Forbidden Arcana: Wizards' Spellbooks

by Michael Hammes

Requires the use of the Dungeons & Dragons® Player's Handbook

Introduction

How many times have you, or the players in your campaign, defeated the evil wizard and obtained his spellbook? Once the inevitable *fire trap* is disarmed, the rest is usually anti-climactic. Sure, there might be a new spell or two in there, but other than that? Nothing.

Of course, given the way the standard rules are written, that's exactly what is supposed to happen. Each spellbook is an exact copy of every other spellbook. How could they not be? They all have the same number of pages.

Ultimately, of course, there is nothing inherently wrong with this. And yet, this spellbook represents someone's life work. Its style, its contents, its appearance, all of these and more are the result of the personality, life experiences, opinions, preferences, etc. of the owner; it deserves something more than a rules convenient generic treatment. And that something more is what you will find in this PDF.

As with all of the Forbidden Arcana series, the rules contained in this PDF are completely optional and will hopefully inspire you to use both the stated material and the concepts in your campaign. By providing you not only with ready-made spellbooks but also with the concepts behind them, it is hoped that the next time you or the players in your campaign find a spellbook, it is a memorable moment beyond the "boom" caused by the rogue's tripping of the *fire trap*.

The Standard Rules

Before looking at the spellbooks in this PDF, it is helpful to review the standard rules on deciphering arcane magical writings, preparing spells from a foreign spellbook, and copying spells from one spellbook to another.

ARCANE MAGICAL WRITINGS

1. A complex notation system that describes the magical forces involved in a spell is used to record an arcane spell in written form.
2. A wizard uses the same system no matter what the wizard's native language or culture.
3. Each particular wizard uses the system a unique way.
4. Another wizard's magical writing remains incomprehensible to any other wizard until the other wizard takes the time to study and decipher it.
5. To decipher an arcane magical writing (a spell in written form in another wizard's spellbook or on a scroll), a wizard must make a Spellcraft check (DC 20 + the spell's level).
6. If the Spellcraft check fails, the wizard cannot attempt to decipher that particular spell again until the next day.
7. If the wizard who wrote the magical writing helps the wizard, success is automatic.
8. A *read magic* spell automatically deciphers magical writing without the need for a skill check.
9. Once a wizard deciphers a particular magical writing, the wizard does not need to decipher it again.
10. Deciphering a magical writing allows the wizard to identify the spell and gain some idea of its effects (the spell description).
11. If the magical writing was an arcane spell scroll, the wizard can attempt to use the scroll.

OTHER WIZARD'S SPELLBOOKS

1. A wizard can use another wizard's spellbook to prepare a spell already known by the wizard (one that is recorded in the wizard's own spellbook). In order to do so:
   A. First, the spell must be deciphered (see Arcane Magical Writings, above).
   B. Second, a successful Spellcraft check (DC 15 + spell's level) is needed in order to be able to prepare the spell.
   C. A failed check means the wizard cannot try to prepare that spell from that spellbook again until the next day.
   D. The wizard must repeat the check any time the spell is prepared, no matter how many times the wizard has successfully prepared the spell from that spellbook before.

ADDING SPELLS TO A SPELLBOOK

1. Two spells of the wizard's choice per wizard level are gained to the spellbook for free; if the wizard is a specialist, one of the spells must be from the wizard's specialty school.
2. A spell can be copied from another spellbook (or a magic scroll). To do this:
   A. The spell must first be deciphered (see Arcane Magical Writings above).
   B. One day must be spent studying the deciphered spell; at the end of the day a Spellcraft check (DC 15 + spell's level) determines whether the spell has been understood.
   C. If the check succeeds, the spell can be copied (see Writing a New Spell into a Spellbook below).
   D. A failed check means the wizard cannot understand or copy the spell. The wizard cannot attempt to learn or copy that spell again until another rank in Spellcraft is gained.
3. A specialist gains a +2 bonus on the Spellcraft check if the spell to be understood is from the specialty school; a specialist cannot learn spells from prohibited schools.
4. The spellbook that was copied from is unchanged; a spell successfully copied from a scroll disappears from the scroll.
5. A spell, both an existing spell or an entirely new spell, can be researched independently and placed into the spellbook.

ROLE-PLAY ALERT!

