF THE MIST	87
Creates creature of the mist up to CR 5	

5TH-LEVEL DRUID SPELLS

APOLIOTH'S CONDEMNATION	32
Burst inflicts 10d6 damage and entangles foes	

7TH-LEVEL DRUID SPELLS

CREATE CREATURE OF THE MIST	87
Creates creature of the mist up to CR 9	

- MASTER CREATURE OF THE MIST89
Controls creature of the mist permanently
- 8TH-LEVEL DRUID SPELLS**
- FUSE LINE88
Two subjects share traits with future offspring
- 9TH-LEVEL DRUID SPELLS**
- CREATE GREATER CREATURE OF THE MIST .87
Creates creature of the mist up to CR 12
- 1ST-LEVEL PALADIN SPELLS**
- DETECT DISEASE33
Detects the presence and type of disease
- HYGIENE34
Cleans creature of dirt and odors
- 1ST-LEVEL RANGER SPELLS**
- RECENT OCCUPANT37
Learn name and race of last creature in area
- ROGUE'S STAB37
Target gains +1d6 sneak attack damage
- SAFE SEARCH37
Caster can search an area without risk
- 0-LEVEL WIZARD/SORCERER SPELLS**
- ABJUR KEEP DRY35
One object resists water
- ABJUR KEEP FRESH35
1 lb. of food does not spoil
- ABJUR SAMPLE37
You gather a bit of hazardous substance safely
- CONJ COMRADES' TRAIL33
You create a magical trail only your friends can see
- CONJ WEB SPLAT38
Creates tiny glob of sticky substance
- DIV DETECT DISEASE33
Detects the presence and type of disease
- DIV LEARN HERITAGE89
Conveys details about subject's family and ancestry
- DIV RECENT OCCUPANT37
Learn name and race of last creature in area
- ILLUS ANIMATED TATTOO32
Creates a moving image on a subject's body
- TRANS HYGIENE34
Cleans creature of dirt and odors
- TRANS LONG FLAME35
Candle, torch, or lantern burns longer than normal
- TRANS TRANSCRIBE38
Creates a page of text instantly
- 1ST-LEVEL WIZARD/SORCERER SPELLS**
- ABJUR BETRAY THE YEARS32
Object becomes immune to aging
- ABJUR BLISSFUL SLEEP32
Target can sleep even in uncomfortable conditions
- ABJUR PROTECT FAMILIAR37
Familiar gains +1 armor bonus to AC/level
- ABJUR RESIST SCRYING10
Adds +10 to opponent's Scry check DC
- ABJUR SAFE SEARCH37
Caster can search an area without risk
- CONJ ICED FIRE34
Ice bursts into flame after preset duration
- CONJ WEB STRAND38
Creates ropelike strand that is sticky on one end
- DIV IDENTIFY SCRIER10
Gives you name of person scrying on you
- ENCH CHARM ITEM47
Charms intelligent item
- ENCH COMPELLING QUESTION74
Target must answer simple question
- ENCH MARGUL (DREADED FREEZE) ...67
Target is motionless for 1 round
- EVOC BLAST OF COLD74
Cold blast inflicts 1d6 points of damage/two levels
- EVOC BLUE BOLT32
Inflicts 1d6 subdual damage +1/level on living target
- ILLUS GLAMOUR34
Caster becomes physically attractive
- ILLUS INVISIBLE FAMILIAR35
Familiar becomes invisible
- ILLUS MINOR LASTING IMAGE36
Creates permanent, tiny, immobile image
- ILLUS NONESSE TOMA67
(SLIP BETWEEN SIGHT)
Caster gains +5 bonus to hide
- TRANS ARROW DEFLECTION22
You make saves to deflect incoming ranged attacks
- TRANS CHANGE WEAPON22
Transforms one weapon into another
- TRANS ENHANCE FAMILIAR33
Familiar gains +2 to Con and Dex, +10 to speed
- TRANS FEY STORAGE33
Creates an extradimensional space to hide things
- TRANS GUIDE CRAFT34
A ship, cart, or wagon moves as you command
- TRANS MAGICAL PERFORMANCE36
Bestows +5 circumstance bonus to Perform checks
- TRANS PRIVATE CONVERSATION36
Allows subjects to speak without being overheard
- TRANS PROFICIENCY24
You gain proficiency with a weapon