While the mechanics of the rules concerning reading, copying, etc. are fine I prefer an old-school approach to spellbooks. While it may be convenient to have each spellbook be exactly 100 pages and each spell take up precisely one page per spell level, this level of standardization is just plain boring to me.

Just as each wizard uses the system of arcane magical writing in his or her own way, so each spellbook should reflect the uniqueness of its owner. Not to mention the fact that discovering a new spellbook should be one of the greatest treasures a wizard could hope for; the new spellbook should definitely not look like the one that the wizard already has and deserves a description of its own.

Even if you stick with the 100 pages/one page per spell level rule you can make spellbooks unique just by using a sentence or two to describe the look of the book (actually, it doesn't even have to be a book per se). Leather covers can be of a wide variety of colors and have any number of designs, from family crests to graffiti, on them.

Or you can go beyond leather and have things like:

1. A dwarven wizard's book with the spells etched onto pages of beaten silver and bound by a platinum spiral within gold covers (yep, it would be rather heavy).
2. The spellbook of a reclusive forest wizard who writes his spells on tree bark pages that he leaves sitting in the corner of his hut.
3. A desert wizard who, for lack of paper, writes his spells on clay tablets, which require a box to carry (hey, where did he get the wood for the box?).
4. A wizard who has his spellbook tattooed on his body (requiring some interesting contortions to read the spells).
5. The evil necromancer whose spellbook's ghoul-skin covers are bound with bone and the pages of which are made of flayed humanoid skin.

Obviously, some of these wouldn't be very feasible with the 100 pages/one page per spell level rule (that dwarven wizard's book would get very heavy very quickly). Maybe you decide that you can have one spell per page, or throw in a random element to account for each individual's handwriting so that a spell takes up one page per spell level +1d4 additional pages, or that the more precious the material, the less space a spell takes up. Hey, it's magic after all.

Also, nothing says that a spellbook has to be used exclusively for spells. Research notes, songs, poetry, journal entries, drawings, doodles, maps, instructions and what have you could all be found within the pages of a spellbook (although inscribing these mundane items would cost no more than the ink for the page).

Of course, don't invest more time in creating a spellbook than your players will get out of it; a descriptive sentence or two will suffice for a spellbook that will not otherwise be used to further some element of the campaign. If you do decide to include something other than spells in the book or to create a more elaborate description, don't do so for form's sake. Try to have some sort of game- or campaign-oriented purpose behind it; an included map is a treasure map, the instructions are instructions for the creation of a new magic item, etc

WRITING A NEW SPELL INTO A SPELLBOOK

1. A spellbook has 100 pages.
2. A spell takes up one page per spell level (a 5th level spell takes up 5 pages).
3. It takes 24 hours to record a new spell into a spellbook, regardless of level.
4. It costs 100 gp per page to write in the spellbook (for ink, paper, etc.; these costs in time or gold are not paid for the spells a wizard gains for free at each level).

REPLACING AND COPYING SPELLBOOKS

1. If a particular spell is already prepared, it can be written directly into the new book at the standard time and gold piece costs (this process wipes the prepared spell from her mind; if the spell is not prepared it can be prepared from a borrowed spellbook).
2. Duplicating an existing spellbook reduces the time and gold costs to one-half.

SELLING A SPELLBOOK

1. A spellbook can be sold for a gold piece amount equal to one-half the cost of inscribing the spells (50 gp per page); a spellbook with all 100 pages filled is worth 5,000 gp.

The Spellbooks

The spellbooks that follow are listed alphabetically by their owner's name. The write-ups of the spellbooks conform to the following template:

Background: A brief sentence or two about the background of the owner of the spellbook.

Personality: A paragraph or two describing the individual's quirks, habits, ideas, etc. that also serves as the basis for why the spellbook is the way it is.

Relevant Stats: Since each campaign is different, no full stats are provided (you'd probably have to tweak them anyway); instead, if the GM wishes to create the individual as an NPC, those aspects that should be included based on the spellbook, background, and personality of the owner of this book are listed here. Any new magic items will also be included as equipment and will have (new) written next to them; their description is in the New Magic section at the end of this PDF.

Appearance: A physical description of the spellbook.

ROLE-PLAY ALERT

How the PCs come into possession of these spellbooks is up to the GM. Although the text for each individual spellbook is written as if the owners are alive and in possession of their books, this does not limit the GM as to how and when these books are found. A few suggestions are listed below:

1. The spellbook is part of a treasure hoard.
2. The spellbook was stolen by some thieves, the same thieves that stole from the PCs; when the PCs recover their goods, they recover the spellbook as well.
3. The PCs actually meet the individual in question and somehow, by trading with them, defeating them, or even through stealing from them, the PCs come into possession of, or get access to, the spellbook.
4. The individual hires the PCs to recover his or her spellbook.
5. The spellbook is part of an auction after its previous owner died, disappeared, was run out of town, had it seized due to debts, etc.
6. A PC stumbles across it while browsing or researching in a library; it is there because the librarian mistook it for an ordinary sort of book.

Protection: Most spellbooks have some level of protection; it is listed here.

Contents: What spells and other information are in the spellbook. It is assumed that, as per the standard rules, all spellbooks contain all 0 level spells; if 0 level spells are listed, then they are new spells. New spells, as new magic items, have (new) written next to them and are listed at the end of this PDF in the New Magic section.

Value: The gold piece value of the spellbook on the open market.

Weight: Self-explanatory.

FAISA AL-AKBAR

Background: A necromancer of some skill, Faisa Al-Akbar is fascinated with duplicating the powers of various kinds of undead, a result of her human uncle becoming an allip when she was younger. To further her research, she journeys the land looking for unique kinds of undead to control and study.

Personality: Although a necromancer, Faisa Al-Akbar is not evil but neutral. Her sole purpose in pursuing the undead is to duplicate their powers with magic. To this end she scours the world for information on unique kinds of undead and attempts to capture them for study. Often she recruits others to aid her in these endeavors.

To Faisa, undead are interesting subjects for study. She views them with an analytical eye rather than as a means for gaining personal power through their domination, as most of her fellow necromancers do, or as creatures to be reviled and destroyed, as most of the rest of the world does. When she is done with her research she usually destroys the undead to keep them from running amok, using what parts she can for spell components.

Relevant Stats: Faisa Al-Akbar is a half-elf Necromancer 7 (or other mid level appropriate for whatever campaign she appears in). The following should be included when creating her as an NPC:

1. She is of Neutral alignment.
2. Her opposition schools are Enchantment and Illusion.
3. Her class skills include Gather Information, Knowledge (Arcana), and Knowledge (Religion). She has maximum ranks (level +3) in Knowledge (Arcana).
4. She has the feats Iron Will and Spell Focus (Necromancy).
5. She always carries a *glove of the damned* (new) with a GM-determined spell.

Appearance: Faisa's spellbook is a brassbound tome whose individual pages are made of papyrus and covered in her meticulous handwriting. A brass latch is connected to the back cover and fits over a brass eyelet on the front cover, which in turn is secured by a lock. The brass front cover features the Prayer of Seken-Re, an invocation to her people's God of the Dead to protect one from the undead.

Protection: A *sepia snake sigil* placed there by a friend is hidden in the text of the Prayer of Seken-Re on the front cover. In addition the book has a *fire trap* placed on it that detonates the moment anyone other than Faisa opens the book. A lock of good quality (DC 30 to Open Lock attempts) secures the brass latch; it's purpose is to keep the innocently curious from getting killed by the *fire trap*.

Contents: Faisa's spellbook contains only spells. She keeps a separate series of spellbooks, one book for each type of undead she has studied, that contain her observations, notes, experiments, and the originals of the spells and wondrous items she has derived from them.

Faisa's spellbook contains the following spells:

0 level:	*skeleton claw* (new)
1st level:	*burning hands, chill touch, detect undead, expeditious retreat, floating disk, hold portal, magic weapon, protection from evil, ray of enfeeblement, skeletal form* (new), *unseen servant*
2nd level:	*allip touch* (new), *command undead, continual flame, fox's cunning, false life, locate object, resist energy, rope trick, scorching ray, see invisibility*
3rd level:	*arcane sight, daylight, dispel magic, fireball, fly, halt undead, lightning bolt, protection from energy, vampiric touch, wight touch* (new)
4th level:	*enervation, fire trap, locate creature, wraith touch* (new)

Faisa's spellbook is a good place for the GM to include campaign-related material such as:

1. More new necromantic spells.
2. Introduce information on a new type of undead (through notes stuck into the spellbook that Faisa has not yet had time to file).
3. The map or information about an ancient temple, crypt, etc. which houses undead (Faisa plans to go seeking new research subjects there).