- 2ND-LEVEL WIZARD/SORCERER SPELLS**
- ABJUR HELM OF WARDING23
Subject gains +5 bonus to saves vs. mind influences
- ABJUR PLAY THE FOOL76
Casters think spells were effective when they weren't
- CONJ SHRAPNEL GLOBE25
Exploding sphere inflicts 1d6 damage/two levels
- DIV DETOIM NAR (GUIDED STRIKE) ..65
Next attack gains +20 bonus
- DIV SCRYTALK11
Allows communication between scried and scrier
- ENCH LETHALITY DENIED35
Subdual damage rather than normal on killing blow
- ENCH STUN ITEM48
Intelligent item is stunned for 1 round/level
- EVOC ENERGY LASH23
Creates a whip made of energy that inflicts 1d6 points of damage +1/two levels
- EVOC FORGE INHERITED BOND88
You and a relative gain +1 bonus to attacks, saves, and checks.
- EVOC PIERCE76
Bolt of energy destroys force protections and inflicts 1d8 points of damage/two levels
- ILLUS GARRIS ADON66
(SEEMING OF FORM)
Object seems like something else
- TRANS GRANT SENSES47
Gives intelligent item ability to see and hear
- TRANS GRANT SPEECH47
Gives intelligent item ability to speak
- TRANS PLUNGE DEEP TO THE CORE ...24
Weapon bypasses +1 DR/five levels
- TRANS POWER CRAFT36
Source of locomotion to cart, wagon, boat, or ship
- TRANS ROGUE'S STAB37
Target gains +1d6 sneak attack damage
- 3RD-LEVEL WIZARD/SORCERER SPELLS**
- ABJUR ABUASHNE (SHARE ARMOR) ...64
Caster transfers natural armor to subject
- ABJUR FEY WARD33
Barrier keeps out fey creatures
- CONJ TEMPORAL VENOM68
Poison disrupts target's connection with time
- DIV ITEM FROM BEYOND11
Sends object to scried subject
- DIV KIN LINK88
Creates mental connection between relatives
- ENCH GREATER COMPELLING QUESTION .75
Target must answer question
- EVOC ACIDIC GLOBES21
Globes deal 1d6 damage when thrown
- EVOC MINOR WALL OF FORCE24
Wall deals 10 points of damage/level
- EVOC SCRY RETALIATION11
Inflicts 1d6 points of damage/level upon scrier
- TRANS ACTIVATE BLOODLINE POWER ..86
Certain subjects gain ability based on heritage
- TRANS ALIKABA'S GIFT21
Object in your hands appears in subject's hands
- TRANS ALIKABA'S THEFT22
Object in subject's hands appears in your hands
- TRANS ARROW DEFLECTION22
Sends incoming ranged attacks back at attackers
- TRANS BESTOW MALADY46
Gives intelligent item a malady
- TRANS COMRADE'S IMMUNITY75
Subject is immune to caster's spells
- TRANS FAMILY CURSE87
Curse affects 1d6 members of target's family
- TRANS GRANT MOBILITY47
Allows intelligent item to float/attack on its own
- TRANS INDUCE VULNERABILITY75
Targets suffer double damage from one energy type
- 4TH-LEVEL WIZARD/SORCERER SPELLS**
- CONJ CREATE LESSER CREATURE OF MIST .87
Creates creature of the mist up to CR 5
- CONJ ILROSOS TOBOR (ROSES OF LIFE) .66
Creates magical roses that heal 1d8 damage
- ENCH CIRCLE OF BINDING74
Targets cannot leave circle
- ENCH CONTROL CREATURE OF THE MIST .87
Creature of the mist obeys caster's commands
- ENCH SUPPRESS LESSER77
Lower-level arcane caster cannot cast spells
- EVOC APOLIOTH'S CONDEMNATION ..32
Burst inflicts 10d6 damage and entangles foes
- ILLUS SLAY ILLUSION76
Creates illusion that destroys other illusions
- TRANS ARROW REDIRECTION22
You make saves to redirect incoming ranged attacks
- TRANS BROTHER'S REVENGE87
Target who harmed caster's family withers and rot
- TRANS STRENGTH TO STRIKE25
You suffer 2 points of Strength damage, weapon gains +2d6 damage

TRANS	GAZE OF DESTRUCTION	.75
Caster's next spell becomes a gaze attack		
TRANS	GIRD THE WARRIOR	.23
Subject gains +10 armor bonus and +4 bonus to attack and damage		
TRANS	INSTILL FAMILIAR	.34
Grants familiar one spell of 4th level or lower to cast		

5TH-LEVEL WIZARD/SORCERER SPELLS

ABJUR	OVERCOME FORCE	.76
Subject becomes immune to force damage and can walk through <i>wall of force</i>		
CONJ	KEVESSA GUL (SPINES OF DEATH)	.67
Caster gains spines for melee or ranged use		
CONJ	VICIOUS SUMMONS	.25
Summons fiendish dire weasel on a creature, automatically inflicting damage		
DIV	SCRY REVERSE	.11
You automatically scry person scrying you		
ENCH	DOMINATE ITEM	.47
You control the actions of an intelligent item		
ENCH	KIN CURSE	.88
Target is compelled to kill nearest relative		
EVOC	HARROC ADULESE (HUNTER SERPENT)	.66
Energy snake hunts specific type of creature, inflicts 1d6 points of damage/level		
EVOC	QUINTELEMENTAL BLAST	.24
Cone inflicts 1d6 points of damage/level of whatever type of damage target is susceptible to		

6TH-LEVEL WIZARD/SORCERER SPELLS

ABJUR	FERROD ADUL VESTORIMIN (VESTORIMIN'S GOLDEN AURA)	.65
Caster surrounded by <i>antimagic field</i> vs. evil spells		
ABJUR	OROSTER'S REVENGE	.24
Attackers suffer 2d6 +1/level damage for each attack		
EVOC	SCRY BLAST	.10
Inflicts 1d4 damage/two levels upon scried subject		
TRANS	SUSAR'S DEATH	.25
Target dies in 1d4 rounds as blood turns to lead		

7TH-LEVEL WIZARD/SORCERER SPELLS

CONJ	CREATE CREATURE OF THE MIST	.87
Creates creature of the mist up to CR 9		
CONJ	DIABOLICH PORTAM (DEVIL'S GATE)	.65
Creates doorway to hell through which one devil might appear each round		
DIV	WINDOW TO ELSEWHERE	.11
Creates view into another location		
ENCH	MASTER CREATURE OF THE MIST	.89
Controls creature of the mist permanently		
NECRO	VESSA KORNARI (STEAL HEART)	.68
You eat the target's heart to prevent raising		

8TH-LEVEL WIZARD/SORCERER SPELLS

EVOC	CHAINS OF ANTIMAGIC	.74
Chains bind target, preventing spells and abilities		
NECRO	JISGUS SEPA (DISGUISE SOUL)	.66
Target appears to be other creature for many spells		
TRANS	FUSE LINE	.88
Two subjects share traits with future offspring		
TRANS	PRETUR AR NUADE (HOARD WARD)	.68
Intruders teleport to specific destination		

9TH-LEVEL WIZARD/SORCERER

SPELLS

ABJUR	ONE STEP BEYOND	.75
Targets immune to divination		
CONJ	CREATE GREATER CREATURE OF MIST	.87
Creates creature of the mist up to CR 12		
NECRO	CUIGNA ARTHANATH (CONSUME MAN)	.64
Humanoid is annihilated		
TRANS	DOORWAY TO ELSEWHERE	.9
Creates a doorway to another location		
TRANS	LEGACY OF ELDRITCH MIGHT	.89
Caster passes on skill with spellcasting to relative		
TRANS	SPHERE OF DETERIORATION	.76
All creatures in range suffer 1d6 points of damage/round		