Value: 4,500 gp.

Weight: 10 lbs.

PROFESSOR GORLIKT

Background: A noted authority on evocations, Professor Gorlikt is a human professor at the Magic Academy where he serves as chairman of the Evocation department.

Personality: Professor Gorlikt is a true genius in his field and an accomplished evoker. Unfortunately, he is getting on in years and this, combined with the constant stream of ideas going through his head, tends to make him forgetful of minor details. In addition, having lived within the halls of academia for several decades, the good professor is out of touch with what is going on in the world and his people skills are, at best, marginal. Pedantic and self-involved, Professor Gorlikt prefers the company of his research lab to anything else and only rarely shows up for classes; most of the time he has an assistant professor teach in his place.

Relevant Stats: Professor Gorlikt is a male human Evoker 12 (or other high level appropriate for whatever campaign he appears in). The following should be included when creating him as an NPC:

1. He is of Lawful Neutral alignment.
2. His opposition schools are Necromancy and Illusion.
3. He has maximum ranks (level +3) in Knowledge (Arcana) and Spellcraft.
4. He has the feats Spell Focus (Evocation) and Greater Spell Focus (Evocation).

ELMORE

Appearance: Strictly utilitarian in appearance, although of fine quality, with a black leather cover, high quality paper pages, and a silk bookmark attached to the spine. All the pages contain magical writing written in the professor's meticulous script.

Protection: None.

Contents: This particular spellbook is one of the many research spellbooks that the good professor has written over the years. It contains some of his minor magics and is just the kind of item that he would misplace.

Unfortunately, because it is a research spellbook, it contains copious notes, references and annotations, both to other tomes as well as to other parts of this book. Therefore, any attempt to decipher a particular spell in this book suffers a -4 circumstance penalty to the relevant Spellcraft check. Using *read magic* in this case does not obviate the need for this Spellcraft check, although it does grant a +10 competence bonus (for a total bonus of +6) to the check. Once deciphered, a spell in this spellbook can be memorized or copied as any other spell.

Professor Gorlikt's research spellbook contains the following spells:

1st level: *icy breath* (new)

2nd level: *force wave* (new)

3rd level: *acid rain* (new)

In addition to the spells, there are a number of notations made about each spell by the good professor. For instance, for *acid rain* the notes state:

"Slow acting spell with decent damage potential. Not good against creatures, who can move out of the area too easily (would

continue to use *fireball*). Excellent against soft targets such as cloth and leather and will even wear down wood if given time."

Note that the spells in Professor Gorlikt's spellbook do not have to be complete. The GM can use them as a way to introduce spell research into his or her campaign. In this case, a character reading the spellbook and deciphering the notes (as above) can complete the professor's research. The cost to complete the professor's research is one half of what it would cost to research a complete spell (the standard is 1,000 gp per week/one week per level of the spell). Thus *force wave* could be completed in one week at a cost of 1,000 gp rather than taking two weeks and 2,000 gp. The researcher would still have to succeed at a Spellcraft check (DC 10 + spell level) to successfully complete the professor's research.

Finally, Professor Gorlikt's research spellbook is a good place for the GM to include campaign-related material such as:

1. More new spells (either complete or partially complete; none of the Illusion or Necromancy schools) or magic items.
2. Introduce other magical tomes or resources (from the professor's annotations and references).

Value: 350 gp (if all four spells are completed).

Weight: 3 lbs.

TYDE OF LANDHILL

Background: Tyde of Landhill is a traveling halfling merchant and spellcaster of some ability. His business dealings have taken him over most of the region and he counts many a friend, or at least business associate, in virtually every major city in those lands he has visited.

Personality: Cheerful even for a halfling, Tyde is the kind of person who makes friends easily almost anywhere. He has made, and lost, a couple of small fortunes over his brief career and these experiences have only sharpened his sense of humor and philosophy of making the best of any situation while living life one day at a time. Despite this easy-going attitude, the halfling is a creature of comfort who, although he enjoys traveling on the open road, prefers to do sleep in a warm bed at night.

Tyde is a bit of a renaissance man, having dabbled in everything from weaponsmithing to the culinary arts, a fact that makes him an interesting conversationalist. The halfling is also a keen observer of the cultures and peoples that live in the lands he has visited; he takes delight in meeting new people and seeing new places. Finally, Tyde is also a competent spellcaster who has done a modicum of research on his own both in the areas of spell development and wondrous item creation.

Stats: Tyde is a male halfling Expert 6/Wizard 3 (or any other mid level combination of Expert and Wizard appropriate for whatever campaign he appears in). The following should be included when creating him as an NPC:

1. He is of Chaotic Neutral alignment.
2. His Expert class skills include Bluff, Craft (Weaponsmithing), Gather Information, Profession (Cook), and Profession (Merchant). He has maximum ranks in (Expert level +3) in Bluff, Gather Information, and Profession (Merchant).
3. He has the feats Craft Wondrous Item and Persuasive.
4. He always carries an *infallible compass* (new) and *traveler's cloak* (new).

Appearance: This halfling-sized spellbook is relatively thick and bound in maroon leather that has seen much wear. A leather clasp secures the cover by allowing a hole in the leather to be slipped across a brass button driven into the back cover. The pages within are of good quality paper even though their edges are yellowed with age and use and a small section has obvious water damage. The quality of the writing varies from neat to rough, although it is clearly always the same hand.

Protection: A *magic mouth* (8th caster level) that triggers anytime someone other than Tyde touches the book (visual trigger). The *magic mouth* yells "Thief! Put me down! You don't know who you're messing with! Put me down right now! You'll be sorry!"; it was placed there by a friend of Tyde's.

Contents: Tyde's spellbook serves not only as a spellbook, but also as a logbook and notebook; he keeps a separate series of business ledgers. Thus you can find journal entries, recipes, songs, and other interesting bits of trivia collected by the halfling among its pages, all written in the halfling tongue. Sandwiched among this miscellania are Tyde's spells and even the instructions for the crafting of several magic items. While it would take a stranger some time to sift through this book, and it could easily be mistaken for a normal logbook all the while, Tyde knows just where to turn to memorize his spells.

The spellbook contains the following spells sandwiched in between the various log entries:

0 level:	*protection from insects* (new), *rain ward* (new)
1st level:	*alarm, charm person, comprehend languages, disguise self, expeditious retreat, endure elements, mage armor, sleep, unseen servant*
2nd level:	*detect thoughts*, *invisibility*, *mirror image*

In addition, it contains instructions for crafting the following wondrous items: *infallible compass*, *rain cloak*, and *traveler's cloak*.

Finally, Tyde's spellbook is a good place for the GM to include campaign-related material such as:

1. A description of a monster unknown to the PCs (and where Tyde spotted it).
2. A local legend hinting at a lost treasure (and what Tyde thinks of it).
3. A rumor or information about an item or NPC the PCs are seeking (and where Tyde heard it).

Value: 1,750 gp
Weight: 2 lbs.

New Magic

Spells

Acid Rain

Conjuration (Creation) [Acid]
Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25ft. + 5 ft./2 levels)
Effect: Rain falls in a 20-ft. radius, 20 ft. high
Duration: 1 round + 1 round per three levels
Saving Throw: None
Spell Resistance: No

Acid rain causes a steady rainfall within the area of effect. The rain reduces visibility by half, resulting in a –4 penalty on Spot and Search checks, and automatically extinguishes any unprotected flames. Ranged weapon attacks and Listen checks are at a -4 penalty.

The rainfall is highly acidic. Each round on your turn, starting when you cast the spell, the rain deals 2d4 points of acid damage to each creature and object within it. For every three caster levels the *acid rain* falls for another round (to a maximum of 7 rounds at 18th).

Material Component: A pinch of sulfur.

Allip Touch

Necromancy
Level: Sor/Wiz 3
Components: V, S

Casting Time: 1 standard action
Range: Touch
Targets: Creature or creatures touched (up to one/level)
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

A touch from your hand, which glows with cursed dark energy, disrupts the mind of living creatures. Each touch channels negative energy that deals 1d4 points of temporary Wisdom damage to the target unless it makes a successful Will saving throw. You can use this melee touch attack up to one time per level.

Force Wave

Evocation [Force]
Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 standard action
Range: 30 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

A wave of pure force rolls from your fingertips. Any creature in the area of effect takes 2d6 + 2 per caster level points of force damage (maximum +20).