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Climbing (+1/2 bonus)	.39
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Eldritch Blasting (+7 bonus)	.27
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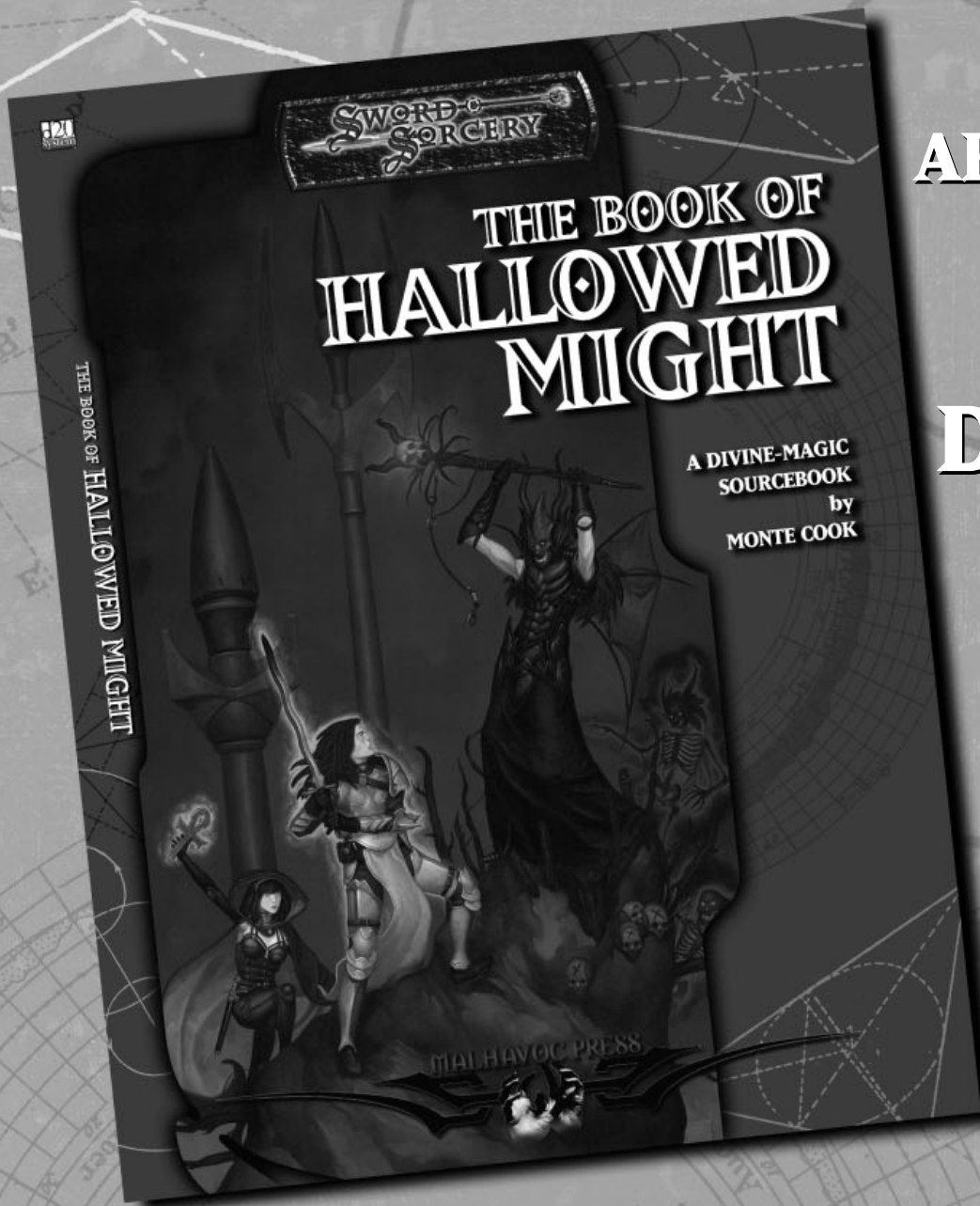
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