Icy Breath

Evocation [Cold]
Level: Sor/Wiz 1
Components: V, S, M
Casting Time: 1 standard action
Range: 15 ft.
Effect: Cone-shaped burst
Duration: 1 minute

Saving Throw: Reflex half
Spell Resistance: Yes

Once cast, you may exhale a cone of frost from your mouth any time before the spell's duration expires. Any creature in the area of the frost takes 1d4 points of cold damage. You may choose to exhale an *icy breath* in the same action you cast the spell (the exhalation is considered a free action that is part of the spell's casting). For each level above 1st you may exhale an additional cone of frost (up to a total of 5 *icy breaths* at 5th level) as a standard action once per round. Exhaling an *icy breath* does not provoke an attack of opportunity (although casting the initial spell does). Any *icy breaths* not exhaled prior to the spell's expiration are lost.

Material Component: A piece of mint leaf that is chewed on for the duration of the spell.

Protection from Insects

Abjuration
Level: Drd 0, Rgr 1, Sor/Wiz 0
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 hour/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

An invisible barrier holds back insects and other pests of Fine size (such as flies, mosquitoes, ants, ordinary spiders, etc.) from your body and prevents them from stinging or landing on the creature. This spell does not have any effect on creatures larger than Fine size, monstrous versions of ordinary insects, pests, or vermin (such as giant insects or monstrous spiders). Insects that push up against the barrier feel pain and are forced to remain away from the barrier.

Material Component: A dead biting insect or pest.

Rain Ward

Conjuration (Creation) [Force]
Level: Sor/Wiz 0
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 hour/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: No

An invisible and barely tangible field of force surrounds the subject of a *rain ward* spell. The field of force is strong enough to keep the subject dry by repelling any manner of rain from a light sprinkle to a heavy downpour. It will also keep the subject dry during full immersion, such as when swimming. *Rain ward* does not protect against any other environmental hazards, such as fire, smoke, lack of air, hailstones, etc.

Because it is a field of force, a *rain ward* entails no armor check penalty, arcane spell failure chance, or speed reduction. Because it is a rather weak field of force any action that causes even one point of damage, actual or subdual, immediately causes the *rain ward* to collapse and the spell to end, letting the attack through. Unlike other force effects, *rain ward* does not protect against attacks by incorporeal creatures, shattering at their first touch.

Material Component: A drop of water.

Skeleton Claw

Transmutation
Level: Sor/Wiz 0
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)

Skeleton claw strips the flesh from one of your hands and turns the hand into a bony weapon that does lethal damage instead of subdual damage. Your hand still causes its normal unarmed damage, i.e. 1d3 points of damage for a human, but the attack is considered to be an "armed" unarmed attack that causes lethal damage and you do not suffer attacks of opportunity for attacking with it. A *skeleton claw* is considered to be both a manufactured weapon and natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons (such as *magic weapon*). A *skeleton claw* works exactly like your normal hand and does not interfere with spellcasting or normal functions in any way.

Material Component: A piece of a finger bone.

Skeletal Form

Transmutation
Level: Sor/Wiz 1
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 1 hour/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

Skeletal form pulls the creature's flesh and organs into its bones in a dramatic transformation that makes the creature appear much like a skeleton. The effect grants a variable enhancement bonus (see the following table) to the creature's existing natural armor bonus as well as damage reduction 5/Bludgeoning for all creatures:

Size	Bonus
Tiny or smaller	+0
Small	+1
Medium or Large	+2
Huge	+3
Gargantuan	+6
Colossal	+10

Thus a medium-sized creature gains a +2 natural armor bonus in addition to the listed damage reduction.

Skeletal form entails no armor check penalty, arcane spell failure chance, or speed reduction. The enhancement bonus provided by the *skeletal form* takes the place of the target's natural armor bonus (a rhino turned into *skeletal form* has its tough hide disappear into its bones).

Focus: A piece of bone taken from a skeleton.

Wight Touch

Necromancy
Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature or creatures touched (up to one/level)
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

Imbuing you with negative energy, this spell allows you to drain the life force of a single living humanoid with a successful melee touch attack. If the attack succeeds, the subject gains 1 negative level. You can use this melee touch attack up to one time per level.

Each negative level gives a creature a –1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities).

Additionally, a spellcaster loses one spell or spell slot from his or her highest available level. Negative levels stack.

Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 10 hours). Usually, negative levels have a chance of permanently draining the victim's levels, but the negative levels from *wight touch* don't last long enough to do so.

An undead creature struck by the *wight touch* gains 1d4x2 temporary hit points for 1 hour.

Material Component: A small piece of wight flesh.

Wraith Touch

Necromancy
Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature or creatures touched (up to one/level)
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

Imbuing you with negative energy, this spell allows you to drain the health of a single living humanoid with a successful melee touch attack. If the attack succeeds, the subject suffers 1d6 points of temporary Constitution damage. You can use this melee touch attack up to one time per level.

An undead creature struck by the *wraith touch* gains 1d4x5 temporary hit points for 1 hour.

Material Component: A small piece of wraith flesh.

Wondrous Items

Infallible Compass: A wondrous item of this sort can take any number of shapes, from a divining rod that pulls the hands in the direction of north, to an arrow balanced on a finger, to a stone that softly vibrates the closer it gets to north. Note that although such items are called infallible, and they are as long as there is a "north" to be found, they may not work in an extraplanar setting.

Faint divination; CL 1st; Craft Wondrous Item; *know direction;* Price 1,000 gp; Weight 1 lb.

Glove of the Damned: There are a number of these gloves in existence. Most gloves of this sort are usually finely made items of black silk or leather, devoid of all markings. However, some creators choose to place skulls or symbols of deities of the dead on the gloves to act as both a warning and promise; the truly creative make their gloves appear like rotting or skeletal hands. But whatever the look, material, or markings, all *gloves of the damned* have the same basic function: to store and deliver necromantic touch spells of 4th level or lower.

On command you can charge the *glove of the damned* up with the spell that was placed into it at the time of its creation. The spell acts exactly as described in the spell's description. No focus, divine focus, or material component is required to activate the spell stored in the *glove of the damned*.

If you are using the *glove of the damned* on an opponent, you must succeed at a melee touch attack. If you don't discharge the *glove* in the round when you cast the spell, you can hold the charge indefinitely. However, if you touch anything or anyone while holding the charge, even unintentionally, the spell discharges. You cannot make normal unarmed attacks with the hand that is wearing a charged *glove of the damned*.

You may wear only one *glove of the damned* at a time. A newly created glove of the damned has 50 charges. Each time you activate the spell stored within the glove it costs a single charge. Once the last charge is expended, a *glove of the damned* crumples into dust.

Eligible Spells: *allip touch* (new), *animate dead, bestow curse, blight* (druids only), *blindness/deafness, chill touch, contagion, curse water, death knell, death ward* (cleric, Death domain, and paladin only), *gentle repose, ghoul touch, inflict critical wounds, inflict light wounds, inflict minor wounds, inflict moderate wounds, inflict serious wounds, mark of justice* (paladin only), *poison, skeletal form* (new), *touch of fatigue, vampiric touch, wight tough* (new), *wraith touch* (new)

Example:

Glove of the Damned (vampiric touch): Upon command the wearer of the *glove* can expend one of the *glove's* charges to charge up the *glove's vampiric touch* power. Once charged, the *glove* acts exactly as the spell of the same name. When first created, the *glove* has 50 charges.

Faint Necromancy; CL 5; Craft Wondrous Item; *vampiric touch*; creator must be a Necromancer or Cleric; Price 11,250 gp; Weight < 1 lb.

Rain Cloak: This ordinary appearing light wool cloak provides its wearer and his or her equipment with complete protection from rain and other forms of precipitation, keeping its wearer dry in all types of weather including monsoons and hurricanes.

Faint abjuration; CL 3rd; Craft Wondrous Item; *rain ward,* Price 500 gp; Weight 1 lb.

Traveler's Cloak: This ordinary appearing fine wool cloak provides superior protection to all forms of weather by keeping its wearer and any equipment he or she carries completely dry and comfortable in any kind of weather by combining a *rain ward* effect with an *endure elements* effect. It also adds a *protection from insects* effect for completeness; as long as the cloak is donned the creature will never get wet or be too cold or too hot or suffer the biting sting of insects.

Faint abjuration; CL 3rd; Craft Wondrous Item; *endure elements, rain ward, protection from insects*; Price 2,000 gp; Weight 2 lbs.

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